

Chapter-Approved Playtests Checklist

Chapter: NERO Houston

Date: June 2nd, 2008

Playtest Name	Approved	Rejected
Additional Magical Skills	✓	
Additional Spells (Volume 1)	✓	
Additional Spells (Volume 2)	✓	
Alternative Lock-picking System	✓	
Archery Aura	✓	
Armor Suite 2004	✓	
Base 5 Alchemy / Harmonics	✓	
Base 5 Damage / Healing Spell Effect Play-Test	✓	
Binding Rip-Free	✓	
Blade Fury		✓
Carrier Attack	✓	
Craftsman Skills	✓	
Craftsmen: Training Max-out		✓
Critical Parry Modification	✓	
Critical Slay / Assassinate Modification	✓	
Critical Slay / Parry	✓	
Damage Types	✓	
Dexterity Armor	✓	
Estates	✓	
Formal Cantrips	✓	
Formal Magic Logistics	✓	
Harmonics	✓	
Interrupting an Incant	✓	
Limited Reset	✓	
Magic Item Slots		✓
Master Craftsmen	✓	
Meditate		✓
Mentoring	✓	
Mind Effects Restrictions		✓
Modified "Detect Magic" Spell	✓	
New Character Rebuild	✓	
New Player Deaths	✓	
One-handed Block		✓
Physical Attacks	✓	
Pick Locks		✓
Racial Skills	✓	
Removed Armor Breaches		✓
Resurrection Modification		✓
Return <type>	✓	
Scaled Protectives		✓
Slay and Assassinate Effects		✓
Smithing	✓	
Spell Crossover		✓
Staff Thrust	✓	
Stop Thrust	✓	
Storage Locker	✓	
Unified Teaching	✓	