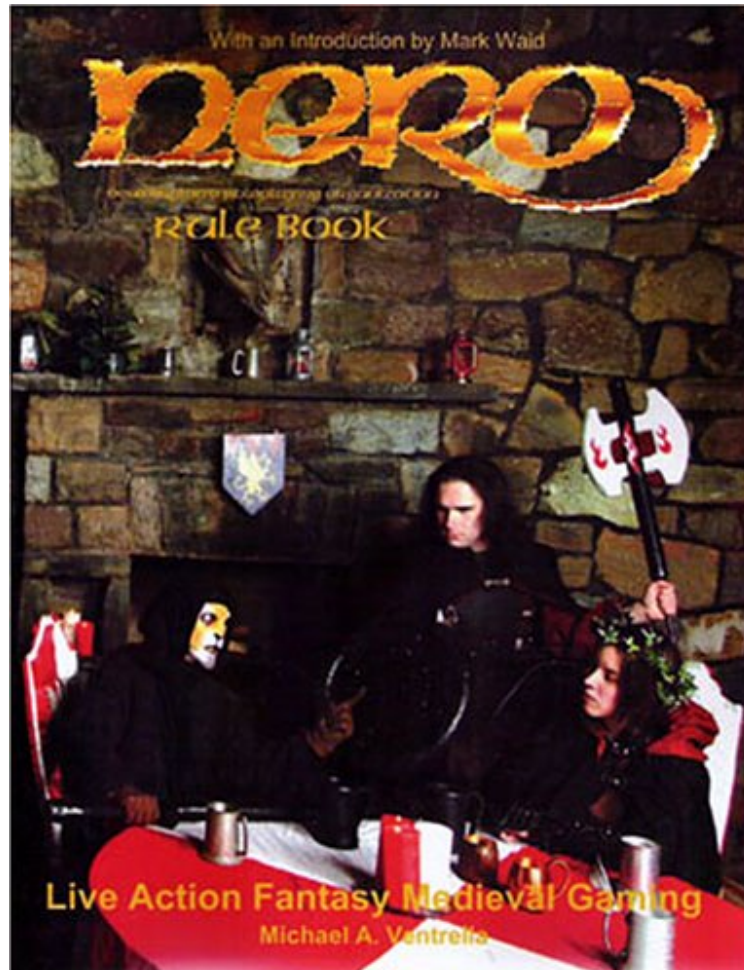


## NERO Rule Book

*Michael A. Ventrella*

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**Michael A. Ventrella : NERO Rule Book** before purchasing it in order to gage whether or not it would be worth my time, and all praised NERO Rule Book:

2 of 4 people found the following review helpful. If you are going to play, buy the rulebook By BethThe latest edition, shiny new cover and all, is not necessarily an improvement on the old. Some things have been dumbed down under the apparent policy of accommodating bad players instead of punishing them. However, the addendum has been incorporated, the spelling errors have mostly been corrected, some of the inconsistencies have been resolved and there has been a standardization of effects and their antidotes. What ever your opinion of them, these are the current rules and anyone playing in an Alliance game will be playing under them. If you are going to play the game, buy the rule book. At least read the parts that relate to your character; you don't have to know what every spell does, but it sure helps if you know what the ones you cast do! The best way to get addicted... I mean, try out the game is to come to an event and NPC (it's cheap, we feed you and you get to hit people with foam-covered pipe!). The best way to learn the rules is to read this book. However, it is a ROLE-PLAYING game, and the plot, players and atmosphere will always

trump minor changes in the rules system. 11 of 12 people found the following review helpful. A positive step in product identification

By JP  
The latest edition of the NERO Alliance rulebook has taken positive steps in differentiating it from NERO International. Three new character-classes, new spells, a new Formal Magic system all make it clear that this is not old-school NERO. The new classes and the reworking of the skills costs table make for a more diversified low- to mid- level game. Adepts, Artisans, and Scouts all improve the potential for players to identify themselves more uniquely. Lower costs for many skills make them more easily obtainable by lower level characters, which are generally comprised of either new or infrequent players, encouraging their continued patronage. The book has a rushed feel, however, with numerous contradictions contained in many sections, sometimes in the same column, sometimes many pages later. Other skills and descriptions contain many typos, including multiple purchases of Resist Magic for Dark Elves and the ability of High Ogres to purchase Racial Parry. Still other sections are vague and without specificity, leaving a reader to guess as to the intent of the author. All of this resulted in the need for a rules addendum released within weeks of distribution. All in all, the new rulebook took many great leaps forwards in evolving the NERO Alliance game, but gives the impression of being rushed in final production.

14 of 17 people found the following review helpful. NERO Alliance - LARP recreation at it's finest

By Walt W in Massachusetts  
This book should probably come with a warning label, reading "This book can be hazardous to your other hobbies, and may lead to complete lack of spare time in your life". It's a must-have/must-read for anyone considering this gamesystem. It is the latest revision to the rulebook for the Live Action Role Playing (LARP) campaigns run by the New England Roleplaying Organization (NERO) Alliance. The NERO Alliance is one of two groups of LARPer's, each with roots in a single game system dating back to the late 1980's. The other group is known as NERO International. When I first came across LARPing as a result of a search on Google, I was enthralled by the idea and started making plans to attend an event. I purchased rulebooks for both NERO organizations, and settled on the Alliance campaign as the more-desireable one for me. The reasons have more to do with what could be called "founder style" and less with the mechanics of the gaming system. The Alliance rulebook is well-structured, stepping the novice gamer through a logically ordered series of chapters including an introduction to the concept ("Welcome to NERO"), the character classes ("Classes"), player races ("Races"), character health and expiration ("Matters of Life and Death"), the combat system ("Combat"), and continues through chapters detailing the other elements of the gaming system - combat, skills, magic, alchemy, society, and others. Each chapter uses examples when needed to illustrate a topic under discussed, or to provide clarification on the application of a rule or set of rules governing gameplay. Portions of some chapters are present on the Alliance HQ website, but are more fully fleshed-out in the book. It's perfect-bound, with only the covers in color -- inside illustrations are all black white.

New England Roleplaying Organization Rule Book (Alliance edition 3): These are the rules for the largest live action fantasy medieval roleplaying game in the US and Canada. It includes many photos, charts, and graphs. The last half of the book is full of advice sections for players to get the most enjoyment they can out of the game!

Free will is encouraged and nurtured and a policy of "the more the merrier" rules its events. -- d8 magazine, Autumn 1995  
Hey, who needs reality all the time? Certainly not members of NERO! -- Boston Globe newspaper, July 16, 1991  
In the NERO world, everyone is a player -- each with his own personal goals, quests, and desires. -- Dragon Magazine, September 1991  
Tabletop players who are used to knowing their character's percentage chances: get ready for reality (sort of). -- Cryptych magazine, Spring 1994  
While combat is important in the game, a player's roleplaying and problem-solving skills are the keys to your overall success. -- Metagame magazine, Autumn 1998  
From the Inside Flap  
Be All That You CAN'T Be!  
About the Author  
Michael A. Ventrella is one of the founders of NERO, and has been editing their official Rule Books since 1989. He currently runs the NERO Alliance and in his spare time is a lawyer.