

Racial Traits Supplement

Version 1.32 by NERO International

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Objective:

This supplement expands racial abilities and opens them up to purchase and use for all races at an increased cost. The primary purpose of this is to facilitate a broader range of character concepts and role-play options to all NERO players.

Additional benefits of this supplement are the elimination of all racial restrictions and disadvantages listed in the NERO Rulebook 9th edition. This includes Body Point changes, build discounts, build cost increases, and skill purchase requirements. This supplement replaces all applicable sections in the NERO Rulebook 9th edition.

Summary

The races of Tyrra each possess natural tendencies and attributes, in NERO these are represented by Traits. These Traits determine the abilities that are easier for the character to learn. Each race also receives a *Racial Feature*, most often a weapon, which comes naturally to that race. The Traits and Features that are associated with each race are found on Racial Comparison chart (Table 2-1). A complete list of all the available racial abilities can be found on the Racial Abilities chart (Table 3-1), as well as the two costs associated with them. The lower cost is used by races that have the same trait as the category of the ability. The higher cost is used by races without the trait.

Characters may only buy one racial ability per level of experience they have.

Racial Comparison Chart

Table 2-1.

RACE NAME	TRAITS	RACE FEATURE ABILITY
Barbarian	Strong, Wild	Two Handed Weapon Mastery
Biata	Telepathic, Willful	Mentalist
Drae	Fast, Willful	Crossbow Mastery
Dwarf	Tough, Tradesman	Hammer Mastery
Elf	Fast, Willful	Bow Mastery
Gadabari	Survivor, Tradesman	Dagger Mastery, Hex
Half Ogre	Strong, Tough	Two Handed Weapon Mastery
Half Orc	Strong, Wild	Axe Mastery
Hobling	Fast, Tough	Short Weapon Mastery
Human	Choice of One	None
Mystic Wood Elf	Tradesman, Willful	Break Charm
Sarr	Fast, Survivor	Claw Mastery
Scavenger	Survivor, Tough	Claw Mastery
Stone Elf	Telepathic, Willful	Mentalist
Wild Elf	Fast, Wild	Bow Mastery

Racial Feature: <type> Weapon Mastery

Some races have a natural affinity with specific groups of weapons or weapon types. The character must first learn a weapon skill before their mastery feature becomes available. Once the character has learned a weapon skill (any weapon skill, not just one included in the mastery), they gain the ability to use any of the weapons covered in the mastery, without the need purchase them.

All *Weapon Proficiencies*, *Slays*, *Backstabs*, *Assassinates*, and *Blade Furies* the character has learned for other weapons, are also automatically applied to the Racial Weapon Mastery feature, and therefore all weapons covered in the group.

Racial Abilities

Table 3-1.

SKILL NAME	Trait Type	Cost with Trait	Cost Without Trait
Dodge	Fast	12	24
Light Touch*	Fast	2	4
Sneak Attack	Fast	8	16
Mighty Slay	Strong	10	20
Rip From Binding*	Strong	4	8
Strong-Arm	Strong	10	20
Detect Poison/ Antidote*	Survivor	3	6
Ready Armor*	Survivor	4	8
Will to Live	Survivor	10	20
Awaken*	Telepathic	3	6
Break Charm	Telepathic	5	10
Calm*	Telepathic	2	4
Resist Physical	Tough	5	10
Resist Poison*	Tough	4	8
Toughness*	Tough	4	8
Harvester	Tradesman	5	10
Merchant	Tradesman	5	10
Production Master	Tradesman	10	20
Battle Rage*	Wild	2	4
Detect Magic	Wild	4	8
Dispel Magic*	Wild	4	8
Remove Fear*	Willful	2	4
Resist Charm*	Willful	3	6
Resist Sleep*	Willful	3	6

* This skill can be bought multiple times.

Racial Skill Descriptions

Awaken*

This skill allows the character to cast one *Awaken* spell per day, by full spell incant, as if from memory. This spell functions exactly as the earth spell of the same name (see page 67) and requires no other pre-requisites to use it.

Battle Rage*

This skill allows the character to do five extra points of damage with any melee weapon they have the skill to use, for five swings made within 60 seconds. If the character is using a weapon in each hand, each gains the bonus damage. The maximum bonus damage that *Battle Rage* will grant to any weapon attack is five extra points of damage regardless of weapon type or fighting style. *Battle Rage* cannot be used in conjunction with ranged weapons (*Bow*, *Crossbow*, *Thrown Weapons*, etc.). In addition, the character may use this skill to resist a *Berserk* effect and then immediately activate this skill. Using this ability requires the character to speak the verbal "I invoke Battle Rage" or the verbal "Resist! I invoke Battle Rage." A character can only be affected by one Battle Rage at a time. It can be used once per day for each time it is bought. Invoking is not subject to disruption.

Break Charm

This skill can be purchased once. With this skill, the character can break active charm effects on another creature, an unlimited number of times per day. The effects included are *Calm Animal*, *Calm*, *Charm Animal*, *Charm*, *Shun Animal*, *Shun*, *Fear*, and *Vampire Charm*. To use this skill, you must be able to touch the charmed person, have his or her attention, and spend one full minute of role-playing conversation with the charmed victim. If you perform any other skills during this minute, if the charmed person is attacked, or if the conversation is halted, then the *Break Charm* is unsuccessful.

In addition, the character may choose to expend the skill for the rest of the day, and if they do, they may break an *Enslavement* effect, regardless of delivery method. If the target is not enslaved or the attempt is disrupted or interrupted, the ability is not expended, however the character must start over from the beginning. *Break Charm* does not affect (nor is it affected by) any Spell Defenses.

You cannot use this skill upon yourself.

Calm*

This skill allows the character to cast one *Calm* spell per day, by full spell incant, as if from memory. This spell functions exactly as the earth spell of the same name (see page 67) and requires no other pre-requisites to use it.

Detect Magic

This skill can be purchased once and allows a character to *Detect Magic* by touch-cast, an unlimited number of times per day. This ability functions exactly per the earth spell of the same name (see page 72). Using this ability requires 3-seconds of role-play and the character to speak the verbal "I invoke detect magic." Invoking is not subject to disruption.

Detect Poison / Antidote*

This skill allows the character to administer a natural antidote effect. Using this ability requires 3-seconds of role-play and the character to speak the verbal "I invoke a poison antidote." Upon successful delivery of the effect, all active poison effects are removed from the target. A *Poison Antidote* may still be used by the character even if they cannot use in-game skills (such as if affected by nausea or tainted). In addition any character with this ability may detect poisons as if they had skill *Herbal Lore*, even the skill has been expended for the day. Invoking is not subject to disruption.

Dispel Magic*

This skill allows the character to cast one *Dispel Magic* spell per day, by full spell incant, as if from memory. This spell functions exactly as the earth spell of the same name (see page 72) and requires no other pre-requisites to use it.

Dodge

This skill can be purchased once and functions exactly as *Assassinate/Dodge* (see pages 33-34), except it cannot be used to Assassinate.

Harvester

This skill allows the character to gather their own “materials” to augment their production skills. As a result, the character does not need pay silver coins in order to receive the bonus levels for materials. If the character also pays for materials with silver, the bonus is doubled (see page 32).

Light Touch*

This skill can be used to generate any one of the following effects: one attempt to *Pick Lock*, or one attempt to *Set/Disarm Trap*, or use one *Alchemy* poison (regardless of alchemy level), or apply the character’s full *Backstab* bonus damage or expend an *Assassinate* with a single *Thrown Weapon* attack, even when attacking from in front of the enemy.

For *Pick Lock* and *Set/Disarm Trap* the character gets one attempt, being 60 seconds of action. The 60-second start time begins when the player states the verbal “Pick Lock” or “Set Trap” or “Disarm Trap” depending on what they are doing (*Set/Disarm Trap* is one skill and can be used to set and/or disarm in the 60-seconds duration if there is time). Using the *Alchemy* or *Thrown Weapon* options are used in the standard way and have no addition verbal.

Merchant

This skill allows the character to exchange any amount of their unused *Master Production* levels and in return gain an equal number levels of any other production skill (*Alchemy*, *Create Potion*, *Create Scroll*, *Create Trap*, or *Smithing*). These exchanged levels do not count as “base levels” of the exchanged type and they cannot be increased in any way once exchanged.

Mighty Slay

This skill can be purchased once and functions exactly as a *Master Critical Slay* (see page 40), except it cannot be used to *Parry*. *Mighty Slay* does not count toward pre-requisites for *Blade Fury*.

Production Master

This skill allows the character to receive the “workshop” bonus levels of production without access to a workshop. If the character also has access to a workshop, the bonus is doubled (see page 32).

Ready Armor*

This skill allows the character to invoke the effects of a *Shield* spell and the *Eldritch Shield* cantrip through natural means. A *Shield* grants the character 5 extra armor points and an *Eldritch Shield* grants the character 10 extra armor points (for a total of 15 extra armor points). These points are the first body points lost to damage. If the character dies and requires a *Life* spell the *Shield* and *Eldritch Shield* are lost. *Ready Armor* does not stack with *Shield* or *Eldritch Shield* but will replace them if the character has either active on them already when *Ready Armor* is invoked. Using this ability requires 3-seconds of role-play and the character to speak the verbal “I invoke armor”. It can be used once per day for each time it is bought. Invoking is not subject to disruption.

Remove Fear*

This skill allows the character to cast one *Remove Fear* spell per day, by full spell incant, as if from memory. This spell functions exactly as the earth spell of the same name (see page 79) and requires no other pre-requisites to use it.

Resist Charm*

This skill works exactly as described in the NERO rulebook 9th edition (see page 41).

Resist Poison*

With this skill, a character can resist one poison effect for each time the skill is bought. This includes all alchemical substances (including ingested elixirs) as well as any attack with the word “poison” in the delivery. If the poison effect is one that would normally trigger a spell defense, then the spell defense must be used before the *Resist* or the protective will be lost. You cannot save your spell defense because you would not have been affected by the poison.

In order to use this ability, the player must call “Resist” within 3 seconds when struck by the poison attack. The character must be conscious to use this skill. You may not pretend to fall affected and then jump up and say “Resist!”

Resist Physical

This skill can be purchased once and allows the character to defend against any one attack with the word “physical” in the delivery, regardless of the delivery method. *Resist Physical* may also be used to defend against any weapon attack, including an *Assassinate*, *Slay* or *Blade Fury*. A *Magic Armor* spell defense must be used before the *Resist* or the protective will be lost. You cannot save your spell defense because you would not have been affected by the attack.

In order to use this ability, the player must call “resist” within 3 seconds when struck by the attack. The character must be conscious to use this ability. You may not pretend to fall affected and then jump up and say “Resist!”

Resist Sleep*

This skill works exactly as described in the NERO Rulebook 9th edition (see page 41).

Rip from Binding*

This skill allows the character to rip free from one binding effect with a 3-second counted action (regardless of delivery method). Binding effects are *Pin*, *Bind*, *Web*, or *Confine*. No damage is dealt to the character when using this ability.

Sneak Attack

This skill can be purchased once and functions like a *Backstab* (page 34), except it does not count toward prerequisites for *Assassinate/Dodge* or any other skill. It is not an expendable skill.

Strong Arm

This skill can be purchased once and allows the character to swing one extra point of damage with any weapon they are able to wield, including wielding two weapons at once. This skill does not confer any of the benefits of *Superhuman Strength* or the *Endow* spell, only additional weapon damage

This skill does not count as a *Proficiency* for the purposes of how many times the character may purchase *Critical Slay/Parry*.

Toughness*

This skill allows the character to invoke the effects of a *Bless* spell and the *Eldritch Bless* cantrip through natural means. A *Bless* grants the character 5 extra body points and an *Eldritch Bless* grants the character 10 extra body points (for a total of 15 extra body points). These points are the first body points lost to damage. If the character dies and requires a *Life* spell the *Bless* and *Eldritch Bless* are lost. *Toughness* does not stack with *Bless* or *Eldritch Bless* but will replace them if the character has either active on them already when *Toughness* is invoked. Using this ability requires 3-seconds of role-play and the character to speak the verbal “I invoke toughness”. It can be used once per day for each time it is bought. Invoking is not subject to disruption.

Will to Live

This skill can be bought once. When used, this skill allows the character who has reached the end of their normal “death countdown” to immediately become “unconscious” (with 0 body points) instead of becoming “dead”. To use the ability, the player must state the verbal “Will to Live”. Once *Will to Live* is declared, the player must start a silent 60-second count, after which the character will become conscious (with 1 body point). “Will to Live” is an out-of-game call and can be made by the player regardless of effects on the character (such as if *Silenced* or *Tainted*). If the character is given a *Killing Blow* or is hit with a *Death*, they may not use this skill; they have skipped the 60-second “death countdown” and moved directly to the “dead” condition.

Racial Features

Axe Mastery

This Racial Feature grants the character the skill to use any type of axe weapon (see page 44). This includes only the following: *Hatchet*, *Short Axe*, *Long Axe*, and *Two Handed Axe (Polearm)*.

Bow Mastery

This Racial Feature grants the character the skill to use a *Bow* (see page 44), but does not grant the *Archery* skill.

Break Charm

This Racial Feature grants the Mystic Wood Elf the skill *Break Charm* for free.

Claw Mastery

This Racial Feature grants the character the skill to wield a claw. The claw must be either a short-sword or a long-sword marked with red tape; plastidip claws do not need to be red, but must clearly and unquestionably look like claws. If the character has the *Florentine* or *Two-Weapon* skills, they may wield two claws, but each claw must conform to the limitations of those combat styles.

The claws cannot be *Fumbled*, *Shattered*, or *Destroyed*. You cannot call a Hold to pull out claws. Consider the claws retractable. Claws are considered weapons (body weaponry) and can be affected by blade spells and the *Smithing* skill Sharpening within the same rules for a standard weapon. Claws cannot be *Silvered* by the *Smithing* skill. Claws cannot be enchanted with Formal Magic.

Crossbow Mastery

This Racial Feature grants the character the skill to use a *Crossbow* (see page 44), but does not grant the *Archery* skill.

Dagger Mastery

This Racial Feature grants the character the skill to use any type of *Dagger*. This includes only the following: *Dagger* and *Throwing Dagger*.

Hex

This feature works exactly as described in the NERO rulebook 9th edition (see *Gypsy Curse* pages 37-38), with the following changes:

All references to *Gypsy* should be replaced with *Gadabari*.

All references to *Gypsy Curse* should be replaced with *Hex*.

This Racial Feature grants the Gadabari the skill *Hex*. This skill can be used an unlimited number of times per day, up to once per minute. A *Hex* may only have a single target and a character can only have one target cursed at any given time. Bestowing a new *Hex* causes the previous *Hex* to immediately expire. The *Hex* is removed if the victim resurrects.

In addition, the character may choose to expend the skill for the rest of the day, and if they do, they may cast one *Curse* spell per day, by full spell incant, as if from memory. This spell functions exactly as the earth spell of the same name (see page 71) and requires no other pre-requisites to use it.

Hammer Mastery

This Racial Feature grants the character the skill to use any type of hammer weapon (see page 44). This includes only the following: *Bludgeon*, *Short Mace*, *Long Mace*, *Short Hammer*, *Long Hammer*, and *Two Handed Hammer (Two Handed Blunt)*.

Mentalist

This Racial Feature grants the character certain mental abilities. These abilities are all completely role-playing in nature. Generally speaking, the character can remove role-playing insanity based on memories or otherwise “cure” mental damage on any willing subject. You cannot use this ability to tell if another player is telling the truth or to have that player remember events forgotten due to a *Forget* elixir or otherwise get around any NERO rule. A player always has the right to refuse to role-play any of these skills and can at any time decide to “break off” contact or be cured. In order to use this role-playing skill, you must touch the other person and concentrate completely by either staring into each other’s eyes or by both of you having your eyes closed. You cannot perform any other in game skill while role-playing this. Any character that simply touches someone and says “There, you no longer have a fear of heights (or whatever)” is not roleplaying the ability properly. For more information about these skills, see “Mind Abilities” in the chapter on *Special Abilities*

In addition, a character with this skill may expend their powers for the day to act as an *Inspiration* spell on a friendly target. This spell functions exactly as the earth spell of the same name (see page 76) and requires no other prerequisites to use it. Using this ability requires 3-seconds of role-play and the character to speak the verbal “I invoke Inspiration” and it is then delivered by touch-cast only. It counts as the recipients one use of the *Inspiration* effect for the day. Invoking is not subject to disruption.

Short Weapon Mastery

This Racial Feature grants the character the skill to use any type of short weapon (see page 44). This includes only the following: *Sap, Bludgeon, Dagger, Hatchet, Short Axe, Short Hammer, Short Mace, and Short Sword.*

Two Handed Mastery

This Racial Feature grants the character the skill *Two Handed Weapon Master* (see page 44).

change log for 1.31 to 1.32

version updated by Jason Mote

1. Removed Gypsy racial name and replaced with Gadabari to reflect rules and policy changes issued by NERO International
2. Racial Feature *Gypsy Curse* has been renamed to *Hex* instead. Changed all references to *Gypsy Curse* to *Hex*. No other functional changes were made and the Racial Feature functions identically to how it did before the name change

change log for 1.3 to 1.31

version updated by Jason Mote

1. Additional minor corrections in the Summary on page 1. Consolidated the text for clarity and efficiency
2. Made the passage "Characters may only buy one racial ability per level of experience they have." more prominent in the summary description.
3. Corrected "NERO National" to "NERO International"
4. Corrected some formatting issues throughout the document
5. Corrected "Racial Feature: Weapon Mastery" to "Racial Feature: <type> Weapon Mastery"
6. Corrected some notes in the 1.2 to 1.3 changelog for clarity of purpose
7. Replaced the word "phrase" with the word "verbal" in the entire document. Change made to strengthen that you need to be able to speak to activate the skill
8. Battle Rage – added that the additional damage is granted to all weapons wielded by the character to a max of +5 per weapon for 5 attacks. Thus a character wielding a two-handed weapon would get +5 damage for 5 attacks and a character using a weapon in each hand will get the +5 bonus in each hand.
9. Detect Poison – clarified intent that it can be used even while under poison effect or while skillless
10. Harvester – minor correction
11. Light Touch – clarified the wording further. Clarified that the skill does not grant the Assassinate skill and that the character may only expend the existing skill when using Light Touch
12. Mentalist – text about expending the ability for Inspiration was missing from the text. The error was fixed and the passage was restored.
13. Bow Mastery – clarified the wording further to indicate ability to use Bow is separate from the *Archery* skill.
14. Crossbow Mastery – clarified the wording further to indicate ability to use Bow is separate from the *Archery* skill.
15. Claw Mastery – removed that claws can be Fumbled. Confusion with monster ability and other claw effects like Claw of Tyrra. The change is tabled for now but might be considered again at a future time. Also removed Silvering option. Deemed to be exception to how silvering weapons works and likely to be problematic. Use blade spells instead. Claws cannot be enchanted with Formal Magic.

change log for 1.2 to 1.30

version updated by Jason Mote

1. Removed the word "playtest" and replaced with "supplement" throughout the document
2. Corrected the Summary on page 1
3. Updated the Table (2-1) on page 2 – redesigned to match the rulebook
4. Updated the Table (3-1) on page 3 – redesigned to match the rulebook
5. Reordered the Tables (2-1) and (3-1)
6. Renamed *Grand Master* to *Production Master*. This was done because 20 or more levels of any production skill is called "Grand Master"
7. Corrected page numbers throughout the document
8. Added "Invoking is not subject to disruption." to all invoked effects
9. Added "This skill can be purchased once..." to applicable skills
10. Awaken – updated to reflect delivered effect is a spell from memory, by full incant

11. Break Charm – updated description and included rulebook text for completeness
12. Calm – updated to reflect delivered effect is a spell from memory, by full incant
13. Detect Magic – Clarified wording
14. Detect Poison/Antidote – corrected that it can be purchased more than once
15. Dispel Magic – updated to reflect delivered effect is a spell from memory, by full incant
16. Dodge – edited for content
17. Harvester – clarified that the “silver” is silver coins
18. Harvester – Added: “If the character also wishes to spend silver, the bonus is doubled.” This brings the skill in line with the power level of Production Master
19. Light Touch – Rewritten for clarity. Assassinate can now be called with Light touch. Pick Lock and Set/Disarm Trap are now 60-seconds firm, and require the character to state what they are doing, “Pick Lock” or “Set Trap” or “Disarm Trap” to start the timer for the skill. Using the Alchemy or Thrown Weapon options do not require the character to say anything
20. Merchant – Rewritten for clarity. These exchanged levels cannot be increased in any way once exchanged
21. Mighty Slay – cannot be used to Parry
22. Ready Armor – Rewritten for clarity. Added armor values granted and added additional text to match the rulebook
23. Remove Fear – updated to reflect delivered effect is a spell from memory, by full incant
24. Resist Charm – Cost increased from 2/4 to 3/6 . Changed for game balance
25. Resist Physical – Rewritten for clarity. Resist Physical may also be used to defend against any weapon attack, including an Assassinate, Slay or Blade Fury
26. Resist Sleep – Cost increased from 2/4 to 3/6 . Changed for game balance
27. Rip from Binding – Added “regardless of delivery method”
28. Toughness – Rewritten for clarity. Added body point values granted and added additional text to match the rulebook entry
29. Will to Live – Rewritten for clarity. Added that Killing Blow prevents use of the skill
30. Added an explanation on page 2 of *Racial Feature Weapon Mastery* and how it works
31. Added race names to the specific racial Features because this will help to denote the specific races that are granted those features
32. Axe Mastery, Hammer Mastery, and Short Weapon Mastery – outlined allowed weapons
33. Bow Mastery and Crossbow Mastery – does not include the entire *Archery* skill, only the names weapons
34. Claw Mastery – Rewritten for clarity. Added allowance for plastidip style claws vs red ones only. Updated claws cannot be Shattered or Destroyed. Claws can be *Fumbled* in the same way that Spirit Linked/Locked items can also be *Fumbled*. Added ability to *Sharpen* claws with the same limits as weapons. Added ability to *Silver* claws with special limitations that the silvering expires at the end of the event. The character takes no damage from the silvering process
35. Dagger Mastery – New addition to Gypsy Racial Feature. Added for balance
36. Gypsy Curse – Rewritten for clarity. Limit to one active curse. A group cannot be targeted. The Gypsy Curse is removed if the victim resurrects. Added expenditure of skill allows delivery of *Curse* spell (i.e. Curse of Destruction)
37. Mentalist – Merged and added additional text to match the rulebook entry