NERO Out-Of-Game (OOG) Mechanics Playtest
Written By: Clarissa Michaels
Dated Jan 30th 2023

This playtest is written with the intent to provide information on how certain mechanics work within the Chapter providing it. By adding a written explanation of Out-Of-Game Mechanics, we expect individuals to enter In-Game with a better understanding as to how to acquire resources, gauge monster/creature interactions, and utilize Guild systems to their advantage.

Scavenging/Gathering Materials:

Function: Players/Characters will be able to progress personal and group goals by finding materials scattered throughout the lands during "Game On" indicated times.

What to expect?: Players will be able to expect Loot/Treasure/Random Encounters to be found randomly scattered through the woods or along trails located within the camp site used. These trails may be heavily wooded, or lightly wooded. Materials may also be found off ground such as in trees, on stumps, or hidden in items.

Random Encounter Tags: These tags are a part of the randomly scattered materials. They may provide additional loot found, additional components, or a random encounter. Typically, a Random Encounter will have some story attached to it with additional opportunity to find out more details. Players will have the chance to investigate further, or cash out.

Component Gathering: There is artificial plant life scattered amongst the trails for players to find and collect. These items represent the time and activity of gathering components for use with skills in NERO. For every 5 plants the players turn in they will acquire one component in return. These can often be returned to guild representatives in play to gain the components.

Additional Details: Random Encounter Tags may be turned in at NPC Camp in Bulk. This will increase the difficulty of whatever encounters are found. Please note, a "Blue" grade encounter can scale greatly with only a few additional tags. With higher difficulty does mean greater rewards.

Return of Prop Rewards: We have a large number of props that are utilized for the gathering modules in the world of NERO. We are aware that some will simply take the loot from the vessels, and discard the vessels somewhere. We will reward players who return the props even if they are empty. This can also be done with Guild representatives in play.

Monster Difficulty Identification:

Function: Creatures will now be identifiable via Out-of-Game markers, allowing players In-Game to know how difficult the creature or encounter will be. **"Armbands"** will demonstrate different colors to indicate Easy, Medium, or Unscaled.

<u>Color Key</u>
Blue Armband: Easy Difficulty
Yellow Armband: Medium Difficulty
Red Armband: Unscaled

Additional Details: Players will be allowed to identify Creature/Monster "Difficulty" ONLY through this playtest. Identifying creature/monster types will still be done through typical in-game call outs such as "What do I see?"

Guilds & Guild Production:

Function: Players will have the option to Join, Advance and Develop the existing Guilds within the lands. Guilds are a resource players can opt into joining to get additional benefits. Benefits may include: Options for Additional Production per Event, Ability to Purchase items through Logistics with Guild Discounts, Request Guild Specific Missions to help advance Guild Prosperity, and more.

What to expect?: Players may join any Guild by requesting an audience with a Guild Representative. A Guild Rep may be found regularly rotating through the towns, or may be sought out by approaching a "Plot Staff" who is not involved with a current module, story or some other responsibility.
Note: Please be respectful as Plot Staff may be coordinating other matters, but it is expected that Staff make note of the request and provide it to the next available representative.

Guild Production: Paid-in-Full Guild Members will have the option to purchase additional production through the Guilds. These production points utilize the Characters Production ranks to "Produce" said items. Each Guild will have its own set amount of available production per event based on registered players. Once that production has been met, no further purchases for the weekend may be done.

Additional Details: Guilds are 1 of many things that exist within NERO that are mostly player driven. This means that player involvement is required, but may not be easy. We emulate real life by providing challenges and obstacles with each request. Please be patient and push through for amazing rewards.

Note: Playtests function just as that, playtests. They allow chapters to provide feedback to NERO National about potential solutions to current edition issues or provide enhancement to develop and grow the game system as a whole. These are not flawless and may have game changing effects. These will be evaluated each event to ensure proper game play and fairness to all players.

NERO Skills & Abilities Playtest '23
Written By : Clarissa Michaels, Chris Roberts & Scott Bradlee
Dated: Jan 30th 2023

This playtest is written with the intent to bring better versatility to players and to help chapters by balancing players away from "Sword & Board" focus and adding versatility to other combat styles. This playtest is adding skills and abilities for Two Long Weapon Wielding, Dual Wielding Proficiencies, and Two Handed Slay enhancement.

Note: When purchasing the following skills, please follow the below steps:
1. "Craftsman" Skill -> **2.** Category: "Academic" -> **3.** "Custom: (Insert Skill Name)"

Two Long Weapons: (Purchasable once)
Prerequisite: Two Weapons or Style Master
Cost: Fighter - 3 BP, Rogue - 3 BP, Scholar - 6 BP, Templar - 3 BP
Effect: The Character may wield two Long Weapons up to 46 In. in length. Any 2 weapons as long as they meet the length requirement.

Paired Proficiencies: (May purchase multiple)
Prerequisite: A Weapon Proficiency in a Primary Hand
Cost: Fighter - 3 BP, Rogue - 3 BP, Scholar - 6 BP, Templar - 3 BP
Effect: The ability grants the character 1 "Proficiency" per purchase in the off hand. This does not allow the character to purchase more slays for the off-hand. This only increases the off-hand damage. The proficiencies are still weapon specific unless "Mastered."

Two Handed Slay: (No purchase necessary)
Prerequisite: Slay with Two Handed Weapon including Bows
Cost: None (Increase amount of slays)
Effect: This allows the Two Handed User to use "Slay" twice per Purchase as long as both slays are used within the 5 minute time frame. This does not affect the "Parry" portion of the skill "Slay/Parry."

These skills/abilities will behave as their counterparts in a typical manner. These skills and abilities will only function within the chapters that allow this playtest to operate. Please, approach staff and/or logistics for local chapter approval of use. Limited to Local Chapter Only Playtest.

Note: Playtests function just as that, playtests. They allow chapters to provide feedback to NERO National about potential solutions to current edition issues or provide enhancement to develop and grow the game system as a whole. These are not flawless and may have game changing effects. These will be evaluated each event to ensure proper game play and fairness to all players.
Playability and Balancing Edits:

- Adjusted Build Cost of skills to reflect Other Craftsman Base Cost of 3 BP per Rank
- Added Note of Purchase Process to provide expectation of Skills on Character Card
- Updated wording on Paired Prof. to provide balance.

NERO Alchemical Acid Playtest
Written By : Clarissa Michaels & Chris Roberts
Dated: Jan 28th 2023
Updated: December 2nd 2023
<u>Currently in Beta Test before Presentation</u>

This playtest is written with the intent to bring better versatility to players and to help chapters by increasing the use of alchemy which in turn should bring in more coin. It provides another option other than Magic or Fighting in a more balanced manner.

This proposal <u>replaces</u> only the "Cause Wounds Gas" series with Alchemical Acids .

Alchemical Acids:
Note: These Acids are throwable, represented with Orange or Neon Green packets.

<u>Light Acid Vial</u> - Verbal "Physical Acid 5" - Production Cost: 2
<u>Serious Acid Vial</u> - Verbal "Physical Acid 10" - Production Cost: 3
<u>Corrosive Acid Vial</u> - Verbal "Physical Acid 20" - Production Cost: 5

These packet attacks can be blocked by "Poison Shield", "Magic Armor", "Resist Physical", and immunities written on NPC cards as per staff. This effect does bypass physical "Armor" and affects "Body" directly. These attacks will allow someone with the skill for using them to now damage creatures that are immune to poison, have alien metabolism, or have no metabolism.

Note: Playtests function just as that, playtests. They allow chapters to provide feedback to NERO National about potential solutions to current edition issues or provide enhancement to develop and grow the game system as a whole. These are not flawless and may have game changing effects. These will be evaluated each event to ensure proper game play and fairness to all players.

Additional Note: Players will be able to use Cause Wounds Gasses as Acids during the duration of this play test.

Playability and Balancing Edits:
- Removed Base - 02/05/2023
- Removed healing requirement - 02/05/2023
- Allowed "Poison Shield" to be called as a defense - 5/30/2023

Smithing Advancements Playtest

Written by: Clarissa Michaels, and Chris Roberts

Version 0.22.02

The purpose is to give players a way to create their own 2 year Artifacts through trial and error. This has the potential to be a +3 weapon of the player's building choice. This also adds additional Basic Production Items to assist in the building of immersion for the overly atmosphere.

Definition of Basic Terms

Backlash - This aspect is a deficiency that happens upon a catastrophic failure during the forging process. This happens based on the D100 Roll done after declaring.

Batch - A group of item forges of the same ore type are lumped together into a single "Batch" so long as there is a gap no longer than a 60 seconds between each Forge Attempt. If more than 60 seconds elapses between Forge Attempts within a batch, then the batch is finished.

Contention - This is a status applied to the Smith when they are forging to indicate high levels of stress in the area during their processing. This may include Acts of War currently happening in the land, the threat of destruction by Elementals or other imposing forces that may cause stress on the smith during their Forge Attempt. Contention is declared based on current status within the world. Marshal handling the Forge should contact Plot to determine if Contention is active.

Chapter - The local NERO game in which you are playing.

CO Ranks - Craftsman: Other Ranks are used to represent the equivalent of "Formal Levels" for the purpose of this playtest.

Craftsman Other - This refers to the skill purchasable through Character Creation called "Craftsman." When purchasing this skill, "Academic" must be selected followed by inserting the in the Area/Custom Text box

Enhancement Bonus - This term refers to the bonus that can be applied to certain items

eligible through the Forge Attempt process. Enhancement Bonus is the numerical value that is applied to the successfully created item at the end of the Forge Attempt. I.E. "+1" or "+3"

Evaluate Item - These items are in-game items that have assigned values through the Evaluate Item Code System via the NERO International Game System. This code will be represented by the "###XXX" design which requires the "Evaluate Item" skill to use.

Forge - A physically represented space that is used as a part of the Creation Process. This space is minimum 5' x 5' to max 10' x 10' and must consist of Coals and some way to represent fire.

Forge Attempt - This term refers to the attempt of creating an item that is declared by the Smith before the process starts.

Imperfections - These are "Flaws" or "Delimits" created during the forging process due to a mistake that occurs during either refining or forging of the item.

Ingot - These small rectangular bricks are also known as "Trade Bars" in merchant terms. They are either used as currency for trading within the lands or are used for refinement into weapons, armors, shields or jewelry/trinkets.

Jewelry - An item that is created specifically for wearing as per decoration. These items typically have an Evaluate Item Code assigned to determine value.

LCO (Local Chapter Only) - This is a special Plot related item that can only be used in the

issuing chapter. To all other chapters, the item does not exist for use in-game. These items are not intended to be used to alter the rules or create effects that are outside the system.

Marshal - Throughout this document, the term "Marshal" will be used to refer to the Smithing Formal Marshal. Some chapters require a separate certification process for becoming a Smithing Formal Marshal.

Ore - Ores are a harvestable resource found in the wild either in the representation of Evaluate Item Tag or some sort of Phys Rep provided by your Local Plot team. These items are representative to Blacksmith focused components

Phys Rep - The slang term for "Physical Representation." This term calls to the use of a physical item to represent an In-Game tag item as to better immerse one-self inside the roleplaying atmosphere.

Primary Smith - This refers to the Smith that initiates the Forge Attempt using their CO Ranks and skills to create the item declared.

Secondary Smith - This refers to the Smith that may be assisting the Forge Attempt, not restricted to just one. Up to 3 others may assist in the Forge Attempt. Each additional assist may add a +5 to the Forge Attempt alone. All smiths must meet the initial requirement listed for the creation of the item.

Smith - This term always refers to the Smith who initiates the Forge Attempt. This person is also known as the Primary Smith.

Success Scales - This is the scale used to determine what enhancement (if any) is applied to the item created during the Forge Attempt.

Unrestricted - This term refers to an item that was placed into game according to the Treasure Distribution Policy issued by NERO. Magic items are also given this classification if they are constructed using only components, scrolls, and production items of Unrestricted Classification.

Weapon - An item that is created specifically for dealing some type of damage to an entity

Rep Requirements:
1. Tools - *Basic tools must be created through the Production System in order to get started*
2. A Forge - *A forge cannot be solely repped with an anvil, but also needs a fire and water station.*

Prerequisites:
1. Smithing Skill Ranks
2. "Craftsman Other" appropriate skills from the authorized list below.
        These "Craftsman Other" skills will be able to be used as + bonuses in a 1-to-1 manner for the Success Scales and the ability for a Backlash retest. Specific ones may be called upon based on what item is being created. These are called "Specializations" which are a Blacksmith's primary focus and what he excels at during his creation process.

Specializations   *Chart 1-1*

Armorer	Carpenter	Jeweler	Silversmith
Arrowsmith	Cartwright	Miner	Smelter
Bladesmith	Coppersmith	Metallurgist	Stone Worker
Blacksmith	Fletcher	Siegecraft	Tinker
Bower	Goldsmith	Shipwright	Tool Maker

These will be the only CO Skills to grant a bonus for this playtest and holding multiple ranks would count like building a formal column

Using "Craftsman Other" Skills:
During Forge Attempts, these skills can be used to give yourself bonuses based on relevancy. A single "Rank" of "Armorer" would equal 1 Production Point and could be used to make armor in specialty metals.

You may spend these points to provide a bonus to your Forge Attempt, but this must be declared before the Forge Attempt begins. This may alter a low roll on the "Success Scale" and instead create a Standard, +1 or +2 item. It can also be used to recover from a Backlash. It will not undo the failure but it can prevent item destruction. Once CO rank skills are used, they are expended and will return at 6pm reset like Production or Formal Magic Levels.

Plot may sometimes require certain "CO" to craft items needed for story purposes. Plot will have complete control regarding these behaviors and should work within the established guidelines about the prerequisite skill required for specific crafting of things I.E. Goldsmith for crafting with gold, however may need to work outside of the rules to accomplish the over goal they wish to have achieved.

Blacksmith Tools

Blacksmith Tools are an essential part of starting this process. Without them, a Blacksmith is nothing. We have integrated the following items with Standard Logistical Production to ensure the ability to utilize this playtest to its fullest.

Chart 1-2

Tool	Production Level
Hammer	2
Tongs	3
Anvil	5
Forge	5
Mining Axe	5

Forge:
All Forges must be physically represented by a stack of "Burning" Coals to meet the Heat Pre-Reg, a workspace where an Anvil may exist and should not be smaller than a 5' x 5' radius and no larger than a 10' x 10' radius. In all intents and purposes, the Forge is a Magic Casters' Circle.

Blacksmith Tools:
Hammer, Tongs, Anvil and a Mining Axe are all tools that are capable of being upgraded, allowing Blacksmiths to create better weapons, jewelry, and armor. Some ores will require upgraded tools in order to refine and forge using them. The Tools required for most Forging Attempts are a Hammer, Tongs, Anvil and Forge. Phys Reps are recommended to be assembled out of Foam, in the same style as 9th Edition Throwables. No core, all foam and lightweight as to be unable to cause harm to others that may be in the area when forging occurs. Any enhanced tools may also be used in partnership with the "Thrown Weapon" skill with their Enhancement Bonus stacking with their base damage.

Ore Introduction

Introduction of the 8 new Ores:

Copper, Iron, Silver, Gold, Sun, Star, Platinum and the Legendary ore "Mithril". These ores require Smithing as a prerequisite skill as well as the "Craftsman: Mining" skill for harvesting during the Gathering mods or utilization during the forging process.

Ores are a special material found naturally in the world, specialized due to their natural properties. Blacksmiths have been using them for generations, however special traits have only been recently unlocked due to secrets passed down to the Heroes of yesteryear. Ores, once refined and forged, will unlock certain abilities that will apply to the items they are used to create. I.E. Platinum is so resilient that it is rendered and susceptible to magic so enchanting it is done freely even in Dark Territory, or Sun Metal dealing a killing blow as per "Stake of Woe!"

Evaluate Item Codes:

With the introduction of these new items, their respective tag information is also being included. Whenever a tag for the ingots and ores is created, please know that a precursory text before the Evaluate Item code is as follows: "*For use with the Evaluate Item Skill*". This text is required as in order to read the information following I.E. the Eval Code, they must have the prerequisite skill.

"Evaluate Item" Codes   Chart 1-3

Ore / Ingot	Ore Code	Ingot Code	Ore / Ingot Tag Text
Copper	729VEV	821MVV	"An ore of unrefined Copper mined from the lands." / "An ingot of refined Copper processed and shaped by a blacksmith."
Iron	966FEV	266VQT	"An ore of unrefined Silver mined from the lands." / "An ingot of refined Iron processed and shaped by a blacksmith."
Silver	284FMF	915EFV	"An ore of unrefined Silver mined from the lands." / "An ingot of refined Silver processed and shaped by a blacksmith."
Gold	838VEF	632MFF	"An ore of unrefined Ore mined from the lands." / "An ingot of refined Gold processed and shaped by a blacksmith."
Sun	838FEF	287MVV	"An ore of unrefined Sun metals mined from the lands." / "An ingot of refined Sun ore processed and shaped by a blacksmith."
Star	992VSV	162EFV	"An ore of unrefined Star metal mined from the lands." / "An ingot of refined Star ore processed and shaped by a blacksmith."
Platinum	357VQV	162EVV	"An ore of unrefined Platinum mined from the lands." / "An ingot of refined Star ore processed and shaped by a blacksmith."
Mithril	157VST	437QVF	"An ore of unrefined Mithril mined from the lands." / "An ingot of refined Mithril processed and shaped by a blacksmith."

Mining:

This is a Gatherable activity represented by the player going to various Ore Deposits in the wild and actively Mining for 5 minutes to procure the ore. Ores Types harvested are randomly determined via the Ore Deposit Chart. "CO: Mining" skill ranks may be used to enhance your roll. The Mining Axe Tool is used for this activity and is not used for the Forging Attempt process.

Players should return the Ore Deposits to Logistics to have it reactivated and redistributed if the Chapter has Phys Reps for these activities.

Ore Deposit Chart — *Chart 1-4*

Roll (d%)	Odds	Result
1 - 15	15%	Copper
16 - 42	27%	Iron
43 - 62	20%	Silver
63 - 77	15%	Gold
78 - 87	10%	Star
88 - 97	10%	Sun
98 - 99	2%	Platinum
100	1%	Mithril

Refining Ores and Forging Ingots

Refinement Table — *Chart 1-5*

Roll (d%)	Odds	Result
1 - 10	10%	Backlash
11 - 26	15%	Failure
27 - 100	75%	Success

Refining:

Refining an Ore is defined as creating an Ingot through the process of **Smelting** which will then be processed and made into a wieldable weapon, armor, wearable jewelry or other form of usable item. Different processes may be used based on what Ore is involved. Certain Ores and Ingots may require certain tools to be used in order to start the refining and processing. This process uses the Refinement Table to determine a result. Failure will result in the loss of half of the Ore being refined.

Copper Ore: *(Requires Smithing Rank: Novice)*

This ore has existed and been harvested the longest, thus its rarity has gone up,and the value reflects as such, though not through normal merchants and tradesmen. Copper stands as one of the weakest materials, but has been so widely used, its crafting methods are the learning curve for all new Blacksmiths. In the world of NERO, there has only ever been 1 creature affected specifically by Copper, maybe with this weapon you will slay him, only time will tell. That, or, you use this to be different, because "Come on, it's Copper." - Scott Bradlee

Smelting: *Requires Heat, Forge Rep, and 5 Copper Ore or 100 Copper Pieces*
This process will melt the ore into a purer form for making into an ingot.

Copper Ingot: *(Requires Smithing Rank: Novice)*
Heat Forging:
Requires Heat, Forge Rep, 2 SR Components and 2 Copper Ingot or 200 Copper Pieces

This is the standard process that is applied to create any form of item usable in game. Standard items that may be found through Logistical Production are created this way without the use of Production.

<u>Iron Ore:</u> *(Requires Smithing Rank: Apprentice)*
This ore, being the most common, has had its knowledge of forging processes handed down generation to generation. Three separate processes have been designed to refine these ores. Cold Iron is a known deterrent to Fae, so much so that it is known to deal 4x Damage.
Smelting:
Requires Heat, Forge Rep, Tools and 5 Iron Ore
This process will melt the ore into a purer form for making into an ingot.
<u>Iron Ingot:</u> *(Requires Smithing Rank: Apprentice)*
Heat Forging:
Requires Heat, Forge Rep, 2 SR Components, Tools and 2 Iron Ingot
This is the standard process that is applied to create any form of item usable in game. Standard items that may be found through Logistical Production are created this way without the use of Production.
Cold Forging:
Requires 2 SR Components, +1 Hammer, Anvil, Tools and 8 Iron Ore
You draw out the metal with sheer force of strength, skill and will. This created a "Cold Iron" item that may have uses in-game.

<u>Silver Ore:</u> *(Requires Smithing Rank: Apprentice)*
This ore is one of the most common ores found in nature, so much so that it established one of the cornerstones of the economy. This ore, once refined and forged, will primarily be used to fight against some Lycans, some Undead and some Fae. Pure Silver weapons are rare due to their stability, but are sought after for these reasons. The listed creature types take Double Damage from these creations if noted along with other unknown entities.
Smelting:
Requires Heat, Forge, Tools and 5 Silver Ore or 100 Silver Pieces
This process creates the ingot for the refinement process.
<u>Silver Ingot:</u> *(Requires Smithing Rank: Apprentice)*
Heat Forging:
Requires Heat, Forge, 2 SR Components, Tools, 1 Iron Ingot and 1 Silver Ingot or 200 Silver Pieces
This is the standard process that is applied to create any form of item usable in game. This process will create a "Silver" equivalent to a Standard Tagged Item without the use of the "Silvering a weapon" Special Ability. Silvering Tags will provide a +4 to your Forge Attempts if used.

<u>Gold Ore:</u> *(Requires Smithing Rank: Journeyman)*
This ore is rare but more common than Platinum and Mithril. Gold ore is not typically used in the refinement of weapons or shields but may be seen used in jewelry and trinkets. These items will have an Evaluate Item value assigned to them upon their creation. Due to Gold's ability to hold magic well, Magics cast upon these items will never cause a Backlash even in Dark Territory. These weapons cease to exist after 6 months unless magically extended.
Smelting:
Requires Heat, Forge, Tools and 5 Gold Ore or 100 Gold Pieces
This process creates the ingot for the refinement process.
<u>Gold Ingot:</u> *(Requires Smithing Rank: Journeyman)*
Heat Forging:
Requires Heat, Forge, 2 SR Components Tools,1 Iron Ingot and 2 Gold Ingots or 200 Gold Pieces

This is the standard process that is applied to create any form of item usable in game. This process will create a "Gold" equivalent to a Standard Tagged Item.

Sun Ore: *(Requires Smithing Rank: Master)*
This ore exists purely due to the natural Sun baking the grounds of Tyrra. As the earth and dirt sits untouched, this material seemingly is produced from nothing. Finding it may be rare in certain regions, but easier in others. The unique effect it has once refined is it delivers "Killing Blows" as per "Stake of Woe." "Dead Sun" crafted items are equipped to the Smith as per "Spirit Link" rules, losing the ability of "Stake of Woe." If multiple Smiths are involved, the Smiths will choose a target for the "Spirit Link."

Smelting:
Requires Heat, Forge Rep, +2 Hammer, +2 Anvil and 5 Sun Ore
This process creates the ingot for the refinement process.

Sun Ingot: *(Requires Smithing Rank: Master)*
Heat Forging:
Requires Heat, Forge Rep, 2 SR Components, +2 Hammer, +2 Anvi, 1 Iron Ingot and 2 Sun Ingots
This is the standard process that is applied to create any form of item usable in game. This process will create a "Sun" equivalent to a Standard Tagged Item.

Cold Forging:
Requires 2 SR Components +3 Hammer, +3 Anvil and 8 Sun Ingot
You draw out the metal with sheer force of strength, skill and will. This created a "Dead Sun" item that may have uses in-game.

Star Ore: *(Requires Smithing Rank: Master)*
This ore is located in large divots as it is purely found in the outer reaches of the skies of Tyrra. Locating this ore may take some time, but it is still a rare material to come across. Star ore having been compressed by the confines of space is extremely dense. This material provides an additional 5 points as per Arcane Armor and resets as per Arcane Armor, with a max of 5 points per piece. Arcane Armor can still be imbued upon these armor pieces via Formal Magics. This effect does not become accessible through any weapons forged in this material. "Fallen Star" weapons come imbued naturally with a "Physical Destroy" effect with 2 Charges per day, resetting per Formal Magics rules.

Smelting:
Requires Heat, Forge Rep, +3 Tools and 5 Star Ore
This process creates the ingot for the refinement process.

Star Ingot: *(Requires Smithing Rank: Master)*
Heat Forging:
Requires Heat, Forge Rep, 2 SR Components, +3 Tools, 1 Iron Ingot and 2 Star Ingots
This is the standard process that is applied to create any form of item usable in game. This process will create a "Star" equivalent to a Standard Tagged Item.

Cold Forging:
Requires 2 SR Components, +3 Hammer, +3 Anvil and 8 Star Ore
You draw out the metal with sheer force of strength, skill and will. This created a "Fallen Star" item that may have uses in-game.

Platinum Ore: *(Requires Smithing Rank: Grand Master)*
This ore is the second rarest to locate in the wild and is normally found by chance. Platinum is normally never fully forged into items due to its immense value as currency. This Ore will typically only be found on ecounters or in extremely rare circumstances. This metal is so strong that once crafted it is seen as rendered indestructible. Being extremely susceptible to Magic, Magics cast upon this metal will never Backlash even in Dark Territory.

Smelting:
Requires Heat, Forge Rep, +3 Tools and 3 Platinum Ore or 10 Platinum Pieces

This process creates the ingot for the refinement process.

Platinum Ingot: *(Requires Smithing Rank: Grand Master)*
Heat Forging:
Requires Heat, Forge Rep, 2 SR Components, +3 Tools, 1 Iron Ingot and 4 Platinum Ingots or 40 Platinum Pieces
This is the standard process that is applied to create any form of item usable in game. This process will create a "Platinum" equivalent to a Standard Tagged Item.

Mithril Ore: *(Requires Smithing Rank: Grand Master)*
This ore is the rarest to locate and is normally found in smaller deposits. Once Mithril has been forged into its final form it will be rendered indestructible as it is the strongest metal known to Tyrra. Being the most susceptible to Magic, Magics cast upon this metal will never Backlash even in Dark Territory. Mithril, being as powerful of a material, comes with its own damage type, "Mithril. Weapons created with this material may also swing natively the four main celestial elements, "Fire, Ice, Lightning or Stone," at will. This is not a Celestial item in regards to Barbarian or Biata. The call will be "<#> "Mithril" Optional <Fire, Ice, Lightning or Stone.>"
Smelting:
Requires Heat, Forge Rep, either Platinum Grade or +3 Tools, and 3 Mithril Ore
This process creates the ingot for the refinement process.

Mithril Ingot: *(Requires Smithing Rank: Grand Master)*
Heat Forging:
Requires Heat, Forge Rep, 2 SR Components, either Platinum Grade or All +3 Tools, 1 Iron Ingot and 4 Mithril Ingots
This is the standard process that is applied to create any form of item usable in game. This process will create a "Mithril" equivalent to a Standard Tagged Item.

Clarification on Backlash Negation in Dark Territory

Casting Formal Magic on Metals such as Gold, Platinum and Mithril will not backlash even in Dark Territory. These metals must be the target for this effect to occur. They cannot just exist within the circle, but must indeed be the target of the formal.

Begin Forging

# of Forge Attempts   *Chart 1-6*

Copper	5 Attempts
Iron	5 Attempts
Cold Iron	4 Attempts
Silver	5 Attempts
Gold	4 Attempts
Sun	3 Attempts
Star	3 Attempts
Platinum	3 Attempts
Mithril	2 Attempts

Your 1st Forge Attempt is 5 minutes. If you fail or are contested, you can expend 10 "Ranks" in CO skills to continue and negate a failure but you will then go from a 5 minute forge attempt to 1 hour. If you fail with a +1 Imbued or higher, you won't lose the weapon, you will lose -1 the bonus.

The max bonus you can create with your Forge Attempts is a +3 item. This effect is not cumulative with any Damage Aura cast upon the item. 2 failed Forge Attempts in a row means that you can no longer proceed in forging on the object you are working on.

When a flaw is rolled, you will take it as a Partial Success based on what Flaw you get.

Examples:
Example 1: You succeed your 1st forge attempt creating a Standard Iron item. You succeed on your 2nd Forge Attempt with a +2. You go into your 3rd Forge Attempt and Fail. It renders the weapon a +1 as a consequence. You can risk the 4th Forge Attempt on this Iron Item.

Example 2: You succeeded your 1st attempt with a +1. You proceed to your 2nd Forge Attempt, you Fail. The object is reduced to a Standard Item. You proceed to your 3rd Forge attempt. You Fail. The object is now destroyed. You can not pursue further forge attempts due to consecutive failures.

Success Scales for Weapons & Tools

1st Forge Attempt — Chart 1-10

Roll (d%)	Odds	Result
1-5	5%	Backlash
6-15	10%	Failure
16-40	24%	Flaw
41-90	49%	Standard
91-100	9%	+1

2nd Attempt - 5th Attempt — Chart 1-11

Roll (d%)	Odds	Result
1-9	9%	Backlash
10-20	10%	Failure
21-40	19%	Flaw
41-90	49%	+1
91-100	9%	+2

Success Scales for Armor, Shield & Jewelry

1st Forge Attempt — Chart 1-12

Roll (d%)	Odds	Result
1 - 9	9%	Failure
10 - 40	30%	Flaw
41 - 100	57%	Standard

2nd Attempt - 5th Attempt — Chart 1-13

Roll (d%)	Odds	Result
1 - 9	9%	Backlash
10 - 40	30%	Flaw
41 - 100	57%	Remove Imperfection

Standard Items
Crafting items using the NERO Production System results in the equivalent of Iron Weapons/Shields/Armor/Jewelry/Tools. These items are treated as though they have already received a "1st Forge Attempt" that resulted in a success. Enhancing these items will use Table 1-11 for any further Forge Attempts.

Sharpness/Bluntness
On any of the weapons being created via this playtest, it is to be noted that all enhancement bonuses that are assigned to the items I.E. "+3", is purely cosmetic via a visible "Sharpness or Bluntness" enhancement over a standard item. These bonuses are not visible through magical means or apparent via just "looking at" the weapon. An inspection of said weapon would allow a person to determine the items enhancements.

Removing Imperfections:
On all items created through this system, sometimes Flaws can occur. These flaws can be "removed" by additional Forge Attempts, allowing you to fix any imperfections that may have occurred during the forging process. Additional Flaws may also be added during this refinement process. If no Flaws exist, Forging Attempts may still be done to the item if Flaws are sought after.

Backlash:

Backlashes are triggered with a critical failure which may result in item destruction or worse. This would be represented with a range of things including a failure of tools, overheated forge, something combustible, flying slag, or the entire forge exploding! Something that can cause both the loss of the item and/or injury to the player or even death.

Flaw and Backlash Tables Instructions:

1. Roll on General Flaw Effect or General Backlash Effect Table as applicable.
2. If directed, roll on Random Delimit table or applicable Creation-Specific Table.
3. If directed to use an applicable Creation-Specific Table and no table is applicable, re-roll.
4. Note that all references to item being destroyed follow the limits of the Destroy Formal Magic Spell.
5. Effects of flaws and backlashes are always removable by the "Removing Imperfections" process or in special situations Destroy Formal Magic Formal.

General Flaw Effect   Chart 1-14

Roll (d%)	Odds	Result
1 - 3	*3%*	*Forging Attempt succeeds, no +X is applied.*
4 - 7	*4%*	*All in the forge lose all remaining CO Ranks for 24 hours.*
8	*1%*	*All x-ever items in the forge lose a charge.*
9	*1%*	*All x-ever items in the forge lose all charges.*
10	*1%*	*All magic items are impacted and cease to function for 24 hours. They remain rendered indestructible and spirit-linked/locked if they had been.*
11-12	*2%*	*Smith is blown from the forge, taking 5 damage directly to Body.*
13 - 15	*2%*	*Smith must perform an action as part of the forging process from now on. This action is naturally overcome after one year. May be removed via Flaw Roll 55, or via Destroy Formal Magic. (Action is determined by the marshal, negotiable with the player, action must be able to be completed within 60 seconds. Example: Juggle their tools, balance on one foot, recite the Blacksmiths Code, or oink like a pig, etc.)*
16 - 17	*2%*	*Additional Ore totaling Double the Forge Attempt cost must be spent within 1 minute or the process fails.*
18 - 21	*4%*	*All in forge lose Forging ability for 24 hours.*
22 - 25	*4%*	*Primary smith loses all remaining CO Ranks and do not reset when applicible.*
26	*1%*	*All tools in forge lose one +1 for the day.*
27	*1%*	*All tools in forge lose all bonuses for the day.*
28	*1%*	*Any forge containing the item being created repels the smith currently forging, another is randomly selected and they continue the Forge Attempt.*
29 - 32	*4%*	*Additional Ores equaling the amount used in this attempt must be destroyed within 1 minute or the attempt fails. Ore must be of the same material used in the attempt.*

Roll (d%)	Odds	Result
33	1%	Silver totalling 5 times the CO Rank bonus used must be destroyed within the forge within 1 minute or the attempt fails.
34	1%	Gold totalling 5 times the CO Rank bonus used must be destroyed within the forge within 1 minute or the attempt fails.
35	1%	Primary smith loses 10 body after the attempt being performed is completed.
36 - 38	3%	Item created expiration is halved.
39	1%	All silver in the forge in which the item is being created is destroyed.
40	1%	All gold in the forge in which the item is being created is destroyed.
41 - 42	2%	All ores in the forge in which the item is being created are consumed.
43 - 45	3%	All spent CO Ranks in the forge where the item is being created reset.
46	1%	Any +X Bonus is doubled upon item creation, reroll to determine if a Bonus is applied for this Forge Attempt.
47 - 48	2%	Primary smith's Tools all receive a +1 for 24 hours
49 - 51	3%	All beings in the forge in which the item is being created refresh spent CO ranks
52 - 54	3%	All Tools in the forge in which the item is being created receive a +1 for 24 hours.
55	1%	Any smith with an effect on their spirit, now has all Smith Flaws/Backlashes removed from said spirit immediately.
56 - 57	2%	Primary smith renews all skills.
58 - 59	2%	Item created duration is doubled (up to 4 years unless LCO).
60 - 61	2%	Any Ironl used for this creation is not consumed.
62 - 63	2%	Any Copper In used for this creation is not consumed.
64 - 65	2%	Any Silver used for this creation is not consumed.
66 - 67	2%	Any Gold used for this creation is not consumed.
68 - 69	2%	Any Platinum used for this creation is not consumed.
70 - 71	2%	Any Sun used for this creation is not consumed.
72 - 73	2%	Any Star used for this creation is not consumed.
74 - 75	2%	Any Mithril used for this creation is not consumed.
76 - 80	5%	Roll twice, both effects happen simultaneously.
81 - 100	20%	Roll on Creation-Specific Flaw Table.

General Backlash Effect   Chart 1-15

Roll (d%)	Odds	Result

1 -10	*10%*	*Roll twice, both effects happen simultaneously.*
11 -17	*7%*	*The Item being forged is destroyed.*
18 - 19	*2%*	*All Standard Items in the forge (including the Forge) expire immediately and are destroyed.*
20 - 25	*6%*	*Primary smith is blown back from the forge that he/she was inside while crafting the item, taking 10 damage directly to Body.*
26 - 27	*2%*	*Any forge currently being used loses all magic enhancements, all in Forge are ejected taking 10 damage directly to Body.*
28 - 31	*4%*	*All magic items (Any Tagged Item) on primary smith is destroyed. This includes carried items.*
32	*1%*	*Primary smith goes to resurrect.*
33	*1%*	*All smiths in the forge go to resurrect.*
34	*1%*	*All in the forge in which the Item is being created go to resurrect.*
35	*1%*	*All in the forge in which the item is being created take 15 times the "Craftsman Other" Ranks spent in physical body damage.*
36 - 41	*6%*	*All smiths die, and may receive life spells.*
42 - 46	*5%*	*All in the forge in which the item is being created except primary smith die, may receive life spells.*
47 - 49	*3%*	*All in the forge in which the item is being created die, may receive life spells.*
50 -51	*2%*	*Arms of primary smith are destroyed, may be restored.*
52 -53	*2%*	*All limbs of primary smith are destroyed, may be restored.*
54	*1%*	*All limbs of all smiths are destroyed, may be restored.*
55	*1%*	*All limbs of all in the forge in which the item is being created are destroyed, may be restored.*
56	*1%*	*All in the forge in which the item is being created go 'Berserk', immediately attacking all creatures in the vicinity, including each other, to the best of their ability and the exclusion of all other actions, for ten minutes.*
57 - 58	*2%*	*The forge containing the item being created is destroyed.*
59 - 62	*4%*	*All in the forge in which the item is being cast lose all remaining Craftsman: Other Points until the next reset.*
63 - 65	*3%*	*Any forge containing the item being created provides a +5 to all Forge Attempts until next reset.*
66	*1%*	*All in the forge in which the item is being created lose 1⁄2 body (round the loss down) for one year.*
67 - 68	*2%*	*The item being forged is given a Flaw provided from the General Flaw Chart (Chart 1-14)*
69 - 70	*2%*	*Ingested and Gas Alchemical substances act as a death elixir against the primary smith*

Roll (d%)	Odds	Result
		for one year.
71 - 72	2%	Rapid Refits act as a death elixir against the primary smith for one year.
73 - 74	2%	The primary smith is unable to Silver items for one year.
75	1%	The primary smith is unable to Strengthen Items for one year.
76	1%	All smiths take 1/2 effect from what normally heals them for one year.
77 - 78	2%	Primary smith takes double damage from one of the following for one year: Chaos (healing if undead), fire, lightning, ice, stone, magic missile / storm, silver weapons, magic weapons, normal weapons - note that "weapons" includes any boffer attack that delivers damage of the appropriate type. Determine randomly).
79 - 82	4%	Primary smith must have at least one secondary smith to perform any Forge Attempt for one year.
83 - 85	3%	Primary smith may not be the primary smith in any Forge Attempt item creation in Contention for one year.
86 - 90	5%	Primary smith automatically crafts in Contention for six months.
91	1%	Any forge containing the item being created becomes cold.
92 - 96	5%	Primary smith becomes an idiot, unable to use any skills, for one hour.
97	1%	All charged items in the forge activate one charge upon their possessor (may not be accepted under shield magic, activations occur in random order).
98	1%	All charged items in the forge activate one charge upon the primary smith (may not be accepted under shield magic, activations occur in random order).
99	1%	All charged items in the forge activate all charges upon their possessor (may not be accepted under shield magic, activations occur in random order).
100	1%	All charged items in the forge activate all charges upon the primary smith (may not be accepted under shield magic, activations occur in random order).

General Delimit Effect   Chart 1-16

Roll (d%)	Odds	Result
1 - 4	4%	A Fighter
5 - 8	4%	A Rogue
9 - 12	4%	A Scholar
13 - 16	4%	A Templar
17 - 22	6%	Someone under X level (roll 1-10)
23 - 27	5%	Someone under X level (roll 1-10 + 10)
28 -29	2%	Someone over X level (roll 1-10 + 10)
30 - 32	3%	A Human
33 - 35	3%	A Mystic Wood Elf
36 - 38	3%	An Elf (any except Stone Elf)
39 - 41	3%	A Dark Elf

42 - 44	3%	*A Stone Elf*
45 - 47	3%	*A Gadabari*
48 - 50	3%	*A Scavenger*
51 - 53	3%	*A Barbarian*
54 - 56	3%	*A Biata*
57 - 59	3%	*A Half Orc*
60 - 62	3%	*A Half Ogre*
63 - 65	3%	*A Dwarf*
66 - 68	3%	*A Sarr*
69 - 71	3%	*A Hobling*
72	1%	*Someone with Weapon skill X (caster's choice)*
73	1%	*Someone with Backstab skill*
74	1%	*Someone with Dodge/Assassinate skill*
75	1%	*Someone with Proficiency skill*
76	1%	*Someone with Critical Slay/Parry skill*
77	1%	*Someone with Master Proficiency skill*
78	1%	*Someone with Master Critical Slay/Parry skill*
79	1%	*Someone with Waylay skill*
80	1%	*Someone with Pick Locks skill*
81	1%	*Someone with Disarm/Arm Traps skill*
82	1%	*Someone with Create Traps skill*
83 - 84	2%	*Someone with Smithing skill*
85	1%	*Someone with Herbal Lore skill*
86	1%	*Someone with Alchemy skill*
87	1%	*Someone with Craftsman Other (Mining) skill*
88	1%	*Someone with Craftsman Other (X) skill*
89	1%	*Someone with Read and Write skill*
90	1%	*Someone with Read Magic skill*
91	1%	*Someone with First Aid skill*
92	1%	*Someone with Healing Arts skill*
93	1%	*Someone with Earth spell slot level X (Random 1-9)*
94	1%	*Someone with Celestial spell slot level X (Random 1-9)*
95	1%	*Someone with Earth Formal level X (Random 1-10)*
96	1%	*Someone with Celestial Formal level X (Random 1-10)*
97	1%	*Someone with Create Potion skill*
98	1%	*Someone with Create Scroll skill*
99- 100	2%	*Someone with Wear Extra Armor skill*

Weapon(s) Specific Flaw Effect   Chart 1-17

Roll (d%)	Odds	Result
1 - 10	10%	*Item is randomly Delimited - See Delimit Table*

11 - 20	10%	Any (Plus) bonus is placed on a random appropriate item in the forge instead of the item being created. It fails if no other appropriate item is present.
21 -30 .	10%	Creation batch may not have Formal Magic cast upon it.
31 - 40	10%	Items' expiration is extended to double original expiration. I.E. If item is a 1 year from date, it becomes a 2 year. Max length is 5 years.
41 - 50	10%	Item receives Render Indestructible. (Reroll on metals that already have this effect applied.)
51 - 60	10%	Smith must perform an action before item's usage can begin. (Action is determined by the marshal, negotiable with the player, action must be able to be completed within 60 seconds. Examples: Clap 5 times, jump on one foot 5 times, spin in a circle 5 times, recite a particular poem, etc.) This applies each time the item is activated, or at least once an hour if donned or drawn.
61 - 70	10%	Created Item is effective only at night (6 PM to 6 AM). This does not apply to Render Indestructible or Spirit Link/Lock.
71 - 80	10%	Created Item is effective only during day (6 AM to 6 PM). This does not apply to Render Indestructible or Spirit Link/Lock)
81- 90	10%	Item must be held openly for any effects to be active. This also refers to any Formal Magics casted upon this item after its creation.
91 - 100 .	10%	User of item takes 5 arcane body damage when item is activated, or when appropriate for always-on items (e.g., a sword will deliver the damage each time it is grabbed or drawn)

Shield & Armor Specific Flaw Effect   *Chart 1-18*

Roll (d%)	Odds	Result
1 - 10	10%	Item is randomly Delimited - See Delimit Table
11 - 20	10%	Any General Flaw bonus is placed on a random appropriate item in the forge instead of the item being created. It fails if no other appropriate item is present.
21 -30 .	10%	Creation batch may not have Formal Magic cast upon it.
31 - 40	10%	Items' expiration is extended to double original expiration. I.E. If item is a 1 year from date, it becomes a 2 year. Max length is 5 years.
41 - 50	10%	Item receives Render Indestructible. (Reroll on metals that already have this effect applied.)
51 - 60	10%	User of item must perform an action before item's creation can begin. (Action is determined by the marshal, negotiable with the player, action must be able to be completed within 60 seconds. Examples: Clap 5 times, jump on one foot 5 times, spin in a circle 5 times, recite a particular poem, etc.) This applies each time the item is activated, or at least once an hour if donned or drawn.
61 - 70	10%	Created Item is effective only at night (6 PM to 6 AM). This does not apply to Render Indestructible or Spirit Link/Lock.
71 - 80	10%	Created Item is effective only during day (6 AM to 6 PM). This does not apply to Render Indestructible or Spirit Link/Lock)
81- 90	10%	Item must be worn visibly for any effects to be activated. This also refers to any Formal Magics casted upon this item after its creation.
91 - 100	10%	User of item takes 5 arcane body damage when item is activated, or when appropriate for always-on items (e.g., a Life imbued gauntlet will deliver the damage each time the spell is used, or wearer will take damage each time a refit is accomplished).

Jewelry & Trinket Specific Flaw Effect

Chart 1-19

Roll (d%)	Odds	Result
1 - 10	10%	*Item is randomly Delimited - See Delimit Table*
11 - 20	10%	*Any General Flaw bonus is placed on a random appropriate item in the forge instead of the item being created. It fails if no other appropriate item is present.*
21 -30 .	10%	*Creation batch may not have Formal Magic cast upon it.*
31 - 40	10%	*Items' expiration is extended to double original expiration. I.E. If item is a 1 year from date, it becomes a 2 year. Max length is 5 years.*
41 - 50	10%	*Item receives Render Indestructible. (Reroll on metals that already have this effect applied.)*
51 - 60	10%	*User of item must perform an action before item's creation can begin. (Action is determined by the marshal, negotiable with the player, action must be able to be completed within 60 seconds. Examples: Clap 5 times, jump on one foot 5 times, spin in a circle 5 times, recite a particular poem, etc.) This applies each time the item is activated, or at least once an hour if donned or drawn.*
61 - 70	10%	*Created Item is effective only at night (6 PM to 6 AM). This does not apply to Render Indestructible or Spirit Link/Lock.*
71 - 80	10%	*Created Item is effective only during day (6 AM to 6 PM). This does not apply to Render Indestructible or Spirit Link/Lock)*
81- 90	10%	*Item must be worn visibly for any effects to be activated. This also refers to any Formal Magics casted upon this item after its creation.*
91 - 100	10%	*User of item takes 5 arcane body damage when item is activated, or when appropriate for always-on items (e.g., a Reflect Magic imbued ring will deliver the damage each time the spell is used).*

Edits to Playtest

06/02/2023 - Removed "Cows and Hillbillies as viable clarification calls
06/02/2023 - Reduced Max Enhancement Bonus to "+3" due to National Regulation of "+5" Weapons.
06/23/2023 - Removed "Healer's Grace" effect off Copper created items, included Copper info tidbit.
06/23/2023 - Reworked Iron, Silver, Gold, Platinum, Star, Sun and Mithril based effects to further balance the design to allow simpler effects that were not focused around magical effects.
07/07/2023 - Added 2 SR Components to each Forging Process to further balance the rarity of these items.
12/02/2023 - Reworked Evaluate Item Codes to balance economic values, regarding all Ores.
12/02/2023 - Reworked Ores & Ingots to further balance item creation and Ingot creation.
12/02/2023 - Added clarification regarding Standard Items from NERO Logistical Production being enhanced.
12/02/2023 - Reworked Ore Deposit Chart to rebalance distribution.
12/02/2023 - Redefined General Flaw Chart Range 60 - 75 to no longer specify Ore.
12/02/2023 - Removed Effect from Backlash to include effect.