



NERO® Special Metal: Mithril
A Supplement for the NERO Rule Book® 9th Edition
 October 2012 Version 3.1

Objective

To add new elements and options to the *Smithing* system. This is a complete re-write from previous versions of the Mithril system.

Details

Mithril is a rare metal which is difficult to work and is coveted for the special properties it provides crafted weapons and armor. The most common use of Mithril is in "Platinum" coins; each coin counts as three units of Mithril. Other units of Mithril can be discovered in the game area or gained as treasure.

Crafting Weapons

Mithril can only be crafted correctly by Master Smiths; characters with *Smithing* Level 20 (or more). This represents the experience needed to properly handle and process this rare metal. Mithril items cannot be deconstructed. There are two methods in utilizing Mithril to craft weapons and shields: *Plated* and *Forged*

mithril weapon chart				
WEAPON NAME	PRODUCTION LEVELS		MITHRIL UNITS	
	PLATED	FORGED	PLATED	FORGED
<i>RANGED</i>				
Bow	x	x	x	x
Crossbow	x	x	x	x
<i>MISSILE</i>				
Arrow (Quiver of 30)	12	14	5	15
Bolt (Quiver of 30)	12	14	5	15
Javelin	12	20	6	12
Throwing Dagger	8	16	4	8
<i>SMALL</i>				
Bludgeon	8	16	5	12
Dagger	8	16	5	12
Hatchet	8	16	5	10
Sap	8	16	3	7
<i>SHORT</i>				
Short Axe	20	40	7	16
Short Hammer	20	40	7	16
Short Mace	20	40	7	16
Short Sword	20	40	10	22
<i>LONG</i>				
Long Axe	25	50	9	22
Long Hammer	25	60	9	22
Long Mace	25	50	9	22
Long Sword	30	60	12	30
Spear	20	40	15	28
<i>TWO HANDED</i>				
Polearm	30	60	20	35
Staff	25	50	18	25
Two Handed Blunt	35	70	20	40
Two Handed Sword	35	70	22	45
<i>SHIELD</i>				
Shield	x	80	x	50

Special Properties of Mithril Weapons

Weapons that are *Plated* with Mithril gain the following Special Properties:

- +1 Improved Damage Bonus (non-magical)
- Damage type: "Silver"
- Resist vs Shatter/Destroy 3x/day

Weapons that are *Forged* with Mithril gain the following Special Properties:

- +3 Improved Damage Bonus
- Damage types: "Silver" or "Magic" (players' choice)
- Rendered Indestructible
- Resist vs Formal Destroy Magic 1xEver (must hit or target the item)
- FLAW: Difficult to Enchant (see plot)
 - *See below for more information.*

Shields that are *Forged* with Mithril gain the following Special Properties:

- Resist Magic 1x/day
- Half damage from "Massive" attacks (must hit shield and call "reduced")
- Rendered Indestructible
- Resist vs Formal Destroy Magic 1xEver (must hit or target the item)
- FLAW: Difficult to Enchant (see plot)
 - *See below for more information.*

Special Ability: Improving Weapons

This skill may only be used on *Plated Weapons*. This functions exactly as the NERO Rules on page 105. This bonus may never take the weapon bonus total above +3.

Crafting Armor

Mithril can only be crafted correctly by Master Crafters; characters with *Smithing* Level 20 (or more). This represents the experience needed to properly work this rare metal. Only *Chain Mail* and *Plate* armor can be crafted of Mithril (no leather). Mithril items cannot be deconstructed. Mithril armor may only be *Forged*. Consult the following chart for costs:

<i>mithril armor cost chart</i>				
<i>Armor</i>	<i>PRODUCTION LEVELS</i>		<i>MITHRIL UNITS</i>	
	<i>PLATE</i>	<i>CHAIN MAIL</i>	<i>PLATE</i>	<i>CHAIN MAIL</i>
<i>SUITS OF ARMOR</i>				
per 2 points of Armor	4	3	3	2

Special Properties of Mithril Armor

Mithril Armor gains the following Special Properties:

- Enhanced Armor bonus (per location).
 - Maximum Enhanced bonus capped at +5 for Chain Armor.
 - Maximum Enhanced bonus capped at +11 for Plate Armor.
- Rendered Indestructible
- FLAW: Difficult to Enchant (see plot)
 - *See below for more information.*

Full Suits of Mithril Armor (single tag) gain these additional Special Properties (once for the entire suit; not accumulative per piece or location):

- The Mithril Armor must have a single tag of at least 30 points in value.
- Be physically represented properly by having metal armor (or quality metal-looking armor) over two-thirds of your body.

- *Half Damage from Weapons* (not including massive damage, slays, assassins, and traps; must call "reduced". Minimum 1). This only applies to damage taken by the Mithril Armor and once the armor points are reduced to zero, the character takes full damage from all weapon attacks. Other armor points such as the 5 armor points granted by the *Shield* spell, *Arcane Amor* or *Dexterity Armor* the character may have are specifically excluded from receiving this bonus in any way. Only the Mithril Armor itself gains the bonus.
- Magic Refit Armor (self only; Mithril Amor only) 1x/day
- Resist vs Formal Destroy Magic 1xEver (must hit or target the suit)

Enhanced: Physical Armor

This functions exactly as the NERO Rules on pages 105-106.

Detect Magic

Unenchanted Mithril items radiate a feint magical aura (school: Arcane).

FLAW: Difficult to Enchant

All *Forged* Mithril items are inherently "Difficult to Enchant" yet not impossible. All Formal Magic castings on Mithril Items are cast in Dark Territory and per the standard rules for casting Formal Magic in Dark Territory, there is a chance of failure (see the NERO Formal Magic System). The primary caster must have at least 20 levels of Formal Magic skill in a single school of magic in order to target a Mithril Item.

Damage Aura

A *Plated* weapon cannot be enchanted by a *Damage Aura*. A *Forged* weapon can have a *Damage Aura* formal added to it, however adding a +1 to the existing +3 requires 4 total castings of *Damage Aura* to reach +4. Making the weapon +5 will require an additional 5 total castings of *Damage Aura* (for a total of 9 castings of *Damage Aura*; the maximum is +5). This cost is because the weapon is already +3 due to the Mithril (which is already the equivalent of 6 total castings of *Damage Aura*).

Formal Destroy Magic

A *Destroy Magic Celestial* or *Destroy Magic Earth* effect which targets the unenchanted item, might affect it. Items which have *Resist vs Formal Destroy Magic 1xEver* will trigger the defense automatically upon being successfully attacked even if no one is holding them item. This is an automatic defense (a dumb resist) and can only be used on effects that target the specific item in question. Enchanted items must be targeted with the proper school of Destroy Magic. Once successfully affected the entire item is completely destroyed, leaving no remnants. A Destroy Magic being cast which targets an item while the owner is not present to witness the action, cannot be contested.

Transferability

All items created using this system are Local Chapter Only (LCO), with the provision that other chapters using this same system should also allow these items to be used in their game as well. In these cases it is assumed that the tag says "LCO, usable in X Chapter" (where "X" is the chapter also using this system). This is only a suggestion; it is still up to the local chapter to decide if they want to allow it.

Change Log

October 2012 (v3.1)

- Removed ½ damage from massive weapons on the physical armor itself. Effect still remains on the shield.
- Clarified that ½ damage from weapons on armor only apply to the actual Mithril Armor points and not to other armor effects.
- Reduced *Magic Refit Armor (self only)* to 1x/day (from 2x/day).
- Clarified that *Magic Refit Armor* effect only targets the Mithril Armor worn by the character. No other armor points are refit.
- Capped the free Enhancement bonus at +5 for chain and +11 for plate armors. Max armor points are still limited to 45 points.
- Removed costs for individual armor pieces because it is irrelevant (tag must be a single suit of armor). Reduced the overall costs for most weapons (both production and mithril costs).
- Reduced the costs of chain armor (both production levels and mithril cost).
- Added more clarity to enchanting section.
- Removed that plated weapons can be enchanted with Damage Aura formal.
- Significantly increased the formal costs for creating +4 and +5 weapons.
- Removed the auto-success change that caused the level of the formal magic scroll to be doubled to increase the difficulty in enchanting. Also removed the Draw System change that caused the formal magic levels of the caster to be reduced by half to increase the difficulty in enchanting.
- Added the requirement of 20 levels of Formal Magic skill by the Primary Caster to target Mithril.
- Removed the requirement for Secondary Components in all the castings.
- Other minor wording corrections were added for clarity.

End Notes

There have been many other NERO Mithril systems over the years. However, this system is a complete reworking and re-envisioning of the entire system from scratch. As such, this should be considered a new version. The creative team responsible for this system was Jason Mote, Ben Budnik, Casey Bahnick, Joel Burrow and Kristen Stubblefield. Any questions about this system can be directed to jason@nerohighborn.com