

## **NERO Chronicles Transform Play-test v1.1**

Goal: To allow for players to have a part in determining their transform abilities. To create a system where characters that play their transforms and partake in transform plot are rewarded with power over time.

### **Transform Point System**

Transformed characters will begin with 30 transform points. This is regardless of the level of transform the character has. These points are similar to build points in nearly every way. Transform points and build points never interact and never have an effect on one another. Transform points are tracked separately from build points.

A character will receive a blanket of transform experience for attending an event in the same manner as they do for gaining character experience points. The character may be rewarded by the powers (plot) for completing certain quests or performing certain actions during the course of an event. This reward will come in bonus experience that the character may use to “max out” their transform blanket. At this time only NERO Chronicles events will award transform blankets.

Each character with a transform will have a transform template designed by the plot member in charge of their transform plotline. These templates may not be the same for similar transforms. These templates determine which abilities the character may invest their transform build.

Spirit forges have no effect on transform build. The only way to be able to re-spend transform build is to work a deal in game with your major power, or lose and regain your transform.

Loss of a transform will not wipe all of the hard work you have done for your major power. A note will be made on your character sheet with the number of total transform exp you have garnered. If you should regain your transform you may be allowed to continue where you left off.

Plot reserves the right to reduce your transform points at any time. This is generally only done when the character performs an action contrary to the desires of the major power.

Gaining a transform level (7<sup>th</sup> level transform to 8<sup>th</sup> level transform) at NERO Chronicles will grant the character an additional 30 transform build immediately. Transform levels gained outside of NERO Chronicles are not eligible for this increase.

This chart describes the abilities available to most transforms. The base cost is the initial investment. The third column describes the increase in cost as the skill is purchased.

<b>Skill</b>	<b>Base</b>	<b>Increase cost</b>
Phase	3	3 every time
Extra Body	1 per 5 points	1 every 20 points
Return Magic	2	2 every time
Monster Strength +2	15	5 every time
Spirit Bottle	25	set
Carrier <effect>	15 + 2 per level of effect	set
Magic Delivered <effect>	1 per 3 levels of effect	1 every odd
Voice Radius <effect>	2 per level of effect	1 every odd
Arcane Delivered <effect>	1 per level of effect	1 every odd
Elemental Delivered <effect>	1 per 3 levels of effect	1 every odd
High Magic	25	set
Elemental Delivered Damage	1 per 5 points of damage	1 every odd
Elemental Pool	1 per 10 points of damage	1 every 5 times bought
Poison Delivered <effect>	1 per level of effect	1 every odd
Claws/Bite	10 for base 1	set
Increase Claw/Bite Damage	10	5 every time
Voice Control <type>	25 per level of type	set
Curse of Transformation	25	set
Poison/Acid Spittle	1 per 5 points of damage	1 every odd
Engulf	25	set
Infection	25	set
Rip from	10 Pin, 20 bind, 30 web, 40 confine	set
Spell Strike <effect>	1 per 3 levels of effect	1 every odd
Acid Skin/Blood	25	set
Damage Cap	10 for Cap 30 + 1 per point lowered	1 for every 5 lowered
Reduced Damage from Weapons	25	set
<effect> Shield	2	1 every time
Gaseous Form	5	5 every time
Regeneration	25	Set
Renew Self <conditional>	25	Set
Resist <effect>	2	1 every time
Revive Self <conditional>	25	Set
Rift	10	5 every time
Solidify	5	5 every time
Threshold	5 per 1 point	3 every time
Phase Out	5	5 every time
Endurance	3	2 every time
Calm Self	3	2 every time
<type> Aura	10	Set
Natural Armor	1 per 5 points	1 every 20 points

Example:

This is an example template for a character with a Death Knight transform. First we see what a typical Death Knight might have (example only)

Now we see the template:

Extra Body

Monstrous Strength

Spell Strike Wither Limb

Spell Strike Death

Undead Metabolism/Free

Immune to Charming/Free

Magic Aura

Return Magic

Phase

The character has 80 Transform points; the player has opted to buy the following skills from the above template:

Extra Body	+40	1 for 5/1 every 20	$((1*4) + (2*4))$ 12
Monstrous Strength	+4	15 + 5 each time	$(15 + 20)$ 35
Spell Strike Death	3	1 per 3 levels of effect increase of 1 every odd	$(3+3+6)$ 12
Undead Metabolism	----	Free	Free
Immune to Charming	----	Free	Free
Phase	3	3 increase of 3 every time	$(3+6+9)$ 18
		TOTAL	77