

## **NERO® Blade Fury Play-test**

Version 1.0 092602

For NERO Rules: Matthew Pearson, Original Concept by NERO Massachusetts

### **Objective:**

- The Objective of this play-test is to increase the damage of every 4<sup>th</sup> Slay or Assassinate purchased to help make them more effective against excessively high-body creatures.

### **Details:**

Every 4th Slay and/or Assassinate that is purchased has its damage doubled. This does not otherwise change the verbal for the attack in any way.

*Example: Dirk has purchased eight weapon proficiencies for his long sword (2 damage) in his right hand, and in addition he has purchased 4 Slays. His first 3 slays are calculated as per the 8<sup>th</sup> ed. NERO Rules (62), however his 4<sup>th</sup> Slay improves to "124 normal slay" damage instead of 62. When he purchases eight more proficiencies and his 8<sup>th</sup> Slay, his damage for both the 4<sup>th</sup> and 8<sup>th</sup> Slay would be 204 instead of 102.*

In all other ways this is considered a Critical Slay or Assassinate attack in respect to calling damage, strike location, duration, protections, and other abilities and/or skills. Only every 4<sup>th</sup> Slay or Assassinate is so modified, and all other Slay or Assassinate damage remains the same.