"Gentle" Exploding Rolls:

Unless stated otherwise, all d20 rolls in NeRP explode gently. This means that, if you roll the max number on a die, you add 1d6-1 to the result. If you roll a 6 on that, you add 5 and roll again, and so on until you do not roll a 6. If you roll the lowest value on the original die, you do the same thing but subtract the value.

Basic Attributes:

Simple physical attributes of all objects in the game.

Size: A combination of the volume occupied by an object, the surface area of the average face it provides to its target, and its mass, represented as an integer. A size 0 object is the size of a human. A human shrunk to one half size in all dimensions would be size -1, but so would a human squished to one half height, despite being a little bigger. Things are assumed to be a dense as a human, but if they aren't the volume is used instead. For example, a stone pillar 5 feet across is way heavier than a double-sized human, but because it's about as big it's still a size 1 object.

Ability Scores:

There are 12 Abilities in NeRP 2e: four physical, four mental, and four soul. To determine your ability scores for a new character, roll 4d6 twelve times, ignoring the lowest die each time, then add 10 to the result. Assign these 12 results to your abilities as you see fit. Once your ability score is determined, your ability modifier for each is equal to (score-20)/2, rounded down. For example, 20 Strength corresponds to +0, while 24 strength is +2.

These 12 are the core of NeRP, and most checks are a combination of these abilities. For example, a DC 16 Dex+Int check would mean roll a d20 and add both your Dexterity and Intelligence bonus. This might, for example, be a roll to craft fine jewelry, where both your ability to plan how to handle the tiny metal and your ability to manipulate it precisely are key to success.

Abilities can suffer from drains, penalties, and damage. Drains automatically end after a certain period of time, but can be healed like damage. Damage does not wear off until healed. Penalties wear off, but cannot be healed. Healing is assumed optimal: if you have damage and drain on an ability, the damage is cured first.

Almost all damage is either physical, mental, or soul damage. When you take damage, roll 1d4 and select that ability from the category to suffer the damage from. If that ability is damaged to zero, roll again and deal damage to one of the remaining abilities until you run out of damage or all abilities of that type are gone (which is usually fatal). Each class of abilities heals in its own way, see healing below.

Physical

Strength: Your ability to move physical objects in the world. At 0 Strength, you can't move. You immediately fall on the ground, and cannot take voluntary actions other than purely mental ones.

Speed: The rate at which you can move your own body. At 0 Speed, you can't move, and are paralyzed on the spot. You remain in position, and may still make defensive Strength checks, to resist being pushed for example.

Dexterity: Your level of control over your physical movement. At 0 Dexterity, you have no real control over your body, and can only flail. You are now prone, but you can still move 5ft per round.

Toughness: The ability of your body to maintain function under physical stress and damage. At 0 Toughness, you die.

Mental

Intelligence: Your capacity to think of new ideas. At 0 Intelligence, you can no longer think without great effort. You can still take reactions, but you suffer 1d4 passion damage for each action you take until you have positive Int.

Wisdom: Your collected knowledge, and common sense. At 0 Wisdom, you have no awareness of the world around you. You are blind and deaf, and take 1d4 Discipline damage every time you are hit with an attack or spell, pushed, or otherwise aggressively interacted with.

Leadership: A combination of your personal ambition and ability to inspire others. At 0 Leadership, you cannot make your own choices. You cannot take an action unless instructed to by someone else, and must pass a DC 15 Loy+Wis check to choose to not do the action. If you fail (or want to do it), you do it on your next turn as a normal action. If multiple people try to make you do something, everyone who you did not ignore must make Leadership rolls, with the highest having their way with you.

Charm: Your capacity to please others and tell them what they want to hear. At 0 Charm, you cannot speak or understand language, but are otherwise unharmed.

Soul

In addition to normal sources of soul damage (which are very rare and usually self-inflicted), the GM may chose to add or subtract points from your soul attributes to represent your recent actions. As a general rule, an action has no effect if it reflects something someone with your level of that attribute would do. This mean, among other things, that the same thing shouldn't change a stat every time you do it.

Discipline: Your capacity to resist corruption. At 0 Discipline, your soul is a slave to chaos, and madness is inevitable. After every month, and whenever you take a check of DC 11 or greater involving a soul attribute, you suffer one soul damage to one of the other three abilities (roll 1d3 to determine)

Passion: Your drive for both life and moral rightness (as you define it). At 0 Passion, nothing matters in life anymore. You suffer a -4 on all checks involving any mental or soul abilities. If a check involves two or more, this does not stack.

Loyalty: Your capacity to follow rules and keep your promises. At 0 Loyalty, no god will accept you, for your word means nothing. You cannot cast any divine magic, helpful divine magic cast upon you fails unless the caster succeeds a DC 20 Loy + Pass check on your behalf. In addition, should you die in this state, no one awaits you in the afterlife, and your soul is lost forever.

Empathy: Your desire to care for others. At 0 Empathy, even the most compassionate spirits find your soul impassible ground. All divine healing magic fails on you automatically.

Derived Stats:

Size Modifier:

size	modifier	size	modifier	size	modifier	size	modifier
Each -1	*2	-1	-1	1	1	3	4
-2	-2	0	0	2	2	Each +1	*2

HAC: Hit Armor Class = 10+speed bonus+shield bonus-size modifier
WAC: Wound Armor Class = 10+toughness bonus+armor bonus

Educations:

You have an education in one area per point of discipline. Each one may either be proficiency in a type of weapon, a language you can speak, a spell you know, or a skill. A skill gives you a +2 bonus to any checks you make that involve the area defined in the skill. A skill is either in first aid, operation

checks, or in some non-combat trade or craft that comes up some, but by no means all of the time. Exactly what counts as a skill varies from setting to setting, but things like trapping, political knowledge, or computer programming would all qualify. Having the "hunting" skill, however, does not give you a bonus with shooting a bow; your skill would reflect other areas of knowledge with tracking and sneaking up on game. Somewhat related checks gain a +1, or a +2 if multiple skills intersect.

If you lose discipline for any reason, at the end of about a month's time you must select the appropriate amount of educations to fall out of practice on and forget. If damage or drain is healed, it takes about a month to get back up to speed as well. Points gained from XP result in immediate educations, since it's assumed you picked up the new hobbies while leveling.

Leaders:

Any character with at least 20 loyalty may select one or more leaders. Beyond a mere "boss", this is someone they have personal faith in, and see as a source of wisdom and rightness. A leader's presence and actions confer certain bonuses, particularly in combat, but it comes at the cost of independence. If your leader asks you to do something major (what constitutes an important order vs a meaningless request is up to the GM) you don't want to do, you must choose to comply or lose one Loyalty. Note that this is a permanent change, not damage, and cannot be healed in any way.

You may decide someone is your leader freely, up to a maximum amount of your loyalty bonus plus one at the same time. To remove a leader, you either have to disobey (see above), take the -1 loyalty to immediately break faith in your leader, be dismissed by your leader, or believe the leader to be dead or missing. If your loyalty is damaged so that you can no longer support your current amount of leaders, you must remove the excess leaders, but take no penalty.

Combat:

At the start of combat, first determine initiative of all combatants. As a base, whoever started the combat starts at init 10. As a general rule, if someone says, "Screw this, I swing", the swing doesn't happen until the first turn, but they get the init bonus for starting the fight. The starter's allies can also start at init 10 if they either planned the attack in advance or the starter is their leader. Anyone who wasn't aware the combat starter(s) were there starts at init 0. Everyone else starts at 5.

On top of these values, all combatants add either their intelligence or their wisdom, whichever is greater. Now combat is ready to begin.

Characters act in order of initiative from highest to lowest. At the start of your turn, you gain a pool of initiative of 10+your speed bonus. You may take as many actions as you want, spending the initiative cost out of this pool. Once this pool runs out, you may dip into your initiative score once per turn, after which your turn ends. If you still have points in your pool, but your next action would require you to dip into your initiative, the action would also end your turn. You cannot bring your initiative below zero; if you don't have enough points to do something even after you dip, you have to save up points and wait for a future turn.

If you chose to end your turn with points still in the pool, the points left in the pool are added to your initiative score. If your initiative is now above 20, your true initiative drops by 20 but you get a second, bonus "turn" next round that higher initiative. For example, if you are at initiative 18 at the start of your turn and save up 4 points, you would now be at 22. This is above 20, so it is now a 22/2 initiative, with the 22 initiative being a bonus turn that doesn't reflect your true initiative.

Points spent from initiative or saved up from both turns go into your true initiative. For example, if in the 22/2 turn, you saved up 2 points on the 22 init turn and dipped into one point of initiative on the 2 init turn, you would now have 3 (2+2-1) initiative at the end of the round. This can result in your initiative ending up above 20 again, but the initiative will not split into two turns (and it will ALWAYS split into turns, no matter how high it gets) until the end of your real turn.

If you still have points to take actions, you may choose to delay the rest of your turn. Take note of how much or your original pool of 10+speed bonus is left over, and don't add it to your initiative like if you were ending your turn. At any point up until the end of the round, you may choose to interrupt anyone else's turn and act immediately, with the rest of your pool and the initiative of whomever you were interrupting as your new (lower) initiative score. If you end up not interrupting anyone, your initiative is now equal to the amount of points in the pool, with your base initiative points wasted.

Combat Actions:

Move (cost 4): Move 30ft + 5ft times your speed bonus/penalty (minimum 10ft). Crossing difficult terrain or obstacles may cost extra movement points. For example, if a fence crosses through a square, it might cost 10ft to hop it and stay in the same square, or 15ft (10+5) to cross the whole square. If any part of this movement takes place within range of an enemy with a melee weapon, that enemy may spent the initiative cost to attack you immediately, interrupting your action. You may not do this if it will take you below zero initiative.

Dash (cost 6): Move 40ft. Then make a spd + str check. If you get 11 or higher, you go an additional 5ft per one point above 10. If you roll 9 or lower, you go 5 ft less per point below 10. In addition, at the end of your dash, roll a Toughness check. If you roll less than 10 plus the number of rounds in a row you dashed including this one, you take one physical damage. You may not move over difficult terrain with a dash action. If any part of this movement takes place within range of an enemy with a ranged weapon, that enemy may spent the initiative cost to attack you immediately, interrupting your action. You may not do this if it will take you below zero initiative.

Sidestep (cost 4): Move 10ft. Movement over more difficult terrain costs extra just like the move action, but you do not give foes a chance to attack you.

Kneel (cost 1): You are now kneeling. For a biped, being prone makes you one size lower for purposes of being attacked, grants +1 to any checks involving dexterity (but some weapons can't be used prone), but gives you a temporary -4 to involving speed, and a -8 to effective speed when calculating HAC against melee attacks, to a minimum of 0 effective speed. Move and Dash actions also only let you move half as far as normal.

Drop Prone (cost 1): You are now prone. For a biped, being prone makes you two sizes lower for purposes of being attacked, grants +2 to any checks involving dexterity (but some weapons can't be used prone), but gives you a -4 to any checks involving speed, and a -8 to effective speed when calculating HAC against melee attacks, to a minimum of 0 effective speed. Move and Dash actions also only let you move half as far as normal.

Stand (cost varies): You aren't prone or kneeling anymore. This costs 2 if you were kneeling, or 6 if you were prone.

Drop Defense (cost -4): You may only do this once per round. Your turn costs four less, but anyone who wants to take one attack against you in melee until your next turn may make two rolls for the initiative cost of a single attack.

Use Shield (cost 2): You gain the shield bonus of your shield(s) against attackers until your next turn. Note that you don't get the shield bonus if you don't do this.

Attack (cost of weapon): Roll 1d20+dex-size modifier+weapon hit bonus against HAC of your opponent. If that passes, roll 1d20+weapon wound bonus (or 1d20+bonus+str if melee) against WAC of your opponent. If that also passes, you deal physical damage equal to the amount you beat the defense by. For example, if an opponent has a 14 WAC, and you get a 16, you deal 2 physical damage. If you match WAC you don't deal any damage, but it counts as a wound for other purposes.

If you don't want to hurt your target as badly, you may choose to intentionally lower your strength (down to 0) on your roll to wound. This is your only way to attack someone "safely". There is no surefire way to beat someone unconscious without hurting them.

This action costs the amount defined in the weapon description. In addition, you may spend additional points of initiative to do one of the following special attacks:

If your passion is 22 or higher, you may spend one initiative to add your passion bonus to your roll to wound. At the end of the attack, you suffer 1 point of passion drain until you rest for 6 hours.

If your intelligence is 22 or higher, you may spend two initiative to feint. Roll 1d20+int vs 10+wis of your opponent. If you succeed, your target does not benefit from speed or shield bonuses to HAC.

Draw Weapon (cost 2): You now have a weapon of your choice in your hand. If you already had one, you drop it on the ground.

Withdraw Weapon (cost 4): Your weapon is now on your person, leaving your hand free.

Damage and Healing:

As stated above, when you take damage, roll 1d4 to randomly select an ability of that type to take damage from, rolling a new ability for excess damage.

Incapacitation:

After taking physical damage, you must also roll a discipline+passion check equal to the amount of total physical damage accumulated. If you fail, you are no longer able to stay standing, and collapse to the ground incapacitated. You may or may not be conscious, or simply rolling around in agony, but you are unable to take actions and your initiative does not move (in case you ever get back up). You also count as having 0 speed for purposes of your HAC, since you are no longer capable of dodging attacks. You may re-roll at no penalty in an hour's time, or you may attempt the same check earlier with with loyalty if your leader is in danger, or with your connection level if someone you have a connection to is in danger, to a maximum of one roll per round. Failing an early check, however, deals 1 mental damage.

Bleeding:

In addition, physical damage makes you unstable. At the end of each round, make a DC 20 toughness save. If you fail, take one physical damage. If you succeed, repeat the process but now you test once per hour (starting next hour). If you succeed in one of your hourly checks, you move to daily checks (starting the next day hour you pass an hourly). If you pass a daily check, you are now stable and no longer at risk of dying. Note that if at any point you get stable, even 1 point of physical damage destabilizes you again.

Once you have damage, there are several ways to heal it based on the type and what risks you are willing to take:

If you really need to get your buddy up, you can just slap him in the face as a two initiative action. The incapacitated character may roll another discipline+passion check to get back up, but suffers one mental damage.

First Aid:

First aid will help re-stabilize a wounded ally. As a ten initiative action each round, you can apply first aid. If the patient is still taking rolls each round, the patient immediately rolls toughness again, adding your wisdom, dexterity, and intelligence bonuses. Success moves the patient on to hourly checks as normal. If your patient is on hourly checks, they roll immediately after you give first aid for an uninterrupted hour. You may tend to two people at a time like this, but patients can only benefit from one medic at at time. For daily checks, you only need to be attentive and providing care for the waking hours of the day, and you can tend to other issues if needed. You may tend to up to ten patients in this way at a time, but a patient can still only benefit from one doctor at a time.

Natural Healing:

Time heals most physical wounds, albeit slowly. At the end of every day after the physical damage (but not drain), roll a toughness check. Any one individual (possibly you) can add their wisdom and empathy bonus to your check. If the total is 12 or higher, you heal one physical damage per two points above 10, from physical abilities of your choice. If your result is below 5, one point of your damage cannot be healed naturally and effectively becomes a drain.

Surgery:

If restorative magic isn't an option but you need a tricky wound healed, you can perform an operation. Note that this doesn't always mean surgery, and can also apply to things like pushing a particularly tricky joint back into place, or any other procedure that presents a risk. First, choose the number of points of drain or damage you want to try and heal. You may split this healing between any physical abilities. Roll an int+dex check to perform the operation. Up to three assistants may roll a DC 10 int+dex check to help you. Each that passes gives you +1, each that fails gives you -1. Your DC is equal to 10+5 per point you want to heal. If you fail, you deal a point of physical damage per two points you failed by (rounding down). If you succeed, you heal the damage or drain, but the patient suffers 1d4 physical damage anyway. In either event, the patient, if conscious for the operation, must pass a DC 15 discipline check or suffer 1d4 mental damage. As a general rule, better medical tools give a bonus to checks to do the operation, while anesthetics provide a bonus to not suffering the mental damage.

If you do have magic though, your life becomes much easier. Magic that heals also automatically stabilizes, but it does not resolve incapacitation.

Mental damage can be helped by the support of a friend. One ally can attempt to heal mental damage over the course of a day via normal social interaction. At the end of each such day, roll 1d20 plus the ally's empathy plus the sufferer's discipline. If the total is 12 or higher, one point of mental damage is healed per two points over ten, from mental abilities of your choice. If the total is below 5, the ally suffers one empathy damage.

Of course if you lack friends or are in a hurry, there is always a relaxing walk, or just getting stupid drunk. When attempting to de-stress, select an amount of vice to engage in, between 0 and 10. The GM may chose to limit your vice level based on your material means. Roll a discipline check adding your vice level. If your result is greater than 14, heal one mental damage per point you beat 14 by, from attributes of your choice. However, you must also make a discipline check against your vice level. If you fail, you take soul damage equal to the amount you failed your check by. Unlike normal damage though, the first point always goes into discipline, then each point after that is rolled for independently.

There is no one size fits all way to heal soul damage. Some can seek atonement from the gods for sins directly against them. Some make good on oaths of vengeance, or find true love. Others are forced to put themselves together to complete a quest of dire importance. Still others simply grow in those areas via character advancement (see below), but carry their inner wounds to the grave.

Armor:

Armor grants an armor bonus against being attacked. Some also gives a speed penalty (to the speed attribute, not movement speed). If needed, a suit of armor can be split into multiple suits of partial armor, with the sum total of the bonus of all the new partial sets being equal to the total of the original.

If a character tries to put on two partial sets, roll to see how much of the suits overlap. For each armor point in the partial armor who's original offers the most protection, roll a die with a number of sides equal to the armor bonus of the original armor of the other partial suit. If you roll above the armor bonus of the other partial suit, this part of the armor isn't redundant and you get that armor point. If you roll below, it collides with something else on the suit and you can't use it. You get all the armor points for the set that you didn't roll for.

Armor Type	Total bonus	Speed penalty	Special
Leather	2	none	Cannot combine with higher armor types
Scale Mail	4	-1/2 points	
Chain Mail	5	-1/point	
Banded Mail	6	-1/point	
Plate Mail	8	-1/2 points (round up)	

Weapons:

Some weapons give an accuracy bonus, and some require two hands. Weapons with range can be used beyond that range, for -2 to hit and wound for each increment beyond the first. Attacking someone in melee who doesn't have any shield or weapon with the "defends" special rule allows you to roll two rolls to hit for a single action.

If you lack proficiency with a weapon, you suffer a -4 to attack rolls with it.

Weapon	Attack Cost	Accuracy Bonus	Wound Bonus	Range Increment	Special
Fist	4	0	-2		Does not cause instabilty
Dagger	3	2	-1		When rolling to wound, soft explosions trigger on a 19-20
Parrying Dagger	3	1	-1		Adds +1 to HAC. This does stack if you use one in each hand.
Tomahawk	4	0	-1		Can be thrown with range increment 20, defends
Short Sword	4	1	0		defends
Rapier	4	2	-1		defends
Quarterstaff	4	2	0		Requires two hands, defends
Long Sword	6	1	1		defends
Battle Axe	6	0	2		defends
Short Bow	6	1	1	60ft	Requires two hands

Great Sword	8	0	4		Requires two hands, defends
Long Bow	8	1	2	80ft	Requires two hands
Spear	6	0	1		10ft reach, defends
Crossbow	4	2	6	100ft	Costs 8 init to reload

Divine Magic:

For an education you may select a prayer that you can pray to gain advantages brought to you from your god. The exact gods you may seek the favor of changes from setting to setting, but in general a god will favor high values in certain soul attributes and that a character's soul attributes reflect those valued by the god he or she chose. To use a prayer that just says to "pray", you just spend the initiative and do nothing else besides thinking. You don't need a free hand, and can even do this if you are bound or can't move. If it says you need to "touch" something or someone, you need a free hand and the ability to move.

Using a prayer also drains some of your soul attributes for the rest of the day. If the bonus of one of these abilities is used by the prayer, use the pre-drain value. If you are ever required by a prayer to take a test of faith, roll 1d20+loyalty+passion. If you roll lower than 10, your faith has been shaken and you cannot use prayers again until you rest for 6 hours. Resting 6 hours also restores all drain from using prayers.

Unless otherwise noted, no prayer with a constant effect (not damage or healing) stacks with itself.

Prayer	Init cost	Drains	Effect
Healing Light	4	1 empathy or 1 discipline	Take a test of faith. If you can still use prayers, touch one ally (possibly yourself). The target heals twice your empathy bonus plus one times the target's empathy bonus in physical damage (minimum zero). You may choose how these points are distributed.
Divine Sight	4	1 loyalty	Pray to bestow a bonus of four plus your loyalty bonus to any checks to Intelligence or Wisdom you make in the next ten minutes, excluding those used for arcane spellcasting.
Holy Judgment	6	1 passion	Pray to gaze upon a target within 120ft. Roll passion+loyalty opposed by discipline+loyalty of your target. If you succeed, your target suffers mental damage equal to your passion+loyalty+discipline MINUS empathy (minimum zero). If you fail, take a test of faith.
Divine Shield	4	1 passion or 1 discipline	Touch one ally (possibly yourself). The target now adds your passion+discipline+loyalty to WAC (minimum zero). The effect ends when you chose to have it wear off, or until a physical attack gets past WAC (including a zero damage wound), at which point you must take a test of faith. Failing ends this effect.
Hate's Mark	4	1 discipline	Pray to gaze upon a target withing 60ft. The target now suffers a penalty to WAC equal to your passion MINUS your empathy for as long as you concentrate (costing 4 init

			each round) and the target remains within 60ft. You may have multiple marks running at a time as long as you have the initiative to spend on them.
Hallow	15	1 loyalty	By performing a ritual that has the same effect as using the drop defense action, you mark the area 60ft in any direction as under your god's protection. If you are on a landmark a little bit larger, the effect instead extends to the borders of the landmark. Any character your god does not approve of must roll passion+discipline+loyalty verses your discipline+loyalty to succeed in any prayers used while on hallowed ground. On a failure, the prayer doesn't work, but your foe still pays the ability drain and must take a test of faith. On a success, it works and you must take a test of faith. This effect lasts as long as you want it to, or until you fail a test of faith (which ends all hallowed areas you support). Using hallow on ground hallowed by another god negates both prayers.
Temptation	2	1 passion on failure only	Pray to gaze upon a target who can see and hear you and speak forbidden words. They roll discipline+loyalty vs your passion. If you win, they take 1 drain to either discipline or loyalty (defender's choice). If you have more than 60 total points in discipline, loyalty, and empathy combined, you must make a test of faith to deal with this conflict. Failure deals you one soul damage, but you may use this prayer for the rest of the day for no penalty. If you lose the roll-of with your target, they have no effect, but you take one passion drain that is restored by resting as normal.
Righteous Fury	4	1 passion or discipline	Touch one ally (possibly yourself). That ally now gains your passion+discipline bonuses to both rolls to hit and rolls to wound. When your beneficiary fails to wound with an attack (even for zero damage), you may choose to either let the effect end or make a test of faith to keep it going. If the beneficiary rests, the spell also wears off.

Arcane Magic:

For an education, you may select a type of arcane energy you are able to conjure. Using this magic in a trivial way, to practice or to demonstrate to someone else familiar to that magic that you really can cast, for example, can be done at will and in perfect safety. To cast spells of any real importance, however, puts the arcane caster in danger.

As a 4 init action, you may select an amount of energy to summon of a specific type you know. Roll a wisdom check, subtracting the speed penalty (if any) imposed by your armor. If it is at least the amount you choose to summon, you gain that much energy of that type, which is now in your "aura". This magic stays around you, granting the aura bonus of that type, until an hour passes or you use the magic. If you fail, however, you generate no magic, and suffer one mental damage per point you failed the check by. You must have both hands open in order to summon magical energy.

Using your magic is a 2 init action, which also requires you to have both hands free. Select any or all of the points of each type of magic in your aura to use in your spell. Whichever kind of magic has the most points (you may select in the event of a tie) uses that type's primary effect, while the rest use their secondary effects. Any other casters able to clearly see you casting can use any amount of the magic in their auras to add to your spell, changing the effects for better or worse, by spending 2 init immediately. If the original caster doesn't like this manipulation, roll opposed int checks per caster trying to mess with the spell, with ties going to the original caster. If there is now a different energy type in the lead, that becomes the primary type and the spell changes into another. The caster must declare a target before counter-spelling is attempted, and may not re-target because the spell has been changed.

Unless modified by another magical effect, a spell takes effect starting from the exact spot where the caster touches the target with the index finger (this is part of the casting action). If targeting a person or creature, the caster must roll dexterity to hit, like any melee attack.

In addition to the basic abilities in the chart below, special combinations of energy types can be used to cast formula spells, which have more specialized effects not useful for combat. Casting one of those spells also costs 2 init. If interfered with, a formula spell becomes a normal spell as dictated by the points in the spell.

Magic Energy Types:

Type	Shell effect	Primary spell effect	Secondary spell effect
Mana	You can now see magical auras of other arcane casters, as well as magical items, within 10 ft per point in aura. You can see these even through obstacles or in total darkness, but you cannot discern any details other than that magic is present.	This spell automatically hits its target(s).	Once the spell arrives on target, all effects burst outward 5 ft per point of mana used. Roll to hit any creatures in range.
Anti-Mana	Incoming spells effecting must first burn through your anti-mana, which cancels out points one for one. If you have more anti-mana than the incoming spell has total points, the spell is fully dispelled and you lose that much anti-mana from your shell. If the spell has more points, you lose all your anti-mana and may choose which points of the offensive spell are countered. This can change spell effects, and even the primary energy of the spell.	The target(s) lose connection with magic. Targeted casters lose all the magic in their auras if they fail a intelligence save equal to the amount of anti-mana used. Magic items don't work until the start of the caster's next turn. Inherently magical creatures lose one point of initiative per point of anti-mana used	For each point of anti-mana, all other effects of the spell count as having that many less points. For example, a spell of 5 fire, 3 mana, and 2 anti-mana would count as 3 fire and 1 mana for all purposes except for the total amount of points in the spell.
Arcana	Whenever you summon energy with arcana already in your aura, you may convert any or all of the arcana to the type you are summoning for free.	Once the spell is completed, select 1 point of magic in the spell per point of arcana used. Those points return to your aura.	The spell may now be shot out of your fingertips at a range of 10ft per point of arcana used
Fire	When you make a melee attack, the heat surrounding you adds +2 to rolls to wound. One point	Roll to wound against target(s), with your intelligence bonus+the	For one round per point of fire after casting, each target is on fire. They suffer a roll

	of fire in your aura dissipates every time this happens.	amount of fire in the spell	to wound at -1 that ignores armor each round. For 10 initiative a target on fire can put themselves out, suffering no further damage.
Frost	When you wound with a melee attack (even for zero damage), you burn one point of frost from your aura, and your opponent loses one initiative per point of frost in your pool while the chill courses through your foes blood.	Roll to wound against target(s), with your intelligence bonus+the amount of frost in the spell	The 5ftx5ft square under your target (or that is your target, or multiple squares if the spell has been modified to effect an area) is icy and slick. Anyone attempting to walk in the area must pass a DC 10 dexterity save or fall prone and immediately lose 4 initiative. This melts after one round per point of frost used.
Lightning	When you are attacked in melee, lightning strikes out and lashes your target. This spends one point of lightning and counts as an attack with +2 to hit and -1 to wound.	Roll to wound against target(s), with your intelligence bonus+the amount of lightning in the spell	If your target is, or is wearing, something made of metal, your spell can reach out up to 5ft (or 5ft more if the spell already has range) in order to reach the target, and gains +1 per point used to hit
Conjuration	Each point of conjuration adds one point to your WAC. Every time you are hit with a physical attack, however, one point of conjuration is dissipated from your aura.	A tentacle arises from the ground in the square(s) this spell was cast in. It always acts at your initiative (starting this turn) by taking a single action to either attack or push around an object, and has Dexterity equal to your Intelligence and 4 strength per point of conjuration used. It uses only these ability scores to roll to hit and wound. It cannot reach into neighboring squares unless this spell is improved to have an area of effect, in which case the tentacle can reach anything in the area. Every round after summoning, roll an intelligence check. On a 4 or less, the tentacle dissapears.	Instead of all other effects, this spell creates a magical entity (with an appearance of your choosing). It has speed 20 and dexterity equal to your intelligence, but only has one strength. The entity generates no initiative; you have to spend your own init on your turn for its actions. It has no toughness score, and is immune to non-magical attacks. If hit with a spell that uses anti-mana (in primary or secondary), the caster must pass an int check of DC equal to the amount of anti-mana used or the entity is destroyed. Any other points of magical energy are stored in the entity, and for 2 init you may discharge the remaining points as a spell centered on the entity's current location, destroying the entity. If not destroyed the entity wears off after 15 minutes.
Abjuration	Each point of abjuration adds one point to your HAC. Every time an attack rolls high enough to have hit you without the bonus from your abjuration, one point of abjuration is dissipated from your aura.	One point of physical damage is temporarily healed per point of abjuration used. You may chose which abilities are healed (which count for all purposes), but the damage comes right back after one minute per point of intelligence of the caster.	The target may use your intelligence instead of any of their mental ability scores when the target needs to make a check. The target may use this for one check per point of abjuration used until the spell wears off. If not used it still wears off after an hour.
Blood Special: The gods	When you are wounded with a physical attack, but	Roll intelligence + total blood in the spell. If this beats	The target (which must be a corpse) is ripped back from the

loathe blood magic. For the next 24 hours, someone who channels blood suffers a -4 to empathy for the purpose of resolving prayers, and any offensive prayers gain +4 passion against them.	before the ability to be damaged is actually rolled, you can choose to take the damage out of the blood points in your aura instead	10+discipline bonus+passion bonus of your target (which must be a living creature), you deal 1 point of physical damage per point you beat it by, and gain that many points of blood into your aura (as long as there were enough physical ability points left to damage).	afterlife. The undead has 4+point of blood used+your int bonus in speed. The other physical abilities match those of the subject in life, with any damage healed. Drains that the subject had in life persist, and the subject damage of 2 strength and 4 dexterity per month left to rot. This would be heal-able damage, but undead do not heal naturally and are damaged by healing magic. The undead has no mental ability scores. The soul attributes are the same as the subject in life, but the subject must pass a DC 20 discipline save or suffers6 empathy damage from the trauma of a soul being forced into an expired body, and every month into being dead must pass a check of the same DC or lose one of every soul attribute, until all attributes are at 4 for eternity.
Nature	While you have points of nature in your aura, you have power over wind. You can burn points to give -2 to all dexterity checks to everyone in 20ft/point spent. By spending 10 points, you can move or form a small storm system, either bringing rain over the course of an hour, remove one in the same time frame, or divert a storm on its way.	The target gains the ability to move earth. This power lasts for the next hour. One point can either be spent to move a 5x5 square up or down 5 ft over the course of a minute, or to instantly throw a fistful at a target, using the int bonus of the caster as the hit bonus and +6 as the wound bonus. Either use costs 2 init.	You move water contained within the target. If you hit a body of water, you can move a total of 1 5x5x5ft cube 10ft per point of water used. You may spend 2 points to move a cube 20ft, and so on. This doesn't hurt creatures it hits, but they are moved 5ft in the same direction as the water (per cube that hits them) as it rushing around them. If the target is a living thing, roll an intelligence check against the target's toughness score. If you beat it, you deal 2 physical and 1 mental damage per point you beat it by.

Formula Spells:

Mage Hand (2 mana, 1 conjuration): A magical hand appears, which is able to lift or carry 20lbs. This lasts one hour and can never travel more than 10ft from you. In combat, it may only use two initiative points per turn and always acts on your turn. It cannot store up initiative like a character.

Bottomless Pocket (1 mana, 1 conjuration): A small object appears in your hand, weighing no more than 2lb. You cannot create anything you can't clearly picture in your head (like a key that isn't a copy of one you already are looking at or memorized for some reason), or isn't mostly made of wood, paper, metal, leather, or glass. The item is permanent, but not of the best quality; your GM may require intelligence checks to either make an object that is intricate or to have a tool not break after repeated use.

Invisibility (3 Arcana, 2 Anti-mana): You are now impossible to see by normal means. This lasts for ten minutes plus five more per point of intelligence bonus (if any).

See Invisibility (3 arcana, 2 abjuration): You can now see invisible characters normally. You are able to tell that they are invisible. This lasts for ten minutes plus five more per point of intelligence

bonus (if any).

Character Advancement:

Characters earn experience points during their adventures. Track these both in terms of total experience, and unspent experience. After resting for 6 hours, you may spend experience points to raise your ability scores or buy traits. Raising an ability score one point costs its current value. For example, raising your strength from 22 to 23 costs 22 experience. Traits cost what the list says. You may only take a trait once unless stated otherwise.

Traits:

Curiosity (cost: 15): In addition to your discipline, you also now have an education for each point of intelligence.

Skill Talent (cost: 10): Pick one skill. You now gain an additional +3, which can stack with an education.

Skill Mastery (cost: 20): Pick one skill you have an education in. You now add your wisdom bonus to checks with that skill (double your wisdom bonus if it's a wisdom check), which stacks with that education and can stack with a talent.

Arcane Blood (cost: 50): When channeling arcane energy, you may add your passion bonus to the roll to not take damage.

Concentration (cost: 20): When making any check involving dex, int, or wis, you may add one to your roll in exchange for a drain of one discipline that goes away after resting for 6 hours.

Special Rules:

There are many special circumstances in NeRP. These are not powers that certain characters unlock, but situations that could in theory come up for anyone.

Stealth: It's common to not want to be seen. In order to use stealth, you need some kind of cover to hide behind. Stealth is automatic until someone actually tries to find you, at which point those who wish to avoid being spotted must roll dexterity + intelligence – size modifier -1 per person beyond the first trying to spot you (who could reasonably see you). A group with a leader may roll together, at a penalty of -1 per person beyond the first. This always uses the dexterity + intelligence bonus of the leader, unless one member of the group is exceptionally clumsy or loud, but the group uses the size modifier of the largest member.

If this beats 10 + the spotter's wisdom bonus + the spotter's discipline bonus, you are not seen. Starting a combat from this situation guarantees the unaware start with 5 init (unless there is another foe they are already aware of). If the spotter can hear but can't see you, you may add 8 to your roll.

Diplomacy: Short term conversations require no rolls unless you tell a significant lie are are trying to convince someone of something. Exactly what counts as a "significant lie" is up to the GM, but in general this is any time you are intentionally misleading someone with consequences if the truth is discovered. Saying "fine" when asked how your sleep was when in reality there was a lump in your bed is effortless. If a guard asks what you are doing here and you say "I'm here to see the duke", however, you may not have told a literal lie if you are in fact here to find and kill the duke, but you are still trying to deceive, and you still have a chance of revealing your true intentions.

To not reveal a lie, roll a intelligence + charm versus the intelligence + wisdom of your opponent. This should be rolled in secret. If the liar wins, the liar doesn't seem suspect or inconsistent, but the subject does not automatically believe whatever was said. If the liar loses, the target of the lie is now pretty convinced that the statement was deceitful. If the target rolls below a 5 in attempting to sense the lie, however, the statement is automatically believed to be deceitful, regardless of if it was the

truth.

Sometimes, you want to convince someone that what you think is best. For game rule purposes, you never have to roll for this until you actually want something from someone, regardless of if you ask it directly, or just hint at it long enough that the target gets the idea. You roll a charm check, adding any modifiers (listed below), against the wisdom and discipline of your target. If you fail to beat your opponent, they aren't swayed (although they might agree with you anyway). A target who loses the check is still free to make any choice, but if he decides to go against your wishes after a failure, he suffers a penalty to all mental checks equal to the point he lost by due to a combination of guilt and cognitive dissonance from what seemed like a very good choice. This lasts for at least one hour, is in effect while the offending action is being taken (if you were rolling to convince your target to NOT do something) for a day, and for the next three days whenever the offending action is being taken or the issue comes up.

Modifiers for convince rolls:

Target's connection level to you	+1/level
Target has connection to you, and thinks this would be bad for you	-1/2levels
Request is absurd ("I wanted a pony that can FLY!!!")	-20
Request puts target in serious danger ("You are my butler, so it's your job to fetch my coat, even if we are under attack...")	-10
You are trying to convince someone of a hard-to-believe stance ("	-4
Your request puts target in some danger ("A REAL knight of the realm would come aid me in my quest.")	-4
Your request is clearly selfish ("I would be so happy if you let me ride your horse. Please?")	-4
Agreeing with you brings an advantage to the target ("If you let me inside, I guess I'll just have to leave my horse with you, and never come back for it..."	+4
Target hates you, or would like to see you harmed	-8
You are in genuine danger ("Scar! Brother, help me!")	+8

Over longer periods of time, deeper relationships can develop between characters who come to know each other. In NeRP, this is represented by connection levels, which symbolize good business relationships, childhood friends, romantic love, and much more. Strangers start at level 0, merchants in common contact often share levels 1-2 (they need not be equal both ways), those deep in love often share levels near those of siblings at 5-8, albeit for a shorter time. This is around the range of a child's love for a parent, while a parent normally maintains a 10-12 for a child. Levels approaching or beyond 20 are reserved only for those who feel love bordering on madness, and those fools rarely see a happy end. It normally takes about 30 hours of actual contact and interaction before any noteworthy connection forms, but this amount of time can vary dramatically, and is up to the GM. This time period will also increase based on the existing level of connection between the characters.

Once enough time has elapsed, either character may attempt to connect either with or against any of the soul attributes. For example, a character may choose to connect with passion, against discipline, ignore loyalty, and connect against empathy. The other is then free to select any pattern, with both selecting in secret so as not to influence each other's choices. Then roll the up to eight attempts at connection. For each attempt, add the charm bonus of the "attacker" to the roll, and start with a DC of 10+the wisdom bonus of the "defender". Then, if the attempt is for the soul attribute, add the ability bonus of the "attacker" to the roll and subtract the bonus of the "defender" from the DC. If the attempt is against the attribute, subtract the bonus from the roll and add it to the DC. If the roll is successful, the

defender's connection level with this character increases by one. In addition, if you succeed on a roll with an ability score the other party chose not to make an attempt on, they automatically make the same attempt back on you (either for or against the stat, same as what you did).

Connected characters know their own connection level, but not those of anyone else. It's rare for larger groups to have enough time to truly bond all at the same time, but if it does happen roll for each pair of characters individually.The GM may also assign connection levels for free based on circumstance, and decide when these levels fade over time.

Once per day, a character who has a connection may add one point per two connection levels (rounding down, to a maximum of +5) to a check that is in the benefit of someone your care about, dealing yourself one passion drain that ends when you rest for 6 hours. In extreme cases where the ones you care about are in serious danger, you may add your full connection level to all of your soul stats for the rest of the day (ie until you rest), but afterwards the stress lowers your connection level by one. If you discover the character you were trying to save was actually tricking you just to exploit this ability, you also suffer one empathy damage.

If someone else has a connection towards you (or you think they do, at any rate), then you may make a plee to them. This works as a convince roll, except that if you fail the target's connection towards you drops by one (to a minimum of zero), and if you succeed and the target doesn't do what you want the target must roll wisdom+discipline vs DC 10+connection level. On failure, the target takes mental damage equal to the amount failed by, rolling for the stats damaged seperately for each point.

Cleave: If a melee attack deals enough damage to knock an opponent's physical ability to zero, you slice all the way through some part of your foe and may swing into another. You may make a free attack against a foe both in range of you and adjacent to the one you just downed, with a -2 to the rolls to hit and wound. You may keep cleaving as long as you keep downing foes, adding an additional -2 each time.

Riposte: If a melee attack fails to hit by a small margin, you have a chance to attack back. When an attack misses you by less than your speed bonus, take your HAC and subtract the actual result of the attack against you. You may spend that many points of initiative immediately after your opponent's attack (out of turn order), but only for an attack back at your opponent. For example, if you have HAC of 18, speed bonus of 5, and an opponent rolls a 15 to hit you, you may spend three init to attack with a dagger, but you may not use, for example, a longsword. You may not drop below 0 init when doing this, and you must use a weapon you already have in hand.

Grapple: As a 6 initiative action, you may attempt to grab a target within reach of you. This is treated as a roll to hit with a +2 accuracy bonus. If you hit, you enter the same space as your opponent. The two of you are now in a grapple, and you have one grab on your target (see below). If there is already a grapple underway, entering costs no initiative.

Once in a grapple with someone, you have the following choice of actions. Normal actions are not allowed while in a grapple, except for at GM's discretion:

Grab (cost 6): With a +2 accuracy bonus, roll to hit someone else in the grapple with a +2 accuracy bonus. If you hit, roll opposed strength checks with your opponent. If you beat your target, you now have an additional grab on your opponent. Every grab incurs a penalty of -4 speed (min 0) to the target and -2 speed (min 0) to you. In addition, with each grab you have you may specify a item your target is no longer able to reach.

Break Grab (cost 2): Roll opposed strength checks to break free of a grab someone else has on you. If you win the grab is over, but the speed penalty does not end for either of you until the start of the next round. If you lose you take one passion drain that ends once you leave the grapple. Once your effective passion drops to 10 or below, losing and further attempts to struggle free cause one mental damage.

Attack (cost varies): Attacks work normally in grapples, but if you attack someone in the same grapple as you you gain +2 to hit, and attacks that cost 5 or more initiative are not possible in such close quarters. In addition, two-handed weapons cannot be used. On the upside, everyone in the grapple gets a special attack that can only be used against others in the grapple. Representing a wide array of elbows, headbutts, and cross-hilt strikes, or just pushing a guy, this "weapon" has +2 to hit, -4 to wound, and drains 1 initiative point (min 0) from the target on a hit.

Tackle (cost 4): Make opposed strength checks with a target to throw them to the ground. If you have no grabs on your target and they have no grabs on you you must roll to hit first just like with a grab. You gain +2 to the strength roll for each grab you have on your opponent, your opponent gains +2 for each grab on you, and the attacker suffers a -2 penalty for every foot the defender has on the ground. If the attacker succeeds, both of you are prone.

Drop prone/stand: Works exactly the same as when not in a grapple, but this cannot be done when an opponent has a grab on you.

Leave (cost 4): Move 5ft in any direction from the grapple, and leave the grapple. This cannot be used if someone has a grab on you, or if something else would prohibit you from moving to that spot. You lose all grabs you have on anyone else.