

**NERO Vanguard**  
LCO Playtests & Modifications

Doom – 9<sup>th</sup> level Celestial spell; Incant: *“By the Stars I Set Your Doom Upon You.”* Target instantly reaches -1 body points and begins to bleed out. This counts as taking damage

Formal Magic from Memory – Rare creatures in our game world have the ability to throw, spellstrike, or in other ways deliver Formal Magic spells. Every card with such an ability will be signed only by the Head of Plot and will be carefully marshaled.

Modified Monster Abilities – Threshold, Reduced, Damage Cap, Healed By, Carrier Attacks, Massive, and other standard Monster Abilities can be used as per day abilities on some creatures.

Modified Vampire Charm – Vampire Charm may be used as any standard attack.  
Example: Magic Vampire Charm \*Throws packet\*, Spellstrike Vampire Charm, etc