

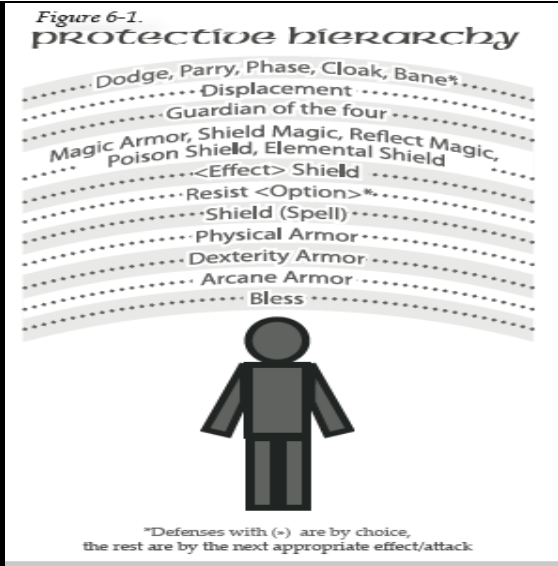
LEGAL HEALING ARTS QUESTIONS:

How many Body Points are you down?
 Were you waylaid?
 Are you diseased?
 Are you sleeping?
 Are you paralyzed?
 Are you regenerating?
 Are you unconscious (at zero body)?
 Are you dying (at -1 body)?
 Are you dead (need a Life spell)?

How much time until you: <wake up, become conscious, become unparalyzed, die, resurrect>?

USES FOR AWAKEN

This spell awakens the recipient from a Waylay, any sleep effect, and the charm effects: Charm, Charm Animal, Calm Animal, Calm, Shun, Shun Animal, Silence, Fear, and Vampire Charm.



Delivery Methods **Table 6-1.**

DELIVERY TYPES	EFFECT TYPE	DELIVERY METHODS												
		BOFFER	ARMOR	MAGIC ARMOR	SHIELD / REFLECT MAGIC	ELEMENTAL SHIELD	POISON SHIELD	PARRY	DODGE	DISPLACEMENT	RESIST & EFFECT SHIELD	CLOAK & BANE		
WEAPON BLOW	Normal, Silver	Physical	✓	✓	✓				✓	✓	✓			
	Magic	Physical	✓	✓	✓				✓	✓	✓			
	Elemental	Physical	✓	✓	✓				✓	✓	✓	✓	✓	
	Massive	Physical		✓	✓				✓	✓	✓			
	Physical Strike	Physical			✓				✓	✓	✓	✓	✓	
	Carrier Attack	Physical	✓	✓	✓				✓	✓	✓	✓	✓	✓
	Spell Strike	Spell				✓				✓	✓	✓	✓	✓
PACKET	Weapon Trap	Physical	✓	✓	✓				✓	✓	✓			
	Spell	Spell				✓				✓	✓	✓	✓	
	Elemental	Elemental					✓			✓	✓	✓	✓	
	Physical	Physical			✓				✓	✓	✓	✓	✓	
	Magic (Effect)	Spell				✓				✓	✓	✓	✓	
	Arcane	Spell								✓	✓	✓	✓	
	Poison	Poison						✓		✓	✓	✓	✓	
AREA OF EFFECT	Gas Globe	Poison						✓		✓	✓	✓	✓	
	Acid/Flame			✓								✓		
	Poison	Poison						✓				✓		
	Explosive			✓										
Massive Mechanical	Physical		✓											

DURATION & ACTION COUNTS

POISONS:

Berserk, Charm, Feeblemind, Hallucinoid, Nausea, Paralyze, Paranoia, Sleep, Vertigo, Weakness: Last 5 minutes

Oil of Slipperiness, Paste of Stickiness, Intoxicants: Last 1 hour

Liquid Light: Last 5 days

Forget Poisons: If not cured within 10 minutes of being administered the amnesia is permanent.

Enslavement: Last until cured or until the person resurrects. This effect has a special antidote.

MISC:

Refitting Physical Armor, Meditating, First Aid: 1 minute

Rapid Refit, Identifying a Potion (with Healing Arts), Identifying a Elixir (with Herbal Lore): 3 seconds

Lesser Attacks: All attacks that are Lesser last 10 seconds unless otherwise stated

MAGIC:

Bind, Fear, Pin, Web, Confine: Line of sight of the caster

Calm, Calm Animal, Charm, Charm Animal, Control/Turn/ Create Undead, Charm, Paralyze, Shun, Shun Animal, Silence, Sleep, Tarry, Drain, Vampire Charm: 5 minutes

Corruption, Regeneration: 1 minute

Circle of Harmony, Improved Hearth: 1 hour

Circle of Power, Imprison: 10 minutes

MAGIC (cont):

Taint, Weakness, Disease, Curse of Destruction. Drain Life, Infliction: Indefinite until cured or until resurrection

Illumination, Lesser Investiture, Mystic Lock, Ward: 5 days

BINDOMANCY:

Bind: Your arms are bound to your sides

Pin: Your right foot is pinned to the ground

Web, Paralyze or Confine: You cannot move anything in your body

Imprison: Magic shield around you. You are frozen in place, but are no effect to everything except a dispel magic (which drops the imprison) or killing blow by the caster.

ADDITIONAL BODY & ARMOR

Bless: Adds 5 Body Points to your total. These are the first lost when you take Body damage

Shield: Adds 5 Armor Points to your total. These are the first lost when you take damage to your Armor

CLASS STARTING STATS

CLASS	BODY	WEAR ARMOR
Fighter	8	20
Rogue	5	15
Scholar	4	10
Templar	5	15

Trap Types **Table 6-3.**

NAME	EFFECT	DEFENSE
Massive Mechanical	x	Armor
Explosive	Destroy	Armor
Flame/Acid	x	Armor, Cloak, Bane
Gas	Poison	Resist Poison, Shield
Weapon	x	Parry, Dodge, etc

Physical Waylay: The only way to wake someone up from Waylay is an Awaken Spell or Potion

Chaos Spell: Damage goes straight to body.

Massive: Damage is taken no matter what it hits but it still uses armor though.

Physical Strike: Stopped by Magic Armor or Parry

4 MOST IMPORTANT RULES OF NERO

Body Contact: No body contact during combat. All combat is to be done with approved safe weapons and only hit approved areas. This does not apply to packets

Alcohol: NO alcohol or illegal drugs allowed or under influence of use

Sneaking: If you wish to sneak into a building, regardless of whether you sleep there, you must have a marshal present

Hold: When you hear "Hold" called, put your head down and close your eyes until you hear the "Lay On" call. When you hear the Lay On called, repeat it in a firm voice, so others farther from the call may hear it.

