

NERO Transformation Package

This package is to be used within the NERO International Tyrran campaign game setting (9th Edition Rules Set) and it is intended to be used within participating chapters as written with no hidden modifications. Chapters must obtain permission from the primary author of this package to use within their campaign. Consistency between geographically close chapters makes sense not only for the players, but the plot teams, owners and others who have a vested interest in expanding and making this game better. This package was written and compiled by Tim Saluga, with ideas submitted by Stephen Looney, Tera Boster, Rob Furst, Mike Conley, Eric Bauer, Sarah Bauer, Brian Wamsher, John Lawrence and Jay Rhoades.

A very special thanks to all those who tested this package and gave feedback to make it playable and acceptable within the game.

Participating Chapters:

- | | |
|-------------------------------|------------------------|
| • NERO Cincinnati | Cincinnati, Ohio |
| • North Coast NERO | Akron, Ohio |
| • NERO Elkins | Elkins, West Virginia |
| • NERO Southern West Virginia | Eleanor, West Virginia |

Overview:

This transformation package is written to augment the players' experience and to give characters a chance to develop and grow beyond the basic NERO skill set. It is an additional set of skills or talents from which to choose; it enhances the character that chooses to follow a particular path or chooses to pursue a particular adventuring style or career. When looking over the talent sets and trees, please remember that it will be nearly impossible for a character to achieve each and every skill set or ability. It is simply another way to customize his or her particular individual character.

The idea behind this package is to make the transformation of a character as unique to the player as possible – choices and customization are the keys to this package and to the individuality of the characters themselves. This is a main reason why there are few pre-requisites from a skill perspective on many of these transformation skill groups.

All transformation guides stated in the NERO Formal Magic Rules govern this package with regard to basics of transformations.

Transformation Basics:

In the NERO Formal Magic package, there are three basic transformations of each school – the Knight is the 7th level transformation, the Lord is the 8th level and the Icon is the 9th level. Each transformation level will have a number of talent points associated with it, based upon the character's level. When a character does actually transform, he or she must have the appropriate makeup to designate that a transformation took place. A celestial transformation will make the character's eyes glow blue, while an earth transformation will make the character's eyes glow red. This is a core requirement of a transformation; however, certain abilities may allow for color alteration. There must always be an obvious distinction as to whether or not a character is in a transformed state.

A character with a 7th level transformation (Knight) will receive the character's level in transformation talent points (TTP), with a cap of twenty (20) TTP. An 8th level transformation (Lord) will receive 1.5 times the character's level in TTP (rounded down), with a cap at forty (40) TTP. A 9th level transformation (Icon) will receive double the character's level in TTP, with a cap on TTP at eighty (80).

These caps will allow for players of all levels and ambitions to utilize this system – from a hardcore combat-intensive player, to the casual player who got a transformation to boost his or her abilities for roleplay purposes.

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Please note that TTP may be re-spent at the casting of an upgraded transformation or 9th level transformation, whichever is lower. A Spirit Forge will also allow the player to re-spend the character's TTP. TTP may NOT be re-spent upon reaching another character level.

Affinities will not affect TTP in any way.

A TTP will be awarded as the character reaches a higher level, if applicable, and may be spent at the next game event that the player attends or banked for use at a later date. Also, the local plot team can award up to 5 additional TTP per year due to superior roleplaying his or her character's path and/or abilities; up to a total of ten (10) additional TTP (i.e. the maximum amount of TTP that may be gained in this packet is 90). The local plot team can also *remove* up to five (5) TTP for failure to roleplay a chosen path, transform and/or abilities. In either case, written documentation must be presented and sent to the player with an explanation of why TTP were removed or added. Documentation is the key to not playing favorites when assessing these transformations. These extra TTP that are awarded can go above the TTP caps for the respective levels of transformation.

From the NERO International 9th Edition Formal Magic System Rules, regarding Transformations:

All *Transform* formal magic is considered dormant. The existence of a Transform is not revealed during a Celestial Identify. At the time of the target's permanent death, the target becomes an NPC at the chapter where the transform was cast. Even after permanent death, certain Transforms can upgrade or weaken the creature as per this handbook. See the individual formal magic scrolls for details. After the permanent death of the target, the formal magic takes effect to permanently transform the target into the specified creature. This may take place immediately, or may take several weeks. The details are left to local NERO Plot. Once transformed into the creature, the *Transform* formal magic is complete. The newly transformed creature will have the currently-active spirit-affecting formal magics as they did before the transformation, except for the *Transform* itself.

Effects exist which may for limited duration invoke the full transformation prior to permanent death. Circumstances which may temporarily invoke the transformation prior to permanent death are determined exclusively by the Plot/Staff of the NERO chapter the transformed being is in. In situations where the transformation takes place prior to the permanent death, the *Transform* is no longer dormant, and can be identified in a Circle of Power. The invocation of the transformation is in most cases not for use during situations where PCs are directly pitted against other PCs. The final determination of this is up to the local chapter. Only one *Transform* may be in effect on any spirit at any one time. A new *Transform* formal magic will replace an old one on a target spirit. This includes Local Chapter Only *Transform* formal magic.

Being an NPC means that the target is completely under the local chapter's direction and there is certainly no guarantee that the local chapter will even let the NPC ever come into game. If local plot chooses to allow the NPC to come into game, there is also no guarantee that the local chapter will allow the character to pursue the goals from its normal lifetime.

Transformation Skill Groups:

Once a character has received a transformation and has determined how many TTP they have, the player needs to decide on what skills to spend those precious points. Normally, the player will purchase skills which would round out their character concept, but this is left up to the player.

This transformation package has various customizable skill groups from which a player may choose. They range from melee-heavy skills, to skills which employ magic, to skills which are strictly roleplay in nature.

In looking at these transformation pyramids, please note that if there is no tier level to a particular skill (such as *Claws*), then the skill can only be purchased once unless explicitly stated in the skill description. If there is a number associated with the skill, such as *Superhuman Strength III*, that skill can only be bought up to that number of times – in this case, three (3) unless explicitly stated in the skill description.

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Please note that within this package there are various *Essences*, which allow the transformed character to take on some characteristics of Undead, Fae or even Lycanthropes. Only one essence can be taken at any given time and under no circumstances will a character have more than one essence as part of his or her transformation skill set.

There are 12 Skill Groups in this transformation package:

General Skill Trees:

- | | |
|--------------------|---------|
| 1. Melee | Page 4 |
| 2. Defense | Page 7 |
| 3. Magic | Page 10 |
| 4. Racial | Page 13 |
| 5. Mental Affinity | Page 18 |

Specialty Skill Trees:

- | | |
|--------------------|---------|
| 6. Elemental | Page 21 |
| 7. Hunter | Page 27 |
| 8. Naturalist | Page 32 |
| 9. Undead | Page 36 |
| 10. Extra-Planar | Page 40 |
| 11. Lycanthropy | Page 43 |
| 12. Magical Beasts | Page 47 |

Transformation Scrolls and Non-Participating NERO Chapters:

When a player receives a Transformation Scroll from a non-participating chapter, the scroll itself must be Unrestricted and a valid NERO Formal Magic Scroll. If the scroll states specifically the path that the character is on (Elemental, Hunter, Lycanthrope, etc.), the player can utilize the scroll. Likewise, if the scroll is *not* marked with any specific path, the player can use it as well. However, if the scroll is marked with a specific path which is not the character's chosen path, then the scroll cannot be used for that particular character's transformation. This eliminates confusion and allows for smoother transitions between participating and non-participating chapters.

“Non-Standard” Transformations and Local Plot Teams:

There are occasions when a player decides to pursue a transformation that is outside the realm of this packet. Instead of limiting the player and telling them what they cannot do, the local plot team may choose to provide them with a plotline or quest that would fulfill the player's request without disrupting the balance of the packet as a whole. Specialized transformations may be obtained through the local plot team only, and if one of these is obtained, this should be noted on that players' character sheet. As with all other abilities, signatures are required for this to be official. If an out of chapter player brings in a “non standard” transformation that has been cast upon them at another chapter, it may not fall into any of the categories that are defined within this packet. In that case, the player will then be able to choose from the General Skill Trees only. This will be handled by the local plot team only and on a case-by-case basis.

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1. General – Melee Skill Group (Any School of Magic):

Base Requirement: Weapon Skill.

Skill	Transform Level Requirement	TTP To Buy	Pre-Requisites
Claws	7th	3	None
Master Weapon Proficiency +1	7th	2	Weapon Skill
Master Weapon Proficiency +2	7th	2	Master Weapon Proficiency +1
Master Critical Slay/Parry (1)	7th	3	Master Weapon Proficiency +2
Backstab +2	7th	2	Weapon Skill
Backstab +4	7th	2	Backstab +2
Assassinate/Dodge (1)	7th	3	Backstab +4
Superhuman Strength +2	7th	3	None
Lesser Elemental Aura	7th	2	Weapon Skill
Lesser Earthen Aura	7th	2	Weapon Skill
Carrier Attack I	7th	2	Claws
Master Weapon Proficiency +3	8th	3	Master Weapon Proficiency +2
Master Weapon Proficiency +4	8th	3	Master Weapon Proficiency +3
Master Critical Slay/Parry (2)	8th	4	Master Weapon Proficiency +4
Backstab +6	8th	3	Backstab +4
Backstab +8	8th	3	Backstab +6
Assassinate/Dodge (2)	8th	4	Backstab +8
Superhuman Strength +4	8th	3	Superhuman Strength +2
Carrier Attack II	8th	4	Carrier Attack I
Innate Magic Aura	8th	5	Weapon Skill
Sharpened Claws I	8th	3	Claws
Master Weapon Proficiency +5	9th	4	Master Weapon Proficiency +4
Master Weapon Proficiency +6	9th	4	Master Weapon Proficiency +5
Master Critical Slay/Parry (3)	9th	5	Master Weapon Proficiency +6
Backstab +10	9th	4	Backstab +8

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Backstab +12	9th	4	Backstab +10
Assassinate/Dodge (3)	9th	5	Backstab +12
Superhuman Strength +6	9th	4	Superhuman Strength +4
Superhuman Strength +8	9th	4	Superhuman Strength +6
Superhuman Strength +10	9th	5	Superhuman Strength +8
Sharpened Claws II	9th	3	Sharpened Claws I
Carrier Attack III	9th	5	Carrier Attack II

Skill Descriptions

Claws – The physical representation for this type of attack will be short sword in size and covered in red duct tape. The red color serves as an immediate indicator that the character is using a claw. Claws can never be *Fumbled, Shattered, or Destroyed*. This ability also hardens the claws of the transformed character to a hard exterior, allowing them to essentially become Body Weaponry. Body Weaponry can be used to block and the character takes no damage when blocking or when struck on these hardened claws. The base damage for a claw is two (2). Claws are independently and individually retractable and do not even need to be carried; however, a character using claws may never call a hold in order to pull them out or retrieve them. If a character chooses to use one claw during the transformation, he or she cannot pull out a second claw for the duration of the transformation; the same goes for using two claws – they cannot retract one during the duration of the transformation. *Weapon Proficiencies* (normal or master) will not affect the damage delivered by claws, but *Superhuman Strength* will work as normal. Claws can never be the target of a formal magic spell.

Master Weapon Proficiency +1 - +6 – as per the NERO 9th Edition Rulebook outlining this skill: “These more expensive proficiencies can be used with any weapon in which a character has the skill. The character still must declare handedness but need not declare weapon type.” You may never buy more than an additional +6 proficiency in transformation.

Backstab +2 - +12 - as per the NERO 9th Edition Rulebook outlining this skill: “This skill allows a character to do an extra 2 points of damage to any foe they can hit in the back while standing behind the person. You must be behind the victim and able to see the victim’s shoulder blades to do a *Backstab*; you cannot reach around from the front. When purchased, the player must specify for which hand the skill is to be used. The skill can be bought multiple times and the effects are cumulative. This skill can be used with any weapon with which the character has the skill.” You may never buy more than an additional +12 backstab in transformation.

Master Critical Slay/Parry 1-3 – as per the NERO 9th Edition Rulebook outlining this skill: “This skill allows the character to perform a *Critical Slay* with any weapon in which the character has the skill. Handedness must still be declared but weapon type is not.” You may never buy more than an additional three (3) slays/parries in transformation. If these three put the character at a multiple of four slays, then one can be used as a Blade Fury.

Assassinate/Dodge 1-3 – as per the NERO 9th Edition Rulebook outlining this skill: “This skill enables the character to deliver a dangerous stealth attack once per day for each time the skill is bought. *Assassinate* may be used with any weapon capable of being used by the character, but must be purchased for a specific hand.” You may never buy more than an additional three assassinate/dodges in transformation. If these three put the character at a multiple of four assassinations, then one can be used as a Blade Fury.

Superhuman Strength +2 - +10 – as per the NERO 9th Edition Rulebook outlining this ability: “Any creature with superhuman strength can do more damage with any particular weapon than can a normal human. This bonus damage is split in half if the creature is fighting with any weapon other than a two handed one.” You may never buy more than an additional +10 super human strength in transformation.

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Lesser Elemental Aura – This skill gives the character the ability to invoke an elemental aura around his or her wielded weapon – this skill is hand specific, not weapon specific. In the case of dual-wielded weaponry, the player must specify the hand on which the elemental aura becomes active. This skill can be bought twice and both hands will have an elemental aura; the auras need not be the same. The character can invoke this aura only at the time the transform becomes active and may only do this once per transform. The aura can be dismissed at anytime, but will not re-activate. The auras (and related planes in parentheses) that are able to be called upon for this skill are Flame (Fire), Stone, Lightning (Air), Ice (Water), Dream, Reason, Light, Darkness, Chaos, Order, Growth (Life), Decay (Death), Time and Void. This elemental aura will temporarily replace any existing elemental aura on the wielded weaponry. A character on a chosen elemental path is banned from an elemental aura except for the one granted by his or her chosen path, while those characters that are not on a chosen path can choose any elemental aura at the time of transformation. Please note that these are flavors of elemental auras and do not function as spells. Also, these are damage types, so the combat call would be “<Damage Amount> <Damage Type> <Elemental Aura>”. Only one (1) *Aura* can be active at any time.

Lesser Earthen Aura – This skill gives the character the ability to invoke an earthen aura around his or her wielded weapon – this skill is hand specific, not weapon specific. In the case of dual-wielded weaponry, the player must specify the hand on which the earthen aura becomes active. This skill can be bought twice and both hands will have an earthen aura. The character can invoke this aura only at the time the transform becomes active and may only do this once per transform. The aura can be dismissed at anytime, but will not re-activate. This earthen aura will temporarily replace any existing auras on the wielded weaponry. Please note these are damage types, so the combat call would be “<Damage Amount> <Damage Type> Healing”. Only one (1) *Aura* can be active at any time.

Innate Magic Aura – This skill gives the character the ability to invoke a magical aura around his or her wielded weapon. The character can invoke this aura only at the time the transform becomes active, and may only do this once per transform. The aura can be dismissed at anytime, but will not re-activate. This follows the Formal Magic rules for *Magic Aura*, and only one (1) *Aura* can be active at any time.

Sharpened Claws I-II – This skill will allow the character to swing an additional point of damage with their claws (see description for *Claws* on page 5) for each time this skill is purchased. *Sharpened Claws I* = Base three (3) and *Sharpened Claws II* = Base four (4).

Carrier Attack I – This skill gives the character the ability to secrete a poisonous coating upon his or her claws, allowing the character to call a carrier attack of *Weakness Poison*, *Paranoia Poison* **or** *Hallucinoid Poison*. As per the NERO 9th Edition Rulebook, the carrier attack will take effect if the creature takes body damage and is not immune to this effect. The carrier attack can be dropped or re-activated at anytime as a five (5)-count action. However, only one type of poison can be activated per transformation, and the type must be picked when the character transforms.

Carrier Attack II – This skill gives the character the ability to secrete a poisonous coating upon his or her claws, allowing the character to call a carrier attack of *Vertigo Poison* **or** *Nausea Poison*. As per the NERO 9th Edition Rulebook, the carrier attack will take effect if the creature takes body damage and is not immune to this effect. The carrier attack can be dropped or re-activated at anytime as a five (5)-count action. However, only one type of poison can be activated per transformation, and the type must be picked at the time when the character transforms. The above poisons replace the poison choices from *Carrier Attack I*.

Carrier Attack III – This skill gives the character the ability to secrete a poisonous coating upon his or her claws, allowing the character to call a carrier attack of *Feeblemind Poison*, *Paralysis Poison* **or** *Sleep Poison*. As per the NERO 9th Edition Rulebook, the carrier attack will take effect if the creature takes body damage and is not immune to this effect. The carrier attack can be dropped or re-activated at anytime as a five (5)-count action. However, only one type of poison can be activated per transformation, and the type must be picked at the time when the character transforms. The above poisons replace the poison choices from *Carrier Attack II*.

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2. General – Defense Skill Group (Any School of Magic):

Base Requirement: None.

Skill	Transform Level Requirement	TTP To Buy	Pre-Requisites
Extra Body I	7th	4	None
Dexterity Armor I	7th	4	Cannot buy Natural Armor
Natural Armor I	7th	3	Cannot buy Dexterity Armor, does not stack with any other armor
Resist Battle Magic I	7th	3	None
Spell Reflect I	7th	3	Weapon Skill
Escape I	7th	2	None
Body Immunity - Silver	7th	6	Cannot Take Magical Skin, Body Immunity - Normal, Body Immunity – Poisons, Body Immunity - Massive or No Metabolism
Extra Body II	8th	4	Extra Body I
Dexterity Armor II	8th	4	Dexterity Armor I
Natural Armor II	8th	3	Natural Armor I
Resist Battle Magic II	8th	3	Resist Battle Magic I
Spell Reflect II	8th	3	Spell Reflect I
Escape II	8th	3	Escape I
Body Immunity - Normal	8th	6	Cannot Take Magical Skin, Body Immunity – Silver, Body Immunity – Massive, Body Immunity - Poisons or No Metabolism
Body Immunity - Poisons	8th	6	Cannot Take Magical Skin, Body Immunity – Silver, Body Immunity – Massive, Body Immunity - Normal or No Metabolism
Extra Body III	9th	4	Extra Body II
Dexterity Armor III	9th	4	Dexterity Armor II

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Natural Armor III	9th	3	Natural Armor II
Resist Battle Magic III	9th	3	Resist Battle Magic II
Spell Reflect III	9th	3	Spell Reflect II
Escape III	9th	4	Escape II
Body Immunity - Massive	9th	6	Cannot Take Magical Skin, Body Immunity – Silver, Body Immunity – Normal, Body Immunity - Poisons or No Metabolism
Spell Reflect IV	9th	3	Spell Reflect III
Extra Body IV	9th	4	Extra Body III
Spell Reflect V	9th	4	Spell Reflect IV
Extra Body V	9th	4	Extra Body IV
No Metabolism	9th	25	Cannot Take Any Body Immunity, Cannot have any <i>Essence</i>

Skill Descriptions

Extra Body I-V– This skill grants the character twenty (20) extra body points for each time this skill is purchased. I = +20 body, II = +40 body, III = +60 body, IV = +80 body and V = +100 body.

Dexterity Armor I-III – This skill grants the character ten (10) extra dexterity armor points for each time this skill is purchased. I = +10 Dexterity Armor, II = +20 Dexterity Armor and III = +30 Dexterity Armor. This skill cannot be bought if the character already has any Natural Armor skills. This skill also allows the character to go above the maximum armor for his or her particular class.

Natural Armor I-III – This skill allows the character to toughen his or her skin, thereby gaining the benefits of ten (10) points of Natural Armor for each time the skill is purchased. I = +10 Natural Armor, II = +20 Natural Armor and III = +30 Natural Armor. This skill also allows the character to go above the maximum armor for his or her particular class. As per the NERO 9th Edition Rulebook outlining this ability: “Some have a skin that acts like armor. It can be refit in sixty seconds but cannot be breached. It cannot be *Shattered* or *Destroyed* in any way nor can it be salvaged after the creature is killed. Creatures with natural armor can never wear physical armor.” This skill cannot be bought if the character has any dexterity armor skills, in or out of transformation.

Resist Battle Magic I-III – Each time this skill is purchased, the character receives a resistance to Battle Magic. The character chooses when to call this defense; it is not the first battle magic spell that affects the transformed character. The combat call is “*Resist Battle Magic*” and the character receives one (1) resist per transform for each time the skill is purchased. Battle Magic is defined as any magical spell that is delivered via packet or *Spell Strike*; this includes *Magic* or *Incant* delivery methods but does not include *Arcane* delivery methods. This skill can be purchased up to three (3) times for *Resist Battle Magic I*, up to six (6) times for *Resist Battle Magic II*, and an unlimited number of times for *Resist Battle Magic III*.

Spell Reflect I-V – This ability allows the character to channel energy in his or her weapon and call forth a magical reflective barrier through the weapon to “reflect” a spell. This functions as a *Reflect Magic* as found in the NERO 9th Edition rulebook. The combat call is “*Spell Reflect*”. This ability is “self only” and cannot be used to reflect a spell that hits another character. In order to use this ability, the character must have a weapon drawn and his or her hand(s). *Spell Reflect I* gives one (1) Spell Reflect per transformation; *Spell Reflect II*

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gives two (2) Spell Reflects per transformation, etc. up to *Spell Reflect V* which gives five (5) Spell Reflects per transformation.

Escape I – This allows the character to escape any *Pin* or *Bind* effect on a three (3)-counted action. This includes physical or magical effects. The character will still take five (5) body damage from escaping *Pin* effects and ten (10) body damage from escaping *Bind* effects. There is no limit to how many times this ability can be used.

Escape II - This allows the character to escape any *Pin, Bind or Web* effect on a three (3)-counted action. This includes physical or magical effects. The character will still take five (5) body damage from escaping *Pin* effects, ten (10) body damage from escaping *Bind* effects and twenty (20) body damage from *Web* effects. There is no limit to how many times this ability can be used.

Escape III - This allows the character to escape any *Pin, Bind, Web or Confine* effect on a three (3)-counted action. This includes physical or magical effects. The character will take NO body damage from escaping *Pin* or *Bind* effects, ten (10) body damage from escaping *Web* effects and twenty (20) body damage escaping from *Confine* effects. There is no limit to how many times this ability can be used.

Body Immunity - Silver – Taking this skill begins to perfect the character’s body, making it immune to all silver-based melee, arrow or bolt attacks. The character must call “No Effect” to these attacks with “Silver” in the call. If no weapon type is specified the weapon type therefore is “Arcane” and not silver.

Body Immunity - Normal – Taking this skill begins to perfect the character’s body, making it immune to all normal-based melee, arrow or bolt attacks. The character must call “No Effect” to these attacks with “Normal” in the call. If no weapon type is specified the weapon type therefore is “Arcane” and not normal.

Body Immunity - Poisons – Taking this skill begins to perfect the character’s body, making it immune to all poison-based melee, arrow, bolt or packet attacks. The character must call “No Effect” to these attacks with “Poison” in the call. If no weapon type is specified the weapon type therefore is “Arcane” and not poison.

Body Immunity - Massive – Taking this skill begins to perfect the character’s body, making it immune to all massive-based melee, arrow or bolt attacks. The character must call “No Effect” to these attacks with “Massive” in the call. If no weapon type is specified the weapon type therefore is “Arcane” and not massive.

No Metabolism – The transformed character will lose his or her metabolism, making the character immune to the following: Death, Disease, Drain, Drain Life, First Aid, Life, Nausea, Paralyze, Poison, Sleep, Taint Blood, Waylay and Wither Limb. If the transformed character is given a killing blow or enters their death count by any means, the transformation immediately drops and the character has entered their five (5)-minute death count. If the character is brought back to a conscious state, it is up to the Local Plot Team to determine if the character’s transformation goes back up. In most instances, the character’s transformation will not re-activate.

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3. *General – Magic Skill Group (Any School of Magic):*

Base Requirement: 9th Level Spell Slot. School of Transform **MUST** match the character's primary school of magic

Skill	Transform Level Requirement	TTP To Buy	Pre-Requisites
Innate Spellpower I	7th	2	1st Level Spell Slot
Innate Spellstrike I	7th	2	Innate Spellpower I, Weapon Skill
Water Breathing I	7th	2	1st Level Spell Slot
Gate I	7th	3	1st Level Spell Slot
Cantrip Affinity I	7th	3	Formal Magic - 1 Level
Magic Identification I	7th	2	1st Level Spell Slot
Innate Spellpower II	8th	2	Innate Spellpower I
Innate Spellstrike II	8th	2	Innate Spellstrike I
Water Breathing II	8th	3	Water Breathing I
Gate II	8th	4	Gate I
Innate Casting	8th	4	9th Level Spell Slot
Rift I	8th	4	Gate I
Cantrip Affinity II	8th	3	Cantrip Affinity I
Magic Identification II	8th	3	Magic Identification I
Innate Spellpower III	9th	2	Innate Spellpower II
Innate Spellstrike III	9th	2	Innate Spellstrike III
Water Breathing III	9th	4	Water Breathing II
Gate III	9th	5	Gate II
Rift II	9th	5	Rift I
Cantrip Affinity III	9th	3	Cantrip Affinity III
Magic Identification III	9th	4	Magic Identification II
Gate IV	9th	6	Gate III
Formal Magic Channeling	9th	7	Formal Magic - 10 Levels

Skill Descriptions

Innate Spellpower I-III – This skill grants the character ten (10) extra spell levels for each time this skill is chosen, and these spells are delivered via *Magic* incant. I = +10 levels, II = +20 levels, and III = +30 levels. These spells must be chosen at the time the skill is purchased and they must match the caster's transformation school of magic. Once these spells are chosen, they are locked in until the character recasts or upgrades his or her transformation.

Innate Spellstrike I-III – This skill grants the character five (5) spell levels for each time this skill is chosen, and these spells are delivered via *Spellstrike*; I = 5 levels, II = 10 levels, and III = 15 levels. These spells must be chosen from the *Innate Spellpower* skill spells, chosen at the time of the transformation casting. Once these spells are chosen to be delivered via *Spellstrike*, they are locked in until the character recasts or upgrades his or her transformation.

Water Breathing I – This skill grants only the character the ability to breathe underwater for up to one (1) hour. All other underwater rules apply, as per the local rules addendum.

Gate I – This skill grants the character the ability to *Gate* to another location which the character can actually see on a three (3)-counted action. This ability can only be used once per transformation and can be used by the caster only. The *Gate* ability is identical to the monster ability *Rift* outlined in the NERO 9th Edition Rulebook with the exception that *Gate* is movement on the current plane only.

Cantrip Affinity I-III – A character which has this skill may add on to their cantrip abilities when transformed. This skill will add an effective thirty (30) points to their cantrip pools levels each time it is purchased. This skill does not grant the ability to cast more cantrips. For example, if Illness the Fire Mage casts the *Element's Fury* cantrip, he can effectively have two hundred forty (240) points of elemental damage instead of the base one hundred fifty (150)-point pool, if he has purchased this skill three times. If a cantrip is active that utilizes *Cantrip Affinity* and the character transforms, it does not reset the cantrip – it simply adds to the unused amount.

Magic Identification I – The character can use an *Arcane Detect Magic* twice per transform when this skill is purchased. This ability is identical to the Detect Magic spell in the NERO 9th Edition Rulebook.

Water Breathing II – This skill grants the character the ability to breathe underwater for up to one (1) hour. The caster can also cast this ability on up to six (6) additional characters by incanting “I grant you the ability to breathe underwater” and touching the recipient with a spell packet. All other underwater rules apply, as per the local rules addendum.

Gate II – This skill grants the character the ability to *Gate* to another location to which the character has actually been and on the plane on which they are currently located on a three (3)-counted action. This ability can only be used once per transformation and can be used by the caster only. The *Gate* ability is identical to the monster ability *Rift* outlined in the NERO 9th Edition Rulebook with the exception that *Gate* is movement on the current plane only.

Innate Casting – This skill allows the character to deliver any spell from his or her skill set as either *Magic* or *Incant*. Only spells in his or her skill set are so affected and can be touch-cast. Spells from items, innate abilities, or similar abilities are not affected by this power.

Rift I – This skill grants the character the ability to *Rift*, as per the monster ability, to another plane to which the character has actually been on a three (3)-counted action. This ability can only be used once per transformation, and can be used by the caster only. The *Rift* ability outlined in the NERO 9th Edition Rulebook: “Some creatures can open a rift to another plane or time to allow for entrance or exit. This is a three counted action.”

Magic Identification II – The character can use either an *Arcane Detect Magic* or *Arcane Portal Identification* four (4) times per transform when this skill is purchased. The *Detect Magic* ability is identical to the Detect Magic spell in the NERO 9th Edition Rulebook. *Portal Identification* allows plot to give the character information on the formed portal; the amount of information is strictly governed by the local plot team. Either ability can be used, but you cannot exceed a total of four (4) times per transformation.

Water Breathing III – This skill grants the character the ability to breathe underwater for up to one (1) hour. The caster can also cast this ability on up to twelve (12) additional characters by incanting “I grant you the

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ability to breathe underwater” and touching the recipient with a spell packet. All other underwater rules apply, as per the local rules addendum.

Gate III – This skill grants the character the ability to *Gate* to another location to which the character has actually been and on the plane on which they are currently located on a three (3)-counted action. This ability can only be used once per transformation and can be used by the caster and one (1) other character. The *Gate* ability is identical to the monster ability *Rift* outlined in the NERO 9th Edition Rulebook with the exception that *Gate* is movement on the current plane only.

Rift II – This skill grants the character the ability to *Rift*, as per the monster ability, to another plane to which the character has actually been on a three (3)-counted action. This ability can only be used once per transformation, and can be used by the caster and one (1) other character. The *Rift* ability outlined in the NERO 9th Edition Rulebook: “Some creatures can open a rift to another plane or time to allow for entrance or exit. This is a three counted action.”

Magic Identification III – The character can use an *Arcane Detect Magic*, *Arcane Identify* or *Arcane Portal Identification* six (6) times per transform when this skill is purchased. The *Detect Magic* ability is identical to the Detect Magic spell in the NERO 9th Edition Rulebook. The *Identify* ability is identical to the Lore cantrip, with no components, formal levels or cantrip tome required to cast it. *Portal Identification* allows plot to give the character information on the formed portal; the amount of information is strictly governed by the local plot team. Any of these abilities can be used, but you cannot exceed a total of six (6) times per transformation.

Gate IV – This skill grants the character the ability to *Gate* to another location to which the character has actually been and on the plane on which they are currently located on a three (3)-counted action. This ability can only be used twice per transformation and can be used by the caster and one (1) other character. The *Gate* ability is identical to the monster ability *Rift* outlined in the NERO 9th Edition Rulebook with the exception that *Gate* is movement on the current plane only.

Formal Magic Channeling – This skill allows the character who excels in the formal arts to cast any Formal Magic Scroll from memory. The character needs no scroll to cast the ritual (and therefore needs no light source), but the formal magic still requires the correct number and type of components and a formal platform circle of some kind. The casting time of this Formal Magic is five (5) minutes and all rules of casting, backlash and/or failure are governed by the Formal Magic Rules. Please note: This skill cannot be used on a Formal Magic that is being cast in dark territory, versus another character of any type or to cast any type of transformation or alteration onto a character. If it is tried, the Formal Magic automatically fails and the components are used up in the process. The Formal Magic will fail immediately at the beginning of the casting, not after the casting time has expired.

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4. General – Racial Skill Group (Any School of Magic):

Base Requirement: A Race! There are 13 races in the NERO International rulebook. Each of the transformations can be of either school and the abilities will remain the same.

Skill	Transform Level Requirement	TTP To Buy	Pre-Requisites
Natural Toughness I	7th	2	Barbarian, Dwarf, Half-Orc, Half-Ogre
Battle Prowess I	7th	2	Barbarian, Dwarf, Half-Orc, Half-Ogre
Endurance I	7th	1	Barbarian
Iron Will I	7th	2	Biata, Drae, Elf
Unmovable Mind I	7th	2	Biata, Drae, Elf, Mystic Wood Elf
Sharpened Claws I	7th	1	Biata, Sarr, Scavenger
Purified Spirit I	7th	2	Dwarf, Hobling, Sarr, Scavenger
Deadly Aim I	7th	2	Elf
Rapid Meditation I	7th	2	Gypsy, Human
Gypsy Bond I	7th	2	Gypsy
Greater Gypsy Curse I	7th	2	Gypsy
Rank and File I	7th	2	Half-Orc, Half-Ogre
Lore I	7th	2	Human
Can't Catch Me I	7th	1	Hobling
Can't Find Me I	7th	1	Hobling
Mental Clarity I	7th	1	Mystic Wood Elf
Enlightened Mind I	7th	1	Mystic Wood Elf
Animal Instinct I	7th	2	Scavenger
Follow That Smell I	7th	2	Sarr, Scavenger
Natural Toughness II	8th	2	Natural Toughness I
Battle Prowess II	8th	2	Battle Prowess I
Endurance II	8th	1	Endurance I

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Iron Will II	8th	2	Iron Will I
Unmovable Mind II	8th	2	Unmovable Mind I
Sharpened Claws II	8th	1	Sharpened Claws I
Cloak of Darkness I	8th	2	Drae
Purified Spirit II	8th	2	Purified Spirit I
Deadly Aim II	8th	2	Deadly Aim I
Rapid Meditation II	8th	2	Rapid Meditation I
Gypsy Bond II	8th	2	Gypsy Bond I
Greater Gypsy Curse II	8th	2	Greater Gypsy Curse I
Rank and File II	8th	2	Rank and File I
Lore II	8th	2	Lore I
Can't Catch Me II	8th	1	Can't Catch Me I
Can't Find Me II	8th	1	Can't Find Me I
Mental Clarity II	8th	1	Mental Clarity I
Enlightened Mind II	8th	1	Enlightened Mind I
Animal Instinct II	8th	2	Animal Instinct I
Follow That Smell II	8th	2	Follow That Smell I
Natural Toughness III	9th	2	Natural Toughness II
Battle Prowess III	9th	2	Battle Prowess II
Endurance III	9th	2	Endurance II
Iron Will III	9th	2	Iron Will II
Unmovable Mind III	9th	2	Unmovable Mind II
Sharpened Claws III	9th	1	Sharpened Claws II
Cloak of Darkness II	9th	2	Cloak of Darkness I
Purified Spirit III	9th	2	Purified Spirit II
Deadly Aim III	9th	2	Deadly Aim II
Rapid Meditation III	9th	2	Rapid Meditation II

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Gypsy Bond III	9th	2	Gypsy Bond II
Greater Gypsy Curse III	9th	2	Greater Gypsy Curse II
Rank and File III	9th	2	Rank and File II
Lore III	9th	2	Lore II
Can't Catch Me III	9th	1	Can't Catch Me II
Can't Find Me III	9th	1	Can't Find Me II
Mental Clarity III	9th	1	Mental Clarity II
Enlightened Mind III	9th	1	Enlightened Mind II
Animal Instinct III	9th	2	Animal Instinct II
Follow That Smell III	9th	2	Follow That Smell II

Skill Descriptions

Natural Toughness I-III – This skill allows the character to grow toughened skin. For each time this skill is bought, the character receives a bonus to armor of five (5) points. This armor stacks with physical armor, other natural armor and dexterity armor.

Battle Prowess I-III – A character can buy this skill to allow him or her to resist fear, as per the NERO 9th Edition Rulebook. The combat call is “*Resist Fear*”. Please note that this does not include charm effects – only *Fear* effects. This skill allows two (2) resists for *Battle Prowess I*, five (5) resists for *Battle Prowess II*, and allows the character an immunity to fear for *Battle Prowess III*. This will work for any delivery method, including *Arcane* and *Voice Radius*.

Endurance I-III – This skill allows the Barbarian to call upon the very makeup of his or her spirit and remain at one (1) body point from a single melee or packet delivered attack that would otherwise drop the character to zero (0) or negative one (-1) body points. The combat call is “*Endurance*”. This does not prevent damage from traps, falling off a cliff, etc. that would render the character unconscious or bleeding. This skill can be purchased up to three (3) times for *Endurance I*, up to six (6) times for *Endurance II*, and an unlimited number of times for *Endurance III*.

Iron Will I-III - A character can buy this skill to allow him or her to resist sleep, as per the NERO 9th Edition Rulebook. This is the same as the racial ability *Resist Sleep* and the combat call is “*Resist Sleep*”. This skill allows two (2) resists for *Iron Will I*, five (5) resists for *Iron Will II*, and allows the character an immunity to sleep for *Iron Will III*. This will work for any delivery method, including *Arcane* and *Voice Radius*.

Unmovable Mind I-III - A character can buy this skill to allow him or her to resist charm, as per the NERO 9th Edition Rulebook. This is the same as the racial ability *Resist Charm* and the combat call is “*Resist Charm*”. This skill allows two (2) resists for *Unmovable Mind I*, five (5) resists for *Unmovable Mind II*, and allows the character an immunity to charm for *Unmovable Mind III*. This will work for any delivery method, including *Arcane* and *Voice Radius*.

Sharpened Claws I-III – This skill will allow the character to swing an additional point of damage with their claws (see description for *Claws* on page 5) for each time this skill is purchased. *Sharpened Claws I* = Base three (3), *Sharpened Claws II* = Base four (4) and *Sharpened Claws III* = Base five (5).

Cloak of Darkness I-II – This skill allows the Drae character to dodge an attack in the darkness of night. This skill works exactly the same as the NERO skill *Dodge*, but can only be used during nighttime. Nighttime is defined as 6:00 pm to 6:00 am local time. This skill can never be used as an *Assassinate*.

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Purified Spirit I-III - A character can buy this skill to allow him or her to resist poison, as per the NERO 9th Edition Rulebook. This is the same as the racial ability *Resist Poison* and the combat call is “*Resist Poison*”. This skill allows two (2) resists for *Purified Spirit I*, five (5) resists for *Purified Spirit II*, and allows the character an immunity to poisons for *Purified Spirit III*. This will work for any delivery method, including *Arcane* and *Voice Radius*.

Deadly Aim I-III – Elven characters can choose this skill to add damage to their arrows (bow only) for each time this skill is purchased. *Deadly Aim I* = +1 Damage, *Deadly Aim II* = +2 damage and *Deadly Aim III* = +3 damage. These skills do not stack. This is treated as normal damage, and not proficiencies with regard to *Critical Slays*.

Rapid Meditation I-III – Each time this skill is purchased it enables the character to meditate spells back in ten (10) seconds fewer than normal. *Rapid Meditation I* = Fifty (50) second mediation, *Rapid Meditation II* = Forty (40) second meditation and *Rapid Meditation III* = Thirty (30) second meditation.

Gypsy Bond I-III – This skill allows Gypsies to create a “racial bond” with each other. They can hear each other’s thoughts, feel each other’s emotions, and sense each other’s intoxication. No other in-game skills will work through this bond. In order to share thoughts, emotions, etc., a participant in the bond uses the game mechanic “*Gypsy Bond – <thought>*”. Gypsies in this bond must be intoxicated for this to work, and for each time this skill is taken, three (3) gypsies can be a part of this bond and can participate in only one bond. Participants in the bond must be chosen at the time of transformation and the selection cannot be altered. If the character that formed the bond dies and requires a *Life* spell – or their intoxication is cured by any means – the bond is broken and cannot be re-established. The combat call for this is “*Gypsy Bond down*”. If a participant in the bond other than the character who formed the bond dies and requires a *Life* spell – or their intoxication is cured by any means – they are removed from the bond and cannot rejoin it. The combat call is “*<Character> Bond down*”. This bond also grants the participants *Resist Fear* two (2) times per transform for each time the skill is taken. If one person in the bond uses all of their *Resist Fears* that were received through this bond, then the intoxication fades and the Gypsy Bond is broken. The combat call is “*Gypsy Bond down*”.

Greater Gypsy Curse I – This skill will allow the Gypsy to place a curse upon a target. Unlike normal Gypsy Curses, however, this can affect in-game skills. When casting this curse, the gypsy needs to curse the subject (no less than four (4) lines, each line must take at least one second to say) and then throw a packet at the target. The incant is “*<4 line curse> Arcane Weakness*”. If struck, the target is affected by the *Weakness* effect. This can only be done once per transform, can be removed by the *Racial Skill – Remove Gypsy Curse*, and lasts until the character that did the cursing either resurrects or their transform drops for any reason.

Greater Gypsy Curse II – This skill will allow the Gypsy to place a curse upon a target. Unlike normal Gypsy Curses, however, this can affect in-game skills. When casting this curse, the gypsy needs to curse the subject (no less than five (5) lines, each line must take at least one second to say) and then throw a packet at the target. The incant is “*<5 line curse> Arcane Sleep*”. If struck, the target is affected by the *Sleep* effect. This can only be done once per transform, can be removed by the *Racial Skill – Remove Gypsy Curse*, and lasts until the character that did the cursing either resurrects or their transform drops for any reason. This ability stacks with *Greater Gypsy Curse I*.

Greater Gypsy Curse III – This skill will allow the Gypsy to place a curse upon a target. Unlike normal Gypsy Curses, however, this can affect in-game skills. When casting this curse, the gypsy needs to curse the subject (no less than six (6) lines, each line must take at least one second to say) and then throw a packet at the target. The incant is “*<6 line curse> Arcane Nausea*”. If struck, the target is affected by the *Nausea* effect. This can only be done once per transform, can be removed by the *Racial Skill – Remove Gypsy Curse*, and lasts until the character that did the cursing either resurrects or their transform drops for any reason. This ability stacks with *Greater Gypsy Curse II*.

Rank and File I-III – Half-Orcs and Half-Ogres can purchase this skill, which enhances their sense of order and ability to follow directions in battle. The character will be able to resist chaos once per transform for each time this skill is purchased, as per the NERO 9th Edition Rulebook. This applies to any spell or effect with *Chaos* in the verbal. This skill can be purchased up to three (3) times for *Rank and File I*, up to six (6) times for *Rank and File II*, and an unlimited number of times for *Rank and File III*. This will work for any delivery method, including *Arcane* and *Voice Radius*.

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Lore I-III – This skill is the same as the Cantrip ability *Lore*. The character will not be required to have a cantrip tome, use components or have the ability Formal Magic to use this skill. It can be used once per transformation for each time the skill is taken and will be able to identify up to three (3) objects for *Lore I*, up to six (6) objects for *Lore II* and nine (9) objects for *Lore III*. This ability cannot be used to identify a spirit as per the rules of the *Lore* Cantrip.

Can't Catch Me I-III – A Hobling with this skill is very difficult to catch. In fact, he has the ability to resist spells that would normally catch the Hobling. The Hobling is able to shake free of binding-type effects once per transform for each time this skill is purchased. The binding-type effects that are able to be resisted are defined as: *Pin*, *Web* or *Confine*. The combat call is “One I break free, two I break free, three I break free”. *Bind* and *Imprison* will work normally.

Can't Find Me I-III – This skill allows the Hobling character the ability to mask his presence against such effects as *Sense Life*, *Sense (Race)* or other abilities that would reveal his true nature. This skill allows two (2) resists for *Can't Find Me I*, five (5) resists for *Can't Find Me II*, and allows the character immunity to such effects as *Sense Life*, *Sense (Race)* or other abilities that would reveal his true nature for *Can't Find Me III*. once per transform for each time this skill is purchased. If the character would normally be identified by such ability, he will remain silent when they would normally be required to state “*Here*” – that is effectively a masking. If sensed again, the character would have to respond, unless he or she has purchased this skill a second time, and so on. This ability cannot be used to mask detection of an object or item that he or she may possess.

Mental Clarity I-III - A character can buy this skill to allow him or her to have a packet-delivered *Break Charm* one time per transform for each time this skill is purchased. This is the same as the racial ability *Break Charm*, and must be delivered as “*Arcane Break Charm*” and the effect is instantaneous. This skill can be purchased up to three (3) times for *Mental Clarity I*, up to six (6) times for *Mental Clarity II*, and an unlimited number of times for *Mental Clarity III*.

Enlightened Mind I-III – This skill allows the purchase of four extra *Craftsman*, *Other* skills which are activated when the character transforms. These *Craftsman*, *Other* skills must be chosen at the time the skill is purchased. Four (4) *Craftsman*, *Other* skills can be taken every time this skill is purchased, up to a maximum of twelve (12) total *Craftsman*, *Other* skills; they can be multiple levels of the same *Craftsman*, *Other* skill, or singular levels of different *Craftsman*, *Other* skills.

Animal Instinct I-III – A scavenger character who purchases this skill can basically do whatever the animal that is being mimicked can do naturally once per transform each time the skill is taken. The skill must be a game mechanic already in play and must fit with the type of scavenger the character is portraying. The ability must be chosen when the skill is purchased. The local Plot Team must approve all abilities, and can reject this request if it is too far-fetched or obviously not what this ability intended.

Follow That Smell I-III – This skill allows the scavenger to obtain an effective two (2) levels of tracking for each time this skill is purchased, using nothing but a scent. Therefore, no light source is needed when tracking. This can never be used against another PC, unless the PC gives permission to be tracked in-game prior to the tracking and must be plot marshaled. This skill can be purchased up to three (3) times for *Follow That Smell I*, up to six (6) times for *Follow That Smell II*, and an unlimited number of times for *Follow That Smell III*.

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5. General – Mental Affinity Skill Group (Any School of Magic):

Many characters spend a lot of time studying and perfecting their craft, whether it be through the use of craftsman skills, magical research or elemental knowledge. This skill group takes into account these skills. Not all of these are combat-based and, in fact, many are roleplaying in nature.

Base Requirement: None.

Skill	Transform Level Requirement	TTP To Buy	Pre-Requisites
Elemental Knowledge I	7th	1	On a specific Elemental Path
Knowledge I	7th	1	None
Calming Presence I	7th	2	None
Intimidating Presence I	7th	2	None
Group Mind I	7th	6	None
Natural Senses I	7th	1	None
Elemental Senses I	7th	1	On a specific Elemental Path
Elemental Knowledge II	8th	2	Elemental Knowledge I
Knowledge II	8th	2	Knowledge I
Calming Presence II	8th	2	Calming Presence I
Intimidating Presence II	8th	2	Intimidating Presence I
Group Mind II	8th	7	Group Mind I
Natural Senses II	8th	2	Natural Senses I
Magical Senses I	8th	2	9th Level Spell Slot
Elemental Senses II	8th	2	Elemental Senses I
Elemental Knowledge III	9th	2	Elemental Knowledge II
Knowledge III	9th	2	Knowledge II
Calming Presence III	9th	2	Calming Presence II
Intimidating Presence III	9th	2	Intimidating Presence II
Group Mind III	9th	7	Group Mind II
Enhanced Telepathy I	9th	5	Group Mind III

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Enhanced Telepathy II	9th	6	Enhanced Telepathy I
Enhanced Telepathy III	9th	7	Enhanced Telepathy II
Natural Senses III	9th	3	Natural Senses II
Magical Senses II	9th	3	Magical Senses I, Formal Magic Level 1
Elemental Senses III	9th	3	Elemental Senses II

Skill Descriptions

Elemental Knowledge I-III – A character with this skill will gain knowledge about their chosen elemental plane as well as the opposing elemental plane. For each time this skill is purchased, the character will receive three (3) levels of Craftsman, Elemental - <Chosen Path> Planar Knowledge and one (1) level of Craftsman, Elemental - <Opposite Path> Planar Knowledge. Of course, all craftsman skills and their usefulness are based solely upon the discretion of the local plot team.

Knowledge I-III – The character that purchases this skill will receive four (4) levels of any Craftsman Skill they choose for each time this skill is purchased. The knowledge needs to be chosen at the time of transformation casting. Of course, all craftsman skills and their usefulness are based solely upon the discretion of the local plot team.

Calming Presence I-III – For each time this skill is bought by the character, he or she will receive one (1) *Magic Calm* and one (1) *Magic Calm Animal* per transformation. This skill can be bought up to three times.

Intimidating Presence I-III - For each time this skill is bought by the character, he or she will receive one (1) *Magic Fear* per transformation. This ability is as per the monster ability as outlined in the NERO 9th Edition Rulebook. This skill can be bought up to three (3) times.

Group Mind I – This skill allows the character to place him or herself and one (1) other transformed character in a group mind. The *Group Mind* ability, as outlined in the NERO 9th Edition Rulebook, states: “Some types of creatures (notably some giant insects) have a group mind. Each creature’s mind is but part of a larger whole. What one of them sees or experiences, they all know; however, Holds cannot be called for the NPCs to converse. Creatures that are part of a *Group Mind* are immune to control affects. An *Awaken* spell will not free them of the group mind’s control.” Controlling Effects for *Group Mind I* are defined as: Shun, Calm and Sleep.

Group Mind II – This skill allows the character to continue to develop mental discipline and the *Group Mind* is immune to more controlling effects. The character can still only have one (1) other transformed character in the group mind. *Group Mind II* follows all rules for *Group Mind I*. Controlling Effects for *Group Mind II* are defined as: Shun, Calm, Sleep and Enslavement.

Group Mind III – This skill allows the character to continue to develop mental discipline and the *Group Mind* is immune to more controlling effects. The character can still only have one (1) other transformed character in the group mind. *Group Mind III* follows all rules for *Group Mind I*. Controlling Effects for *Group Mind III* are defined as: Shun, Calm, Sleep, Dominate, Enslavement, Charm, Fear and Vampire Charm.

Enhanced Telepathy I-III – When used in conjunction with *Group Mind*, this allows the character to expand the number of people he or she can include in the *Group Mind*. For each time this skill is purchased, the *Group Mind* is increased by two (2) transformed characters. When used in conjunction with the *Rift* or *Gate* ability, this allows the character to *Rift* or *Gate* one (1) more character for each time this skill is purchased, up to a total of three (3) additional characters; however, the character still must be in contact with those transformed characters to be able to *Gate* or *Rift*.

Natural Senses I-III – This skill allows the character to sense certain Tyrran-based occurrences. *Natural Senses I* allows the character to sense any type of metal. *Natural Senses II* allows for sensing living beings. *Natural Senses III* allows for sensing undead. It is up to the local plot team to determine how close or far away

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the character can sense (if at all) and this may not always be constant, as factors may alter the reach of the character's senses.

Magical Senses I-II – The character who has this skill may be able to sense whether or not magic has been in use. *Magical Senses I* can sense Battle Magic. Battle Magic is defined as any magical spell that is delivered via packet or *Spell Strike*; this includes *Magic* or *Incant* delivery methods but does not include *Arcane* delivery methods. *Magical Senses II* can sense formal magics, including the use of cantrips. It is up to the local plot team to determine how close or far away the character can sense (if at all) - including the time frame – and this may not always be constant, as factors may alter the reach of the character's senses.

Elemental Senses I-III – This skill allows the character to be able to sense Elementals. *Elemental Senses I* allows the character to sense Elementals of their own chosen path. *Elemental Senses II* allows the character to sense Elementals of their own chosen path, as well as Elementals that are directly opposite of that path. *Elemental Senses III* allows for the sensing of any elementals in the area. It is up to the local plot team to determine how close or far away the character can sense (if at all), and this may not always be constant, as factors may alter the reach of the character's senses.

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6. Specialty – Elemental Skill Group (Any School of Magic):

The Elemental Planes and characters that choose to follow an elemental path have been staples in NERO for a long time. Each path has its own particulars and also its own quirks and roleplaying opportunities. These skills are for the enhancement of those roleplaying opportunities and for fun character development. When choosing an elemental path, choose one with which you can roleplay and have fun.

Void and Time paths **MUST** be approved through the local plot team. These are two very tough paths to roleplay, so take that into consideration before choosing those paths. Their skills are slightly more powerful than other elemental paths, but the roleplay is much more difficult as well.

Your local plot team reserves the right to actually dismiss a transform if it is being blatantly played incorrectly (Path of Water throwing Dragon’s Breaths, because you “like the damage”, etc.). As always, plot will communicate and document all incidents in these rare cases.

Base Requirement: Path of Element must be chosen by player at the time of the casting of the transform.

Approved Paths – Celestial: Fire, Water, Stone, Air, Light, Darkness

Approved Paths – Earth: Order, Chaos, Dream, Reason, Life, Death

Local Plot Approved Paths: Void, Time

Skill	Transformation Level Requirement	TTP To Buy	Pre-Requisites
Blessing of the Planes	7th	5	On a Specific Elemental Path
Elemental Mind	7th	10	Blessing of the Planes
Elemental Body	7th	10	Elemental Mind
Elemental Blast I	7th	5	On a Specific Elemental Path
Elemental Fury I	7th	3	On a Specific Elemental Path
Elemental Defense I	7th	1	On a Specific Elemental Path
Elemental Claws	8th	2	Claws, On a Specific Elemental Path
Elemental Blast II	8th	3	Elemental Blast I
Elemental Fury II	8th	3	Elemental Fury I
Greater Elemental Aura	8th	3	On a Specific Elemental Path, Lesser Elemental Aura
Elemental Defense II	8th	1	Elemental Defense I
Elemental Appearance I	8th	1	On Elemental Path
Elemental Essence I	8th	10	Elemental Body, Elemental Blast I

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Elemental Blast III	9th	5	Elemental Blast II
Elemental Fury III	9th	3	Elemental Fury II
Elemental Defense III	9th	1	Elemental Defense II
Enhanced Elemental Claws	9th	2	Elemental Claws
Elemental Essence II	9th	15	Elemental Essence I, Elemental Blast II
Elemental Appearance II	9th	1	Elemental Appearance I

Skill Descriptions

Blessing of the Planes - This ability will allow the transformed character to resist any elemental attack of the opposite element five (5) times per transformation. However, the ability to resist elements causes the transformed character to be affected by the battle magic spell *Banish*. If the character is *Banished*, the player will go to a designated spot determined by the local plot team and his or her transform will no longer be active. It is up to the local plot team to determine if the character's transformation re-activates and if he or she will be able to rejoin the mod.

Elemental Mind - This ability allows the character immunity to Sleep, Fear and Charm while in transformation.

Elemental Body - The transformed character will lose his or her metabolism, making the character immune to the following: Death, Disease, Drain, Drain Life, First Aid, Life, Nausea, Paralyze, Poison, Sleep, Taint Blood, Waylay and Wither Limb. If the transformed character is given a killing blow or enters their death count by any means, the transformation immediately drops and the character has entered their 5-minute death count. If the character is brought back to a conscious state, it is up to the Local Plot Team to determine if the character's transformation goes back up. In most instances, the character's transformation will not re-activate.

Elemental Blast I-III – This skill will allow the character to wield elemental power in the form of their chosen element. For each time this skill is purchased, the character can deliver a forty-five (45)-point elemental blast of that particular element. The call is “45 Elemental <element>”. The elements (and related planes in parentheses) that are able to be called upon for this skill are Flame (Fire), Stone, Lightning (Air), Ice (Water), Dream, Reason, Light, Darkness, Chaos, Order, Essence (Life), Destruction (Death), Time and Void. A character cannot use this skill to heal his or herself.

Elemental Fury I-III – This skill gives the character a one hundred (100)-point pool of elemental damage (elemental damage must correspond with the character chosen elemental path), thrown in either ten (10) or twenty (20) point bolts. The elements (and related planes in parentheses) that are able to be called upon for this skill are Flame (Fire), Stone, Lightning (Air), Ice (Water), Dream, Reason, Light, Darkness, Chaos, Order, Essence (Life), Destruction (Death), Time and Void. For each additional time this skill is purchased (up to two more times), a one hundred (100)-point elemental pool is added to the total. This becomes active as soon as the character transforms and will dissipate when the transformation goes down. A character cannot use this skill to heal his or herself.

Greater Elemental Aura – This skill gives the character the ability to invoke an elemental aura around his or her wielded weapon – this skill is hand specific, not weapon specific. In the case of dual-wielded weaponry, the player must specify the hand on which the elemental aura becomes active. This skill can be bought twice and both hands will have an elemental aura; the auras need not be the same. The character can invoke this aura only at the time the transform becomes active and may only do this once per transform. The aura can be dismissed at anytime, but will not re-activate. If the aura is dropped from your swing at any time and for any reason, you are dismissing the aura. When you dismiss the aura, you also dismiss the “Arcane” weapon type as well. The auras (and related planes in parentheses) that are able to be called upon for this skill are Flame (Fire), Stone, Lightning (Air), Ice (Water), Dream, Reason, Light, Darkness, Chaos, Order, Growth (Life), Decay

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(Death), Time and Void. This elemental aura will temporarily replace any existing elemental aura on the wielded weaponry. A character on a chosen elemental path is banned from an elemental aura except for the one granted by his or her chosen path, while those characters that are not on a chosen path can choose any elemental aura at the time of transformation. Please note that these are flavors of elemental auras and do not function as spells. Also, these are damage types, so the combat call would be “<Damage Amount> Arcane <Elemental Aura>”. This skill replaces the skill *Lesser Elemental Aura*. Only one (1) *Aura* can be active at any time.

Elemental Defense I-III – Each time this skill is purchased, the character receives a resistance to the opposite element of his or her chosen path. The combat call is “*Resist <element>*” and the character receives one resist per transform for each time the skill is purchased. This skill can be purchased up to three (3) times for *Elemental Defense I*, up to six (6) times for *Elemental Defense II*, and an unlimited number of times for *Elemental Defense III*. This skill is used to resist elemental delivered damage only.

Elemental Claws - This skill imbues the character’s claws with an Elemental Aura, chosen at the time of transformation. The auras (and related planes in parentheses) that are able to be called upon for this skill are Flame (Fire), Stone, Lightning (Air), Ice (Water), Dream, Reason, Light, Darkness, Chaos, Order, Growth (Life), Decay (Death), Time and Void. This elemental aura will temporarily replace any existing elemental aura on the wielded weaponry. A character on a chosen elemental path is banned from an elemental aura except for the one granted by his or her chosen path. Please note that these are flavors of elemental auras and do not function as spells. Also, these are damage types, so the combat call would be “<Damage Amount> Arcane <Elemental Aura>”. Only 1 (one) Enhancement can be active on *Claws* at any time. All other base rules of *Claws* apply.

Elemental Appearance I – During transformation this skill gives the character more of an elemental type of appearance. It can be anything from flaming hair, to lightning streaks on their face, to eyebrows made of ice. This alteration does not hide the race of the character, and the character is recognizable as themselves. The transformation takes as long as is needed to prepare the alteration. You may not call a hold to prepare this change in appearance. Please note that this is strictly roleplay in nature and does not give the player any added advantage. Whatever the player wishes to phys rep must be cleared through the local plot team so it can be approved and placed onto the character sheet. This alteration only takes place when the character transforms, unless the player is instructed otherwise by the local plot team.

Elemental Essence I - This ability infuses the character with an elemental essence, enabling the character to become an elemental. The transformed character is imbued with the following abilities: +20 body points, Resist Battle Magic x2, and gains the following elemental abilities from the table below:

Elemental Path	Ability
Fire	Immune to Fire, Double Damage from Ice, Elemental <i>Flame Blast</i> x2
Water	Immune to Ice, Double Damage from Fire, Elemental <i>Ice Blast</i> x2
Stone	Immune to Stone, Double Damage from Lightning, Elemental <i>Stone Blast</i> x2
Air	Immune to Lightning, Double Damage from Stone, Elemental <i>Lightning Blast</i> x2
Light	Immune to Light, Double Damage from Darkness, 100-point <i>Elemental Light Pool</i> , deliverable in 10 & 20 point bolts
Darkness	Immune to Darkness, Double Damage from Light, 100-point <i>Elemental Darkness Pool</i> , deliverable in 10 & 20 point bolts
Chaos	Immune to Chaos, Double Damage from Order, Elemental <i>Cause Mortal Wounds</i> x2
Order	Immune to Order, Double Damage from Chaos, Elemental <i>Cure Mortal Wounds</i> x2
Dream	Immune to Dream, Double Damage from Reason, 100-point <i>Elemental Dream Pool</i> ,

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	deliverable in 10 & 20 point bolts
Reason	Immune to Reason, Double Damage from Dream, 100-point <i>Elemental Reason Pool</i> , deliverable in 10 & 20 point bolts
Life	Immune to Life, Double Damage from Death, Elemental <i>Life</i> x2
Death	Immune to Death, Double Damage from Life, Elemental <i>Death</i> x2
Time	Immune to Time, Double Damage from Void, Elemental <i>Displacement</i> x2 – This path is Plot Approved only
Void	Immune to Void, Double Damage from Time, Immune to <element> chosen at time of transformation – This path is Plot Approved only

Enhanced Elemental Claws – This skill increases the damage of *Elemental Claws* by two (2) points per claw.

Elemental Essence II - This ability infuses the character with an elemental essence, enabling the character to become an elemental. The transformed character is imbued with the following abilities: +40 body points, Resist Battle Magic x4, and gains the elemental abilities from the table below. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time.

Elemental Path	Ability
Fire	Healed by Fire, Double Damage from Ice, Elemental <i>Flame Blast</i> x4 Ability to cast the Cantrip <i>Spellstorm Flame Blast 45</i> – with no component cost or tome/page needed. See below for <i>Spellstorm</i> Cantrip specifics.
Water	Healed by Ice, Double Damage from Fire, Elemental <i>Ice Blast</i> x4 Ability to cast the Cantrip <i>Spellstorm Ice Blast 45</i> – with no component cost or tome/page needed. See below for <i>Spellstorm</i> Cantrip specifics.
Stone	Healed by Stone, Double Damage from Lightning, Elemental <i>Stone Blast</i> x4 Ability to cast the Cantrip <i>Spellstorm Stone Blast 45</i> – with no component cost or tome/page needed. See below for <i>Spellstorm</i> Cantrip specifics.
Air	Healed by Lightning, Double Damage from Stone, Elemental <i>Lightning Blast</i> x4 Ability to cast the Cantrip <i>Spellstorm Lightning Blast 45</i> – with no component cost or tome/page needed. See below for <i>Spellstorm</i> Cantrip specifics.
Light	Healed by Light, Double Damage from Darkness, 200-point <i>Elemental Light Pool</i> , deliverable in 10 & 20 point bolts. Ability to channel <i>Prism</i> – the player will plant both feet and be able to continually ricochet packet-delivered spells “as magic” for 1 minute or until the player loses consciousness, is dead or moves his or her feet. As long as his or her feet stay planted, the player can use other in-game skills. 1x/Transform.
Darkness	Healed by Darkness, Double Damage from Light, 200-point <i>Elemental Darkness Pool</i> , deliverable in 10 & 20 point bolts. Ability to channel <i>Untouchable</i> – the player will plant both feet and be able to continually dodge all incoming attacks for 1 minute or until the player loses consciousness, is dead or moves his or her feet. As long as his or her feet stay planted, the player can use other in-game skills. 1x/Transform.
Chaos	Healed by Chaos, Double Damage from Order, Elemental <i>Cause Mortal Wounds</i> x4

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	Ability to cast the Cantrip <i>Spellstorm Cause Mortal Wounds 40</i> – with no component cost or tome/page needed. See below for <i>Spellstorm</i> Cantrip specifics.
Order	Healed by Order, Double Damage from Chaos, Elemental <i>Cure Mortal Wounds x4</i> Ability to cast the Cantrip <i>Spellstorm Cure Mortal Wounds 40</i> – with no component cost or tome/page needed. See below for <i>Spellstorm</i> Cantrip specifics.
Dream	Healed by Dream, Double Damage from Reason, 200-point <i>Elemental Dream Pool</i> , deliverable in 10 & 20 point bolts. Ability to channel <i>Immaterial</i> – the player will plant both feet and be able to continually phase all incoming attacks for 1 minute or until the player loses consciousness, is dead or moves his or her feet. As long as his or her feet stay planted, the player can use other in-game skills. 1x/Transform.
Reason	Healed by Reason, Double Damage from Dream, 200-point <i>Elemental Reason Pool</i> , deliverable in 10 & 20 point bolts. Ability to use <i>Group Mind III</i> (as per this packet), and can only put characters who <i>do not</i> have a transform (or have a suppressed transform) in the Group Mind. <i>Essence of Reason II</i> will be able to add <i>Enhanced Telepathy</i> as a skill for additional TTP.
Life	Healed by Life, Double Damage from Death, Elemental <i>Life x4</i> Ability to cast the Cantrip <i>Spellstorm Life</i> – with no component cost or tome/page needed. See below for <i>Spellstorm</i> Cantrip specifics.
Death	Healed by Death, Double Damage from Life, Elemental <i>Death x4</i> Ability to cast the Cantrip <i>Spellstorm Death</i> – with no component cost or tome/page needed. See below for <i>Spellstorm</i> Cantrip specifics.
Time	Healed by Time, Double Damage from Void, Elemental <i>Displacement x4</i> Healed additionally by <element> chosen at time of transform – This path is Plot Approved only
Void	Healed by Void, Double Damage from Time, Immune to <element> chosen at time of transformation, Healed by <element> chosen at time of transformation – This path is Plot Approved only

Note: *Eldritch* effects will not heal the transformed character. *Elemental* effects will heal the transformed character.

Note: The *Spellstorm* Cantrip is defined as follows:

Effect: At the time of casting, the caster plants both feet. As long as both feet remain planted and the cantrip is not disrupted as per normal spell rules, the caster may throw packets after completing the incant “Magic [Spell Name]” until 10 minutes have past. The cantrip drops if the caster takes any body damage, body effect, uses a skill, casts a spell, moves his or her feet, or speaks other than the cantrip incant. Protectives may be called without interrupting concentration. Each packet thrown acts as a separate spell equivalent to a [spell name] depending on the form of the cantrip cast and may never be touch-cast on a target.

Incant: By arcane power, I spell storm [full spell incant]... Magic [spell name]... Magic [spell name]...

Elemental Appearance II – This skill gives the character more of an elemental type of appearance. This alteration remains with the character constantly, transformed or non-transformed, unless the player is instructed otherwise by the local plot team. It can be anything from flaming hair, to lightning streaks on their face, to eyebrows made of ice, or even glowing eyes in a color that is commonly associated to a particular elemental path. This alteration does not hide the race of the character, and the character is recognizable as themselves. The transformation takes as long as is needed to prepare the alteration. You may not call a hold to prepare this change in appearance. Please note that this is strictly roleplay in nature and does not give the player any added

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advantage. Whatever the player wishes to phys rep must be cleared through the local plot team so it can be approved and placed onto the character sheet.

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7. *Specialty – Hunter Skill Group (Any School of Magic):*

Base Requirement: Hunter Path.

Approved Hunters currently:

Earth – Undead Hunter, Lycanthropy Hunter

Celestial – Extra-Planar Hunter

Other hunters may be added to this package as they are approved by unanimous vote by all participating chapters in this Transformation Package.

Skill	Transform Level Requirement	TTP To Buy	Pre-Requisites
Undead Restraint I	7th	1	Hunter Path
Life Strike I	7th	2	Hunter Path
Strike of Undead Doom I	7th	2	Hunter Path
Life Lock I	7th	2	Hunter Path
Vessel Annihilation I	7th	4	Hunter Path
Stake of Woe I	7th	4	Hunter Path
Remove Lycanthropic Curse I	7th	4	Hunter Path
Elemental Bane I	7th	2	Hunter Path
Elemental Eviction I	7th	2	Hunter Path
Rift Refusal I	7th	2	Hunter Path
Planar Anchor I	7th	4	Hunter Path
Innate Metallic Aura	7th	5	Weapon Skill, Hunter Path
Greater Elemental Aura	8th	3	Lesser Elemental Aura, Hunter Path
Greater Earthen Aura	8th	2	Lesser Earthen Aura, Hunter Path
Earthen Claws	8th	2	Claws, Hunter Path, Cannot Take Chaotic Claws
Elemental Claws	8th	2	Claws, Hunter Path
Metallic Claws	8th	2	Claws, Hunter Path
Undead Restraint II	8th	2	Undead Restraint I
Life Strike II	8th	2	Life Strike I
Strike of Undead Doom II	8th	3	Strike of Undead Doom I
Life Lock II	8th	3	Life Lock I

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Vessel Annihilation II	8th	5	Vessel Annihilation I
Stake of Woe II	8th	5	Stake of Woe I
Remove Lycanthropic Curse II	8th	5	Remove Lycanthropic Curse I
Elemental Bane II	8th	3	Elemental Bane I
Elemental Eviction II	8th	3	Elemental Eviction I
Rift Refusal II	8th	3	Rift Refusal I
Planar Anchor II	8th	4	Planar Anchor I
Undead Restraint III	9th	2	Undead Restraint II
Life Strike III	9th	2	Life Strike II
Strike of Undead Doom III	9th	3	Strike of Undead Doom II
Life Lock III	9th	3	Life Lock II
Vessel Annihilation III	9th	6	Vessel Annihilation II
Stake of Woe III	9th	6	Stake of Woe II
Remove Lycanthropic Curse III	9th	6	Remove Lycanthropic Curse II
Enhanced Elemental Claws	9th	3	Elemental Claws
Enhanced Metallic Claws	9th	3	Metallic Claws
Enhanced Earthen Claws	9th	3	Earthen Claws
Elemental Bane III	9th	3	Elemental Bane II
Elemental Eviction III	9th	3	Elemental Eviction II
Rift Refusal III	9th	3	Rift Refusal II
Planar Anchor III	9th	4	Planar Anchor II

Skill Descriptions

Undead Restraint I-II – The character will be able to channel a packet-delivered *Magic Trap Undead* two (2) times per transformation for each time this skill is purchased. This spell is consistent with the 9th Edition spell *Trap Undead* and is not reversible.

Life Strike I-II - The character will be able to channel a packet-delivered *Magic Harm Undead* two (2) times per transformation for each time this skill is purchased. This spell is consistent with the 9th Edition spell *Harm Undead* and is not reversible.

Strike of Undead Doom I-II - The character will be able to channel a packet-delivered *Magic Destroy Undead* two (2) times per transformation for each time this skill is purchased. This spell is consistent with the 9th Edition spell *Destroy Undead* and is not reversible.

Life Lock I-III – This skill allows the Undead Hunter to channel his or her intense hatred of undead and resist *Create Undead* spells. *Life Lock I* will allow the character to resist one (1) *Create Undead* spell per

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transformation. *Life Lock II* allows two (2) resists per transformation. *Life Lock III* allows four (4) resists per transformation. This is a “dumb” ability and by its very nature must be used when the character is dead.

Vessel Annihilation I-III – This skill allows the character to perform a *Destroy Formal Magic* ritual on a spirit vessel without the need for a scroll, components or circle. In order to use this ability, the character must hold the bottle in both of his or her hands, remain still (for the purposes of this skill, consider the casting rules for a *Magic Storm* as remaining still) and perform some verbal action (as per the Formal Magic Rules) for a pre-determined amount of time. If the character takes any body damage, moves in any way or loses contact with the spirit vessel, then the skill is said to have back-lashed (please roll on the formal magic backlash table) and everyone within a twenty (20)-foot radius will take the effect of the backlash. For *Vessel Annihilation I* the time is fifteen (15) minutes; for *Vessel Annihilation II* the time is ten (10) minutes; for *Vessel Annihilation III* the time is five (5) minutes.

Stake of Woe I-III – This skill allows the character to hold a physical representation of a normal stake, and turn it into a *Stake of Woe* to destroy a Vampire. In order to use this ability, the character must hold the normal stake in both of his or her hands, remain still (for the purposes of this skill, consider the casting rules for a *Magic Storm* as remaining still) and perform some verbal action (as per the formal magic rules) for a pre-determined amount of time. If the character takes any body damage, moves in any way or loses contact with the stake, then the skill is said to have back-lashed (please roll on the formal magic backlash table) and everyone with a twenty (20)-foot radius will take the effect of the backlash. For *Stake of Woe I* the time is fifteen (15) minutes and will create one (1) *Stake of Woe*; for *Stake of Woe II* the time is fifteen (15) minutes, but will create two (2) *Stakes of Woe*. For *Stake of Woe III* the time is ten (10) minutes and will create three (3) *Stakes of Woe*. As per the Formal Magic Rules, each *Stake of Woe* also comes with a packet-delivered *Arcane Solidify*. The *Stakes of Woe* will last until the character that created them either resurrects or his or her transformation drops.

Remove Lycanthropy Curse I-III – This skill allows the character to channel the energy needed to perform a *Destroy Formal Magic* ritual-like effect on a spirit that has been cursed with Lycanthropy without the need for a scroll, components or circle. In order to use this ability, the character must concentrate for a period of time to channel the energy (for the purposes of this skill, consider the casting rules for a *Magic Storm* as remaining still) and perform some verbal action (as per the formal magic rules) for a pre-determined amount of time. If the character takes any body damage, moves in any way or loses concentration, then the skill is said to have backlashed (please roll on the formal magic backlash table) and everyone with a twenty (20)-foot radius will take the effect of the backlash. For *Remove Lycanthropy Curse I* the time is fifteen (15) minutes; for *Remove Lycanthropy Curse II* the time is ten (10) minutes; for *Remove Lycanthropy Curse III* the time is five (5) minutes. After this concentration time, the transformed character who has this skill will receive a one-time *Arcane Remove Lycanthropic Curse* "spell" that can be thrown at the cursed character. If this “spell” is not used up when the character’s transformation drops, then it is lost. This will take effect to only those who have a Lycanthrope Curse of Transformation upon their spirit, and cannot be resisted, phased, cloaked, baned, dodged or otherwise defended; this spell may not be touch cast. If the cursed character refuses to accept this effect, he or she chooses to resurrect as per refusing the effects of a normal Formal Magic casting.

Elemental Bane I-II - The character will be able to channel a packet-delivered *Magic Dispel Magic* two (2) times per transformation for each time this skill is purchased. This spell is consistent with the 9th Edition spell *Dispel Magic*.

Elemental Eviction I-II - The character will be able to channel a packet-delivered *Magic Banish* two (2) times per transformation for each time this skill is purchased. This spell is consistent with the 9th Edition spell *Banish*.

Rift Refusal I-III – This skill allows the character to resist being rifted to another plane. If an attempt is made to rift the character out, the character must state “*Resist Rift*” and he or she will remain on Tyrra. *Rift Refusal I* gives one (1) Resist Rift per transformation; *Rift Refusal II* gives two (2) Resist Rifts per transformation and *Rift Refusal III* gives three (3) Resist Rifts per transformation.

Planar Anchor I-III – This ability allows a character to “anchor” an extra-planar creature to Tyrra. The character may use a packet-delivered *Arcane Planar Anchor* which will prevent the extra-planar creature (not anyone who is native to Tyrra) from rifting for one (1) hour. *Planar Anchor I* gives one (1) Planar Anchor per

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transformation; *Planar Anchor II* gives two (2) Planar Anchors per transformation and *Planar Anchor III* gives three (3) Planar Anchors per transformation.

Innate Metallic Aura – This skill gives the character the ability to invoke a metallic aura around his or her wielded weapon – this skill is hand specific, not weapon specific. In the case of dual-wielded weaponry, the player must specify the hand on which the metallic aura becomes active. However, this skill can be bought twice; in which case both hands will have a metallic aura and the auras need not be the same. The character can invoke this aura only at the time the transform becomes active and may only do this once per transform. The aura can be dismissed at anytime, but will not re-activate. The auras that are able to be called upon for this skill are *Cold Iron*, *Silver* and any other plot-approved metal. This metallic aura will temporarily replace any existing aura on the wielded weaponry. Please note that these are flavors of metallic auras and do not function as spells.

Greater Elemental Aura – This skill gives the character the ability to invoke an elemental aura around his or her wielded weapon – this skill is hand specific, not weapon specific. In the case of dual-wielded weaponry, the player must specify the hand on which the elemental aura becomes active. This skill can be bought twice and both hands will have an elemental aura; the auras need not be the same. The character can invoke this aura only at the time the transform becomes active and may only do this once per transform. The aura can be dismissed at anytime, but will not re-activate. If the aura is dropped from your swing at any time and for any reason, you are dismissing the aura. When you dismiss the aura, you also dismiss the “Arcane” weapon type as well. The auras (and related planes in parentheses) that are able to be called upon for this skill are Flame (Fire), Stone, Lightning (Air), Ice (Water), Dream, Reason, Light, Darkness, Chaos, Order, Growth (Life), Decay (Death), Time and Void. This elemental aura will temporarily replace any existing elemental aura on the wielded weaponry. A character on a chosen elemental path is banned from an elemental aura except for the one granted by his or her chosen path, while those characters that are not on a chosen path can choose any elemental aura at the time of transformation. Please note that these are flavors of elemental auras and do not function as spells. Also, these are damage types, so the combat call would be “<Damage Amount> Arcane <Elemental Aura>”. This skill replaces the skill *Lesser Elemental Aura*. Only one (1) *Aura* can be active at any time.

Greater Earthen Aura – This skill gives the character the ability to invoke an earthen aura around his or her wielded weapon – this skill is hand specific, not weapon specific. In the case of dual-wielded weaponry, the player must specify the hand on which the earthen aura becomes active. This skill can be bought twice and both hands will have an earthen aura. The character can invoke this aura only at the time the transform becomes active and may only do this once per transform. The aura can be dismissed at anytime, but will not re-activate. If the aura is dropped from your swing at any time and for any reason, you are dismissing the aura. When you dismiss the aura, you also dismiss the “Arcane” weapon type as well. This earthen aura will temporarily replace any existing auras on the wielded weaponry. Please note these are damage types, so the combat call would be “<Damage Amount> Arcane Healing”. This skill replaces the skill *Lesser Earthen Aura*. Only one (1) *Aura* can be active at any time.

Earthen Claws – This skill imbues the character’s claws with an Earth aura. Also, this is a damage type, so the combat call would be “<Damage Amount> Arcane Healing”. Only 1 (one) Enhancement can be active on *Claws* at any time and can never be used to heal a PC or NPC. All other base rules of *Claws* apply.

Elemental Claws – This skill imbues the character’s claws with an Elemental Aura, chosen at the time of transformation. The auras (and related planes in parentheses) that are able to be called upon for this skill are Flame (Fire), Stone, Lightning (Air), Ice (Water), Dream, Reason, Light, Darkness, Chaos, Order, Growth (Life), Decay (Death), Time and Void. Please note that these are flavors of elemental auras and do not function as spells. Also, these are damage types, so the combat call would be “<Damage Amount> Arcane <Elemental Aura>”. Only 1 (one) Enhancement can be active on *Claws* at any time and can never be used to heal another PC or NPC. All other base rules of *Claws* apply.

Metallic Claws – This skill imbues the character’s claws with a Metallic Aura. The auras that are able to be called upon for this skill are either a *Cold Iron Aura*, or *Silver Aura*. Also, this is a weapon type, so the combat call would be “<Damage Amount> <Metallic Aura>”. Only 1 (one) Enhancement can be active on *Claws* at any time and can never be used to heal a PC or NPC. All other base rules of *Claws* apply.

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Undead Restraint III – When purchasing this skill, the character gives up the ability to channel packet-delivered *Magic Trap Undead*, but gains the ability to *Trap Undead* with the sound of his or her voice. The combat call is “*Voice-Radius Arcane Trap Undead*”. For clarification, Voice Radius rules are listed here: all targets within the sound of the character's voice are affected. This is a measuring tool only (not a delivery method). Plugging one's ears will not offer protection from this effect. However, an effect delivered this way can still be protected by spell protectives and defenses. The target can be immune to the effect, take half damage, reduce damage, cloak, bane, or resist as per the normal rules for these defenses. A voice radius effect can never penetrate circles, imprisons, or wards. *Dodge*, *Phase*, and *Displacement Shield* are not valid defenses versus a voice radius effect. The delivery methods are: Physical - Can be blocked by a Magic Armor; Poison - Can be blocked by a Poison Shield; Magic - Can be blocked by a Reflect Magic or Shield Magic; Elemental- Can be blocked by an Elemental Shield and Arcane- No protective defense. This ability can be used only once per transformation.

Life Strike III – When purchasing this skill, the character gives up the ability to channel packet-delivered *Magic Harm Undead*, but gains the ability to *Spellstrike Harm Undead*. If the character has no weapon or claw abilities, he or she may replace their packet-delivered attack of *Magic* with *Arcane Harm Undead*. This ability can be used four (4) times per transformation.

Strike of Undead Doom III – When purchasing this skill, the character gives up the ability to channel packet-delivered *Magic Destroy Undead*, but gains the ability to *Spellstrike Destroy Undead*. If the character has no weapon or claw abilities, he or she may replace their packet-delivered attack of *Magic* with *Arcane Destroy Undead*. This ability can be used four (4) times per transformation.

Enhanced Earthen Claws – This skill increases the base damage of *Earthen Claws* by two (2) points per claw.

Enhanced Elemental Claws – This skill increases the base damage of *Elemental Claws* by two (2) points per claw.

Enhanced Metallic Claws - This skill increases the base damage of *Metallic Claws* by two (2) points per claw.

Elemental Bane III – When purchasing this skill, the character gives up the ability to channel packet-delivered *Magic Dispel Magic*, but gains the ability to *Spellstrike Dispel Magic*. If the character has no weapon or claw abilities, he or she may replace their packet-delivered attack of *Magic* with *Arcane Dispel Magic*. This ability can be used four (4) times per transformation.

Elemental Eviction III – When purchasing this skill, the character gives up the ability to channel packet-delivered *Magic Banish*, but gains the ability to *Spellstrike Banish*. If the character has no weapon or claw abilities, he or she may replace their packet-delivered attack of *Magic* with *Arcane Banish*. This ability can be used four (4) times per transformation.

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8. *Specialty – Naturalist Skill Group (Earth School of Magic):*

Base Requirement: The character *cannot* follow any elemental path. Naturalist Path.

The Naturalist is a path that is not elementally based, but Tyrran based. The character should want to be one with Tyrra, and choose his or her skills accordingly. In addition, Naturalists are not ones who would follow any type of elemental path since that would upset the balance of Tyrra and therefore the balance of the planes upon Tyrra – or so the Naturalist believes. He or she is not at war with Elementals per se, but a dislike of them is not uncommon.

Skill	Transform Level Requirement	TTP To Buy	Pre-Requisites
Speak with Plants and Animals	7th	5	Naturalist Path
Armor of the Oak	7th	10	Speak with Plants and Animals
Aura of Nature	7th	10	Armor of the Oak
Entanglement I	7th	2	Naturalist Path
Acid Spittle I	7th	3	Naturalist Path
Elemental Fortification I	7th	5	Naturalist Path
Blood Cleanse I	7th	2	Naturalist Path
Boundary of Life I	7th	2	Naturalist Path
Tyrran History I	7th	4	Speak with Plants and Animals
Nature's Footsteps I	7th	2	Naturalist Path
Tyrran Appearance I	8th	1	Aura of Nature
Entanglement II	8th	3	Entanglement I
Acid Spittle II	8th	3	Acid Spittle I
Elemental Fortification II	8th	5	Elemental Fortification I
Blood Cleanse II	8th	2	Blood Cleanse I
Boundary of Life II	8th	3	Boundary of Life I
Tyrran History II	8th	5	Tyrran History I
Nature's Footsteps II	8th	2	Nature's Footsteps I
Blood Bane I	8th	3	Naturalist Path
Essence of the Tyrran Warrior I	8th	10	Aura of Nature, Elemental Fortification I

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Entanglement III	9th	4	Entanglement II
Blood Cleanse III	9th	3	Blood Cleanse II
Boundary of Life III	9th	4	Boundary of Life II
Tyrran History III	9th	6	Tyrran History II
Nature's Footsteps III	9th	2	Nature's Footsteps II
Blood Bane II	9th	4	Blood Bane I
Tyrran Appearance II	9th	1	Tyrran Appearance I
Essence of the Tyrran Warrior II	9th	15	Essence of the Tyrran Warrior I, Elemental Fortification II

Skill Descriptions

Speak with Plants and Animals – This ability allows the character to speak with any natural Tyrran creature or any natural Tyrran plant or plant-like creature three (3) times per transformation. Intelligence of the creature does not change, but the character will have the ability to understand and potentially communicate with the creature using this skill. This is strictly maintained and controlled by the local plot team.

Armor of the Oak – This ability allows the Naturalist to harden his or her skin, giving the transformed character thirty (30) points of Natural Armor. Unlike the monster ability *Natural Armor*, this armor can stack with both physical and dexterity armor. It can exceed the class maximums for armor as well, without the transformed character having the *Wear Extra Armor* skill.

Aura of Nature – This ability allows the Naturalist to summon an aura about his or her spirit, giving immunity to two (2) of the following elements: Flame (Fire), Stone, Lightning (Air), Ice (Water), Dream, Reason, Light, Darkness, Chaos, Order, Growth (Life) or Decay (Death). These immunities must be chosen at the time of the transformation casting and cannot be changed unless the transformation is re-cast upon the player.

Entanglement I-II – The character that purchases this skill will have the ability to throw a vine-like substance that pins the target’s right foot to the ground and also to bind the target’s arms to his or her sides. The character will have two (2) physical pins and one (1) physical bind at his or her disposal per transform for each time this skill is purchased. The call is “*Physical Pin*” or “*Physical Bind*” and then a spell packet is thrown at the target.

Acid Spittle I-II – The transformed Naturalist will be able to conjure acid and spit it at his or her foes. This grants the character the ability to throw a pool of one-hundred (100) points of acid, in ten (10) point bolts of physical acid for each time this skill is purchased. The call is “*10 Physical Acid*” and then a spell packet is thrown at the target. The packet does not have to be orange, as this is not a poison attack.

Elemental Fortification I-II – This ability will allow the transformed character to resist any elemental attack of a particular element five (5) times per transformation for each time this skill is purchased. The approved auras (and related planes in parentheses) that are able to be resisted are Flame (Fire), Stone, Lightning (Air), Ice (Water), Dream, Reason, Light, Darkness, Chaos, Order, Growth (Life), Decay (Death), Time and Void. The second purchase of this skill does not have to be a different element as the first purchase.

Blood Cleanse I-III – This ability allows the character to resist poison – as per the racial ability in the 9th Edition NERO rulebook – once per transformation for each time this skill is purchased. This skill can be purchased up to three (3) times for *Blood Cleanse I*, up to six (6) times for *Blood Cleanse II*, and an unlimited number of times for *Blood Cleanse III*.

Boundary of Life I-III – This ability allows the character to create a natural wall that will prevent any creature without a metabolism (undead, elementals, golems, etc...) from crossing its borders – this includes characters and transformed characters that do not have a metabolism. The character must use a green string (or green

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designation object) to detail the placement of the wall, and state “*Nature’s wall up*”. The wall has a maximum area of one hundred (100) square feet, and will expand or contract to fit within a natural immovable frame or two (2) natural immovable objects. The wall can only be as large as the opening provided, up to the maximum area. Spells, Claws and weapons may still cross this barrier, but any creature with *No Metabolism* will not. *Dispel Magic* will remove this boundary and the duration is ten (10) minutes. The character may use this skill once per transform for each time the ability is purchased.

Tyrran History I-III – Tyrran History allows the transformed character to determine the background of a particular item. It requires fifteen (15) minutes of undisturbed examination and will act as the formal magic ritual *Delve History* on the object he or she is holding. If the object is extra-planar in nature, the examination will reveal nothing. All other formal magic rules pertaining to the *Delve History* ritual apply. The transformed character may do this only once per transform, but for each time this skill is purchased the time requirement for examination reduces by five (5) minutes.

Nature’s Footsteps I-III – A character with this ability can glide over the ground, essentially making themselves untraceable. For each time this ability is purchased, the character is given five (5) levels of Craftsman, Wilderness – Counter-Tracking. This will stack with any other Wilderness craftsman skills. Note: No monetary compensation is given for these craftsman skills.

Blood Bane I-II – A character can buy this skill to allow him or her to *Bane* any poison effect, as per the NERO 9th Edition Rulebook. The combat call is “*Bane Poison*”. This skill allows two (2) banes for *Blood Bane I* and five (5) banes for *Blood Bane II*. This will work for any delivery method, including *Arcane* and *Voice Radius*.

Tyrran Appearance I – When the character transforms, this ability gives him or her more of a naturalistic type of appearance. It can be anything from sprouting leaves, to their skin turning to bark, to taking a slight animalistic appearance. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this ability. Whatever the player wishes to phys rep must be approved by the local plot team before it can be placed onto the character sheet. Also, note that this transformation only takes place when the character transforms unless otherwise instructed by the local plot team.

Essence of the Tyrran Warrior I – This ability infuses the character with a Tyrran essence, making them a “greater” Tyrran creature. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Arcane Banish x2, and the ability *Tyrran Aura* once per transformation. This skill gives the character the ability to invoke a *Tyrran Aura* around his or her wielded weapon – this skill is hand specific, not weapon specific. In the case of dual-wielded weaponry, the player must specify the hand on which the *Tyrran Aura* becomes active. The character can invoke this aura only at the time the transform becomes active and may only do this once per transform. The aura can be dismissed at anytime, but will not re-activate. This *Tyrran Aura* will temporarily replace any existing auras on the wielded weaponry. Only one (1) *Aura* can be active at any time. Invoking *Tyrran Aura* enables the transformed character to do double damage to one (1) specific non-Tyrran creature. The transformed character will double the call of his or her weapon damage during melee combat and add the damage type Tyrra. If the target is a Tyrran creature, it will be immune to the damage.

Entanglement III – The character that purchases this skill will have the ability to throw a vine-like substance that bind the target’s arms to his or her sides and another to immobilize the character. The character will have an additional two (2) physical binds and one (1) physical web at his or her disposal per transform, plus the abilities from *Entanglement I* and *II*. The call is “*Physical Bind*” or “*Physical Web*” and then a spell packet is thrown at the target.

Tyrran Appearance II – This skill gives the character more of a naturalistic type of appearance. This alteration remains with the character constantly, transformed or non-transformed, unless the player is instructed otherwise by the local plot team. It can be anything from sprouting leaves, to their skin turning to bark, to taking a slight animalistic appearance. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this ability. Whatever the player wishes to phys rep must be approved by the local plot team before it can be placed onto the character sheet.

Essence of the Tyrran Warrior II – This ability infuses the character with a Tyrran essence, making them a “greater” Tyrran creature. This *Essence* replaces any previous *Essences* on the transformed character, and the

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transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Arcane Banish x4, and the ability *Tyrran Aura* twice per transformation. This skill gives the character the ability to invoke a *Tyrran Aura* around his or her wielded weapon – this skill is hand specific, not weapon specific. In the case of dual-wielded weaponry, the player must specify the hand on which the *Tyrran Aura* becomes active. The character can invoke this aura only at the time the transform becomes active and may only do this once per transform. The aura can be dismissed at anytime, but will not re-activate. This *Tyrran Aura* will temporarily replace any existing auras on the wielded weaponry. Only one (1) *Aura* can be active at any time. Invoking *Tyrran Aura* enables the transformed character to do double damage to one (1) specific non-Tyrran creature. The transformed character will double the call of his or her weapon damage during melee combat and add the damage type Tyrra. If the target is a Tyrran creature, it will be immune to the damage.

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9. *Specialty – Undead Skill Group (Earth School of Magic):*

Base Requirement: Undead Path.

Approved Undead Paths currently:

- Death Knight
- Lich
- Mummy
- Vampire
- Ghost
- Wraith

Other undead types may be added to this package as they are approved by unanimous vote by all participating chapters in this Transformation Package.

Skill	Transform Level Requirement	TTP To Buy	Pre-Requisites
Desecration	7th	5	Undead Path Only
Skull Seepage	7th	10	Undead Path Only
Heartless	7th	10	Desecration, Skull Seepage, Cannot Take Any Body Immunity
Horrifying Visage I	7th	5	Undead Path, Lycanthropy Path
Apparition	7th	5	Heartless
Essence of the Death Knight I	8th	10	Heartless, Horrifying Visage I, Cannot Take Apparition
Essence of the Lich I	8th	10	Heartless, Horrifying Visage I, Cannot Take Apparition
Essence of the Vampire I	8th	10	Heartless, Horrifying Visage I, Cannot Take Apparition
Essence of the Mummy I	8th	10	Heartless, Horrifying Visage I, Cannot Take Apparition
Essence of the Ghost I	8th	10	Heartless, Horrifying Visage I
Essence of the Wraith I	8th	10	Heartless, Horrifying Visage I
Chaotic Claws	8th	2	Claws, Undead Path
Horrifying Visage II	8th	5	Horrifying Visage II
Undead Appearance I	8th	1	Desecration
Right Through Me	9th	8	Apparition
Essence of the Death Knight II	9th	15	Essence of the Death Knight I, Horrifying Visage II

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Essence of the Lich II	9th	15	Essence of the Lich I, Horrifying Visage II
Essence of the Vampire II	9th	15	Essence of the Vampire I, Horrifying Visage II
Essence of the Mummy II	9th	15	Essence of the Mummy I, Horrifying Visage II
Essence of the Ghost II	9th	15	Essence of the Ghost I, Horrifying Visage II
Essence of the Wraith II	9th	15	Essence of the Wraith I, Horrifying Visage II
Enhanced Chaotic Claws	9th	3	Chaotic Claws
Undead Appearance II	9th	1	Undead Appearance I

Skill Descriptions

Desecration – This character who purchases this ability will willingly succumb to a desecration of their spirit. The ability alters the physical makeup of the character so that they are now healed by chaos and harmed by earth while in his or her transformed state. In addition to the above abilities, the transformed character will now be affected by all spells and cantrips that would normally affect undead.

Skull Seepage – This ability allows the character immunity to Sleep, Fear and Charm while in transformation.

Heartless – The transformed character will lose his or her metabolism, making the character immune to the following: Death, Disease, Drain, Drain Life, First Aid, Life, Nausea, Paralyze, Poison, Sleep, Taint Blood, Waylay and Wither Limb. If the transformed character is given a killing blow or enters their death count by any means, the transformation immediately drops and the character has entered their five (5)-minute death count. If the character is brought back to a conscious state, it is up to the Local Plot Team to determine if the character’s transformation goes back up. In most instances, the character’s transformation will not re-activate.

Horrifying Visage I-II – This skill enables the transformed undead to conjure a horrifying vision and project it into his or her target’s mind. For each time this is bought, the transformed character receives one (1) *Magic Fear*.

Undead Appearance I – When the character transforms, this ability gives him or her more of an undead type of appearance. It can be anything from flaking skin, to their bones showing through, to a skull like appearance. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep must be approved by the local plot team before it can be placed onto the character sheet. Also, note that this transformation only takes place when the character transforms unless otherwise instructed by the local plot team.

Apparition – This allows the transformed character to take on a form that is similar to being non-corporeal. The abilities are exactly as described in the NERO 9th Edition Rulebook for Non-Corporeal Form, except for this packet they are not immune to normal damage: “Some monsters are non-corporeal, having no physical form but made mainly of magic or energy. While they are in this form they... cannot be affected by most binding magics. They may move at a normal walking rate, and may pass through objects if the object is not living matter (wooden walls are fine, but trees are living and cannot be passed through). While walking through an object, they may not change directions. They cannot walk through walls at an angle, nor stop inside a wall or walk backwards through a wall. They cannot fly or move up through an object; they may only move down. They cannot carry or move objects they aren’t already carrying.” Please note that purchasing this skill does not give the transformed character the ability to walk through *Wards* or *Circles of Power* of any type.

Chaotic Claws – This skill imbues the character’s claws with an Elemental Chaos Aura. Please note that this is a flavor of elemental chaos and does not function as the spell. Also, this is a damage type, so the combat call

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would be “<Damage Amount> Arcane Chaos”. Only one (1) Enhancement can be active on *Claws* at any time and can never be used to heal another PC or NPC. All other base rules of *Claws* apply.

Essence of the Death Knight I – This ability infuses the character with a Death Knight essence, enabling him or her to become a non-controllable undead. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Spellstrike Cause Mortal Wounds x2 and a level-based Damage Cap. This is calculated by the formula: Damage Cap = (Fifty (50) – Player’s Level), with a maximum of Damage Cap Ten (10). Note that if the character chooses this type of undead, they must follow a Chivalrous Code, and the local plot team can provide the Code to the player.

Essence of the Lich I – This ability infuses the character with a Lich essence, enabling him or her to become a non-controllable undead. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Magic Death x2 and Defiling Pool (per the cantrip) x1. Defiling Pool is per the Cantrip, but no cantrip tome, page or components are needed. The incant must be said before the Defiling Pool is active, however.

Essence of the Vampire I – This ability infuses the character with a Vampire essence, enabling him or her to become a non-controllable undead. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Magic Vampire Charm x2 and the monster ability *Gaseous Form* x1. All rules pertaining to *Gaseous Form* are governed by the NERO 9th Edition Rulebook, page 92-93. *Gaseous Form* will last 5 minutes or until dispelled by any means.

Essence of the Mummy I – This ability infuses the character with a Mummy essence, enabling him or her to become a non-controllable undead. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Arcane Disease x2 and Arcane Mummy Curse x1. For this Packet, if one is affected by Arcane Mummy Curse, no in-game skills can be used until the affected character drinks a *Dispel Magic* Potion. In addition to the above abilities, the transformed character will now be take double damage from all flame spells and effects.

Essence of the Ghost I – This ability infuses the character with a Ghost essence, enabling him or her to become a non-controllable undead. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Arcane Shun x2 and ten (10) levels of earth magic that will be delivered by *Spellstrike*. These spells must be chosen at the time of the transformation casting and must be Earth Magic only.

Essence of the Wraith I – This ability infuses the character with a Wraith essence, enabling him or her to become a non-controllable undead. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Magic Fear x 2 and Spellstrike Drain Life x1.

Right Through Me – This ability grants the non-corporeal transformed character the *Phase* ability – as outlined in the NERO 9th Edition Rulebook – twice per transform.

Essence of the Death Knight II – This ability infuses the character with a Death Knight essence, enabling him or her to become a non-controllable undead. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Spellstrike Cause Mortal Wounds x4 and a level-based Damage Cap. This is calculated by the formula: Damage Cap = (Forty (40) – Player’s Level), with a maximum of Damage Cap Ten (10). Note that if the character chooses this type of undead, they must follow a Chivalrous Code, and the local plot team can provide the Code to the player.

Essence of the Lich II – This ability infuses the character with a Lich essence, enabling him or her to become a non-controllable undead. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Magic Death x4 and Defiling Pool (per the cantrip) x2. Defiling Pool is per the Cantrip, but no cantrip tome, page or components are needed. The incant must be said before the Defiling Pool is active, however.

Essence of the Vampire II – This ability infuses the character with a Vampire essence, enabling him or her to become a non-controllable undead. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Magic Vampire Charm x4 and the monster ability *Gaseous Form* x2. All rules pertaining *Gaseous Form* are governed by the NERO 9th Edition

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Rulebook, page 92-93. *Gaseous Form* will last five (5) minutes or until dispelled by any means. In addition to the above abilities, the transformed character will now be affected by all spells and cantrips that would normally affect undead.

Essence of the Mummy II – This ability infuses the character with a Mummy essence, enabling him or her to become a non-controllable undead. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Arcane Disease x4 and Arcane Mummy Curse x2. For this Packet, if one is affected by Arcane Mummy Curse, no in-game skills can be used until the affected character drinks a *Dispel Magic* Potion. In addition to the above abilities, the transformed character will now take double damage from all flame spells and effects.

Essence of the Ghost II – This ability infuses the character with a Ghost essence, enabling him or her to become a non-controllable undead. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Arcane Shun x4 and twenty (20) levels of earth magic that will be delivered by *Spellstrike*. These spells must be chosen at the time of the transformation casting and must be Earth Magic only.

Essence of the Wraith II – This ability infuses the character with a Wraith essence, enabling him or her to become a non-controllable undead. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Magic Fear x2 and *Spellstrike Drain Life* x2.

Enhanced Chaotic Claws – This skill increases the base damage of *Chaotic Claws* by two (2) points per claw.

Undead Appearance II – This skill gives the character more of an undead type of appearance. This alteration remains with the character constantly, transformed or non-transformed, unless the player is instructed otherwise by the local plot team. It can be anything from flaking skin, to their bones showing through, to a skull like appearance. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep must be approved by the local plot team before it can be placed onto the character sheet.

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10. Specialty – Extra-Planar Skill Group (Celestial School of Magic):

Base Requirement: Extra-Planar Path.

Approved Extra-Planar Paths currently:

- Unseelie Fae - Firbolg
- Neutral Fae – Gan-Ceann
- Seelie Fae - Sidhe

Other extra-planar types may be added to this package as they are approved by unanimous vote by all participating chapters in this Transformation Package.

Skill	Transform Level Requirement	TTP To Buy	Pre-Requisites
Blessing of the Fae	7th	5	Extra-Planar Path
Magical Skin	7th	10	Cannot Take Any Other Body Immunity, Blessing of the Fae
Armor of the Fae	7th	10	Magical Skin
Fae Appearance I	8th	1	Blessing of the Fae
Magical Claws	8th	3	Claws, Extra-Planar Path
Arcane Shield I	8th	5	Extra-Planar Path, Magical Beast Path
Essence of the Unseelie I	8th	10	Armor of the Fae, Arcane Shield I
Essence of the Neutrals I	8th	10	Armor of the Fae, Arcane Shield I
Essence of the Seelie I	8th	10	Armor of the Fae, Arcane Shield I
Enhanced Magical Claws	9th	3	Magical Claws
Arcane Shield II	9th	5	Arcane Shield I
Essence of the Unseelie II	9th	15	Essence of the Unseelie I, Arcane Shield II
Essence of the Neutrals II	9th	15	Essence of the Neutrals I, Arcane Shield II
Essence of the Seelie II	9th	15	Essence of the Seelie I, Arcane Shield II
Fae Appearance II	9th	1	Fae Appearance I

Skill Descriptions

Blessing of the Fae – This ability will allow the transformed character to resist any magical, gypsy, or fae curse five (5) times per transformation. However, the ability to resist curses causes the transformed character to be affected by the battle magic spell *Banish*. If the character is *Banished*, the player will go to a designated spot determined by the local plot team and his or her transform will no longer be active. It is up to the local plot team to determine if the character's transformation re-activates and if he or she will be able to rejoin the mod. In addition to the above abilities, the character will now take double damage from all *Cold Iron* based attacks.

Magical Skin – Taking this skill imbues the character's skin with a magical infusion making him or her immune to NERO-safe combat (melee, archery or bolt attacks only) in which the damage type is "Magic". The transformed character must call "No Effect" to these attacks with "Magic" in the damage call. This in no way protects the character from *Spellstrikes*.

Armor of the Fae – This skill grants the transformed character a powerful fae aura, which acts as thirty (30) points of *Dexterity Armor*. This armor stacks with other physical and dexterity armor, but does not stack with *Natural Armor*. It can exceed the class maximums for armor, without requiring the *Wear Extra Armor* skill.

Arcane Shield I-II – This skill grants the transformed character a shield from arcane energy. This shield will work exactly as a *Shield Magic* spell, but it will work with *Arcane* delivered spells only. This ability is *self-only*; i.e., it cannot be cast on any other character. The defense call is "Arcane Shield". Each purchase of this skill allows the transformed character to have two (2) Arcane Shields per transformation, up to a maximum of four (4).

Magical Claws – This skill imbues the character's claws with a Magical Aura. This is a weapon type, so the combat call would be "<Damage Amount> Magic". Only one (1) Enhancement can be active on *Claws* at any time and can never be used to heal another PC or NPC. All other base rules of *Claws* apply.

Fae Appearance I – When the character transforms, this ability gives him or her more of a faerie type of appearance. It can be anything from glittering skin, to sprouting wings or other fae-like appendages. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep must be approved by the local plot team before it can be placed onto the character sheet. Also, note that this transformation only takes place when the character transforms unless otherwise instructed by the local plot team.

Essence of the Unseelie I – This ability infuses the character with an unseelie fae essence, enabling the character to become a Firbolg. The transformed character is imbued with the following abilities: +20 body points, Resist Battle Magic x2, Magic Ricochet x2 and *Magic Mana School (Twenty (20) levels)*. This allows the character to pick 20 levels of spells from either school chosen at the time when the transformation becomes active.

Essence of Neutrals I – This ability infuses the character with a neutral fae essence, enabling the character to become a Gan-Ceann. The transformed character is imbued with the following abilities: +20 body points, Resist Battle Magic x2, Magic Ricochet x2 and the monster ability *Gate* x1.

Essence of the Seelie I – This ability infuses the character with an seelie fae essence, enabling the character to become a Sidhe. The transformed character is imbued with the following abilities: +20 body points, Resist Battle Magic x2, Magic Ricochet x2 and *Magic Mana School (Twenty (20) levels)*. This allows the character to pick 20 levels of spells from either school chosen at the time when the transformation becomes active.

Enhanced Magical Claws – This skill increases the base damage of *Magical Claws* by two (2) points per claw.

Essence of the Unseelie II – This ability infuses the character with an unseelie fae essence, enabling the character to become a Firbolg. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The transformed character is imbued with the following abilities: +40 body points, Resist Battle Magic x4, Magic Ricochet x4 and *Magic Mana School (Forty (40) levels)*. This allows the character to pick 40 levels of spells from either school chosen at the time when the transformation becomes active. The transformed character also receives the ability to curse one target with a *Fae Curse*. The *Fae Curse* will last only as long as the transformation remains active. If the transformation drops for any reason, the curse is also lifted. From the *NERO Handbook of the Fae and*

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Cursed: In essence, this Fae curse is very similar to a gypsy curse and follows under the same rules, guidelines, and restrictions.

For a Firbolg, they will receive: *Curse of Still Magic – one (1) time per transform.* This curse causes the recipient to be unable to cast a particular spell. Any spell is possible as the target of this curse. The inability includes casting from scrolls or items, but not drinking potions. If the spell is reversible the recipient can still cast the opposite spell.

Incant: "If you would use <spell name> against me, then nevermore shall ye use it"

Essence of Neutrals II – This ability infuses the character with a neutral fae essence, enabling the character to become a Gan-Ceann. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The transformed character is imbued with the following abilities: +40 body points, Resist Battle Magic x4, Magic Ricochet x4 and the monster ability *Gate* x2. The transformed character also receives the ability to curse one (1) target with a *Fae Curse*. The *Fae Curse* will last only as long as the transformation remains active. If the transformation drops for any reason, the curse is also lifted. From the *NERO Handbook of the Fae and Cursed:* In essence, this Fae curse is very similar to a gypsy curse and follows under the same rules, guidelines, and restrictions.

For a Gan-Ceann, they will receive: *Curse of Devotion – one (1) per transform.* When cursed, the player cannot inflict harm or allow harm inflicted upon any of the type of Fae who gave them this curse.

Incant: "Through the good graces of the Fae, I curse you to devote yourself to my kind."

Essence of the Seelie II – This ability infuses the character with a seelie fae essence, enabling the character to become a Sidhe. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The transformed character is imbued with the following abilities: +40 body points, Resist Battle Magic x4, Magic Ricochet x4 and *Magic Mana School (Forty (40) levels)*. This allows the character to pick forty (40) levels of spells from either school chosen at the time when the transformation becomes active. The transformed character also receives the ability to curse one target with a *Fae Curse*. The *Fae Curse* will last only as long as the transformation remains active. If the transformation drops for any reason, the curse is also lifted. From the *NERO Handbook of the Fae and Cursed:* In essence, this Fae curse is very similar to a gypsy curse and follows under the same rules, guidelines, and restrictions.

For a Sidhe, they will receive: *Curse of Magic's Wrath – one (1) per transform.* This curse causes a particular class of spell to do double damage. These are broad categories including, but not limited to, Flame, Ice, Lightning, Necromancy, and Healing. It is only spells that cause double damage, carrier attacks do normal damage. The source of the spell does not matter; it could be cast from memory, scroll, innate, arcane, or in potion form.

Incant: "For the damage you have done to me, <Damage type> shall damage you twofold hence"

Fae Appearance II – This skill gives the character more of a faerie type of appearance. This alteration remains with the character constantly, transformed or non-transformed, unless the player is instructed otherwise by the local plot team. It can be anything from glittering skin, to sprouting wings or other fae-like appendages. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep must be approved by the local plot team before it can be placed onto the character sheet.

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11. Specialty – Lycanthropic Skill Group (Earth School of Magic):

Base Requirement: Lycanthropy Path, Cannot buy Body Immunity – Silver.

Approved Lycanthropic Paths currently:

- Werewolf
- Wererat
- Werejaguar
- Werebear
- Wererabbit

Other lycanthropic types may be added to this package as they are approved by unanimous vote by all participating chapters in this Transformation Package.

Skill	Transform Level Requirement	TTP To Buy	Pre-Requisites
Lycan Madness	7th	5	Lycanthropy Path
Fortified Mind	7th	10	Lycan Madness
Twisted Blood	7th	10	Fortified Mind, Cannot Take Any Body Immunity
Horrorifying Visage I	7th	5	Undead Path, Lycanthropy Path
Horrorifying Visage II	8th	5	Undead Path, Lycanthropy Path
Restoration	8th	8	Fortified Mind
Lycanthropic Appearance I	8th	1	Lycan Madness
Essence of the Werewolf I	8th	10	Twisted Blood, Horrorifying Visage I
Essence of the Wererat I	8th	10	Twisted Blood, Horrorifying Visage I
Essence of the Werejaguar I	8th	10	Twisted Blood, Horrorifying Visage I
Essence of the Werebear I	8th	10	Twisted Blood, Horrorifying Visage I
Essence of the Wererabbit I	8th	10	Twisted Blood, Horrorifying Visage I
Essence of the Werewolf II	9th	15	Essence of the Werewolf I, Horrorifying Visage II
Essence of the Wererat II	9th	15	Essence of the Wererat I, Horrorifying Visage II
Essence of the Werejaguar II	9th	15	Essence of the Werejaguar I, Horrorifying Visage II
Essence of the Werebear II	9th	15	Essence of the Werebear I, Horrorifying Visage II
Essence of the Wererabbit II	9th	15	Essence of the Wererabbit I, Horrorifying Visage II

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Lycanthropic Appearance II	9th	1	Lycanthropic Appearance I
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Skill Descriptions

Lycan Madness – The transformed character has agreed to give up some of his or her sanity for the powers of the Lycan during the casting of the transformation. However, while the character is not in a transformed state, he or she may suffer "madness". This is a plot controlled effect delivered as an "Arcane Berserk". This effect can only happen when the character is *not* in a transformed state. This plot-controlled effect lasts for ten (10) minutes unless cured by a *Purify Blood*. In addition to the above abilities, the character will now take double damage from all *silver* based attacks.

Fortified Mind – This ability allows the character immunity to Sleep, Fear and Charm while in transformation.

Twisted Blood – This skill infuses the character's blood with lycanthropy, removing the transformed character's metabolism. For the purposes of this Transformation Package, *Twisted Blood* in this case is defined as immunity to: Death, Disease, Drain, Drain Life, First Aid, Life, Nausea, Paralyze, Poison, Sleep, Taint Blood, Waylay and Wither Limb. If the transformed character is given a killing blow or enters their death count by any means, the transformation immediately drops and the character has entered their five (5)-minute death count. If the character is brought back to a conscious state, it is up to the local plot team to determine if the character's transformation goes back up. In most instances, the character's transformation will not re-activate.

Horriifying Visage I-II – This skill enables the transformed lycanthrope to conjure a horriifying vision and project it into his or her target's mind. For each time this is bought, the transformed character receives one (1) *Magic Fear*.

Restoration – This skill allows the transformed character to *Revive* – per the Monster Ability outlined in the NERO 9th Edition Rulebook. If the character is not Killing Blow'd with a silver or silver-aura'd weapon, he or she may use their *Revive* ability. If the *Revive* ability has already been used, he or she will then begin his or her death count outlined in *Matters of Life and Death* in the NERO 9th Edition Rulebook.

Lycanthropic Appearance I – When the character transforms, this ability gives him or her more of a lycanthropic type of appearance. It can be anything from an elongated snout, to sprouting fur or other lycanthropic-like appendages. Whatever the player wishes to phys rep must be approved by the local plot team before it can be placed onto the character sheet. Also, note that this transformation only takes place when the character transforms unless otherwise instructed by the local plot team.

Essence of the Werewolf I – This ability infuses the character with a Werewolf essence, enabling the character to become a non-controllable lycanthrope. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Magic Fear x2 and the monster ability *Revive* x1. If the character is not Killing Blow'd with a silver or silver-aura'd weapon, he or she may use their *Revive* ability. If the *Revive* ability has already been used, he or she will then begin his or her death count outlined in *Matters of Life and Death* in the NERO 9th Edition Rulebook.

Essence of the Wererat I – This ability infuses the character with a Wererat essence, enabling the character to become a non-controllable lycanthrope. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Arcane Disease x2 and the monster ability *Revive* x1. If the character is not Killing Blow'd with a silver or silver-aura'd weapon, he or she may use their *Revive* ability. If the *Revive* ability has already been used, he or she will then begin his or her death count outlined in *Matters of Life and Death* in the NERO 9th Edition Rulebook.

Essence of the Werejaguar I – This ability infuses the character with a Werejaguar essence, enabling the character to become a non-controllable lycanthrope. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Magic Fear x2 and the monster ability *Revive* x1. If the character is not Killing Blow'd with a silver or silver-aura'd weapon, he or she may use their *Revive* ability. If the *Revive* ability has already been used, he or she will then begin his or her death count outlined in *Matters of Life and Death* in the NERO 9th Edition Rulebook.

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Essence of the Werebear I – This ability infuses the character with a Werebear essence, enabling the character to become a non-controllable lycanthrope. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Arcane Destroy x2 and the monster ability *Revive* x1. If the character is not Killing Blow'd with a silver or silver-aura'd weapon, he or she may use their *Revive* ability. If the *Revive* ability has already been used, he or she will then begin his or her death count outlined in *Matters of Life and Death* in the NERO 9th Edition Rulebook.

Essence of the Wererabbit I – This ability infuses the character with a Wererabbit essence, enabling the character to become a non-controllable lycanthrope. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Magic Charm x2 and the monster ability *Revive* x1. If the character is not Killing Blow'd with a silver or silver-aura'd weapon, he or she may use their *Revive* ability. If the *Revive* ability has already been used, he or she will then begin his or her death count outlined in *Matters of Life and Death* in the NERO 9th Edition Rulebook.

Essence of the Werewolf II – This ability infuses the character with a Werewolf essence, enabling the character to become a non-controllable lycanthrope. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Magic Fear x4 and the monster ability *Revive* x2. If the character is not Killing Blow'd with a silver or silver-aura'd weapon, he or she may use their *Revive* ability. If the *Revive* ability has already been used, he or she will then begin his or her death count outlined in *Matters of Life and Death* in the NERO 9th Edition Rulebook.

Essence of the Wererat II – This ability infuses the character with a Wererat essence, enabling the character to become a non-controllable lycanthrope. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Arcane Taint Blood x4 and the monster ability *Revive* x2. If the character is not Killing Blow'd with a silver or silver-aura'd weapon, he or she may use their *Revive* ability. If the *Revive* ability has already been used, he or she will then begin his or her death count outlined in *Matters of Life and Death* in the NERO 9th Edition Rulebook.

Essence of the Werejaguar II – This ability infuses the character with a Werejaguar essence, enabling the character to become a non-controllable lycanthrope. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Magic Fear x4 and the monster ability *Revive* x2. If the character is not Killing Blow'd with a silver or silver-aura'd weapon, he or she may use their *Revive* ability. If the *Revive* ability has already been used, he or she will then begin his or her death count outlined in *Matters of Life and Death* in the NERO 9th Edition Rulebook.

Essence of the Werebear II – This ability infuses the character with a Werebear essence, enabling the character to become a non-controllable lycanthrope. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Arcane Destroy x4 and the monster ability *Revive* x2. If the character is not Killing Blow'd with a silver or silver-aura'd weapon, he or she may use their *Revive* ability. If the *Revive* ability has already been used, he or she will then begin his or her death count outlined in *Matters of Life and Death* in the NERO 9th Edition Rulebook.

Essence of the Wererabbit II – This ability infuses the character with a Wererabbit essence, enabling the character to become a non-controllable lycanthrope. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Magic Charm x4 and the monster ability *Revive* x2. If the character is not Killing Blow'd with a silver or silver-aura'd weapon, he or she may use their *Revive* ability. If the *Revive* ability has already been used, he or she will then begin his or her death count outlined in *Matters of Life and Death* in the NERO 9th Edition Rulebook.

Lycanthropic Appearance II – This skill gives the character more of a lycanthropic type of appearance. This alteration remains with the character constantly, transformed or non-transformed, unless the player is instructed otherwise by the local plot team. It can be anything from an elongated snout, to sprouting fur or other lycanthropic-like appendages. Please note that this is strictly roleplay in nature and does not give any

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advantage to the player who chooses this. Whatever the player wishes to phys rep must be approved by the local plot team before it can be placed onto the character sheet.

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12. Specialty – Magical Beast Skill Group (Celestial School of Magic Only):

Base Requirement: Magical Beasts Path.

Approved Magical Beasts Paths currently:

- Giant
- Hydra
- Beholder
- Mindflyer

Other magical beasts may be added to this package as they are approved by unanimous vote by all participating chapters in this Transformation Package.

Skill	Transform Level Requirement	TTP To Buy	Pre-Requisites
Fury of the Beast	7th	10	Magical Beasts Path
Armor of the Beast	7th	5	Fury of the Beast
Gargantuan Strength	7th	10	Weapon Skill, Armor of the Beast, Giant Path
Scaly Skin	7th	10	Armor of the Beast, Hydra Path
Strength of Mind	7th	10	Armor of the Beast, Beholder Path
Touch of the Arcane	7th	10	Armor of the Beast, Mindflyer Path
Arcane Shield I	8th	5	Extra-Planar Path, Magical Beast Path
Essence of the Giant I	8th	10	Armor of the Beast, Gargantuan Strength, Arcane Shield I
Essence of the Hydra I	8th	10	Armor of the Beast, Scaly Skin, Arcane Shield I
Essence of the Beholder I	8th	10	Armor of the Beast, Strength of Mind, Arcane Shield I
Essence of the Mindflyer I	8th	10	Armor of the Beast, Touch of the Arcane, Arcane Shield I
Monstrous Appearance I	8th	1	Fury of the Beast
Arcane Shield II	9th	5	Arcane Shield I
Essence of the Giant II	9th	15	Essence of the Giant I, Arcane Shield II
Essence of the Hydra II	9th	15	Essence of the Hydra I, Arcane Shield II
Essence of the Beholder II	9th	15	Essence of the Beholder I, Arcane Shield II

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Essence of the Mindflayer II	9th	15	Essence of the Mindflayer I, Arcane Shield II
Monstrous Appearance II	9th	1	Monstrous Appearance I

Skill Descriptions

Fury of the Beast – When purchased, this skill will allow the transformed character to go into a “controlled rage”, and will grant the character +4 damage to all weapon attacks. This does NOT act as superhuman strength in any way. Once the transform is dropped by any means, the character will be affected by the following: *Weakness*, *Disease* and *Curse*. These effects will last for ten (10) minutes, are arcane in nature and cannot be cured by any means.

Armor of the Beast – This ability allows the Beast to harden his or her skin, giving the transformed character thirty (30) points of Natural Armor. Unlike the monster ability *Natural Armor*, this armor can stack with both physical and dexterity armor. It can exceed the class maximums for armor as well, without the transformed character having the *Wear Extra Armor* skill.

Gargantuan Strength– This skill gives the transformed character the ability to invoke a mighty strike using his or her wielded weapon. This ability allows him or her to add the weapon type *Massive* to six (6) weapon strikes. This skill can be used in combination with other skills such as superhuman strength, critical slays or assassinations.

Scaly Skin – This ability allows the Beast a Threshold. When purchased, the character gains a Threshold of ten (10). All rules for the Monster Ability *Threshold* are governed by the NERO 9th Edition rulebook.

Strength of Mind – This skill, when purchased, allows the transformed character to shield his or her mind from those trying to control his or her actions. This ability grants the transformed character immunity: Shun, Calm, Sleep, Dominate, Enslavement, Charm, Fear and Vampire Charm.

Touch of the Arcane – This skill enables the transformed character to channel Arcane energy. He or she can then choose up to twenty (20) levels of battle magic spells to be delivered as *Arcane*. These twenty (20) levels must be chosen from the character’s unused spell slots at the time of transformation. If any spell slots remain unused when the transform goes down, they return to the character’s memory and can be used as normal incanted spells.

Arcane Shield I-II – This skill grants the transformed character a shield from arcane energy. This shield will work exactly as a *Shield Magic* spell, but it will work with *Arcane* delivered spells only. This ability is *self-only*; i.e., it cannot be cast on any other character. The defense call is “Arcane Shield”. Each purchase of this skill allows the transformed character to have two (2) Arcane Shields per transformation, up to a maximum of four (4).

Essence of the Giant I – This ability infuses the character with Giant essence. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Arcane Destroy x2, Threshold of eight (8) and the ability to throw boulders for ten (10)-Massive (the player must provide his own phys reps, and both hands must be used when throwing boulders).

Essence of the Hydra I – This ability infuses the character with Hydra essence. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Arcane Dragon’s Breath x2 and Contingency Life (as per the cantrip) x1. Contingency Life is per the Cantrip, but no cantrip tome, page or components are needed. The incant must be said before the Contingency Life is active, however.

Essence of the Beholder I – This ability infuses the character with Beholder essence. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Arcane Web x2 and Arcane Death x2.

Essence of the Mindflayer I – This ability infuses the character with Mindflayer essence. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Magic Berserk x2 and Arcane Vampire Charm x2. This *Vampire Charm* effect lasts as long as the transformation is active; when the transformation drops, the *Vampire Charm* effect disappears.

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Monstrous Appearance I – When the character transforms, this ability gives him or her more of a magical beast type of appearance. It can be anything from an elongated snout, to sprouting fur or other magical beast-like appendages which relates to the magical beast that the transformed character is pursuing. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep must be approved by the local plot team before it can be placed onto the character sheet. Also, note that this transformation only takes place when the character transforms unless otherwise instructed by the local plot team.

Essence of the Giant II – This ability infuses the character with Giant essence. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Arcane Destroy x4, Threshold of 10 and the ability to throw boulders for ten (10)-Massive (the player must provide his own phys reps, and both hands must be used when throwing boulders).

Essence of the Hydra II – This ability infuses the character with Hydra essence. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Arcane Dragon's Breath x4 and Contingency Life (as per the cantrip) x2. Contingency Life is per the Cantrip, but no cantrip tome, page or components are needed. The incant must be said before the Contingency Life is active, however, and both of these Contingencies stack.

Essence of the Beholder II – This ability infuses the character with Beholder essence. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Arcane Web x4 and Arcane Death x4.

Essence of the Mindflayer II – This ability infuses the character with Mindflayer essence. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Magic Berserk x4 and Arcane Vampire Charm x4. This *Vampire Charm* effect lasts as long as the transformation is active; when the transformation drops, the *Vampire Charm* effect disappears.

Monstrous Appearance II – This skill gives the character more of a magical beast type of appearance. This alteration remains with the character constantly, transformed or non-transformed, unless the player is instructed otherwise by the local plot team. It can be anything from an elongated snout, to sprouting fur or other magical beast-like appendages which relates to the magical beast that the transformed character is pursuing. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep must be approved by the local plot team before it can be placed onto the character sheet.