

NERO Marshal Test

Name or User ID:

Email:

Each question has 4 true or false statements. Indicate which statements are true. If you indicate a statement is true, but is actually false, you lose a mark. If you fail to indicate a true statement, you lose a mark. You may lose a maximum of 24 marks out of 120 in order to pass. Good luck.

1. Getting started

The 4 Most Important Rules

Question 1 of 30

Which of the following statements are true? Choose all that apply.

- You may not come to an event while under the influence of illegal drugs or alcohol.
- You may bring cigarets to an event.
- You may bring legal drugs to an event.
- You may bring alcohol to an event, as long as you don't drink it at the event.

(1 points) | ___

2. The Basics

Races

Question 2 of 30

Which of the following races have the Resist Charm advantage? Choose all that apply.

- Biata
- Elf
- Mystic Wood Elf
- Drea

(1 points) | ___

States

Question 3 of 30

Regarding the spirit state, which of the following statements are true? Choose all that apply.

- You can burn a dead body to force it to the spirit state.
- While in the spirit state, you may not run.
- While in the spirit state, you may wait a bit before going to resurrect.
- While in the spirit state, you do not need to go directly to the resurrection point.

(1 points) | ___

Resurrection

Question 4 of 30

Regarding resurrection, which of the following statements are true? Choose all that apply.

- At the end of a resurrection process the player must say "Resurrecting one, resurrecting two, resurrecting three."
- You must be a formal mage that is linked to a circle to be able to start the resurrection process.
- When you resurrect at a full earth circle, all your skills are renewed except for craftsman and production skills.
- You may resurrect at a circle not at the event itself and spend time out of game to represent the time traveled to and back from the circle.

(1 points) | ___

Other

Question 5 of 30

Regarding NPCs and monsters, which of the following statements are true? Choose all that apply.

- NPCs, that are not monsters, should be easily distinguishable from players.
- NPCs should only be there for adventures or PC fights.
- All Monsters are NPCs.
- Monsters are as tall as the person playing the monster.

(1 points) | ___

3. The Skill System

Production Skills

Question 6 of 30

Regarding production, which of the following statements are true? Choose all that apply.

- Once you have 20 levels of a production skill, you reach master status. Each production skill level then gives you one extra production point.
- You can only buy a maximum of 20 levels of the create poison skill.
- All production items expire 24 months after being created. This includes weapons.
- One production component equals one silver.

(1 points) | ___

Skill Descriptions

Question 7 of 30

Regarding the Alchemy skill, which of the following statements are true? Choose all that apply.

- To use a gas or apply a contact substance (excluding Vorpal Coating), you must have at least the number of alchemy levels that was required to make the item.
- It can be used to determine the presence of an alchemical substance in a creature's blood stream.
- Anyone can mix an ingested substance into food
- Anyone can use an ingested substance.

(1 points) | ___

Question 8 of 30

Regarding the Resist Poison skill, which of the following statements are true? Choose all that apply.

- This skill allows you to resist Monster Attacks that uses the word "poison".
- You may pretend to fall affected by a poison and then say "resist".
- This skill allows you to resist all alchemical substances.
- You may use this skill when unconscious.

(1 points) | ___

Question 9 of 30

Regarding the Waylay skill, which of the following statements are true? Choose all that apply.

- The skill can be performed by any non-ranged One Handed Short weapon that the character has a skill in.
- It can be used to knock another character unconscious for 10 min.
- A successful waylay does one point of damage.
- A waylay must happen by surprise.

(1 points) | ___

Question 10 of 30

Which of the following questions can be asked when using the Healing Arts skill? Choose all that apply.

- Were you waylaid?
- Are you regenerating?
- Were you assassinated?
- How much time until you resurrect?

(1 points) | ___

Question 11 of 30

Regarding the Dexterity Armor skill, which of the following statements are true? Choose all that apply.

- Dexterity armor is damaged before other armor.
- You can have a maximum of 20 dexterity armor.
- If you are physically tied to a chair, you can still benefit from dexterity armor. This is because, from a role playing perspective, you will be able to harden the muscles that are being hit.
- You can regain all your dexterity armor by 1 min of uninterrupted stretching.

(1 points) | ___

4. Magic

Other

Question 12 of 30

Which of the following statements are true in regards to spell casting? Choose all that apply.

- If you start the incantation of a spell and do not finish it, the spell is still used.
- A spell packet must be thrown within 5 seconds of completing the verbal.
- You can fake a spell incantation.
- You can bluff the start of a spell incantation.

(1 points) | ___

Formal Magic

Question 13 of 30

Regarding Identify, which of the following statements are true? Choose all that apply.

- Everyone that hears the identify process knows that it is taking place, but they should try not to overhear the results.
- Properties of magical creatures can not be identified.
- You need an identify formal scroll in order to identify something.
- If a person is identified, all active spells, formal spells and magical items on that person will be identified.

(1 points) | ___

Formal Magic Effects

Question 14 of 30

Regarding the Cloak effect from formal magic, which of the following is true? Choose all that apply.

- Cloaks are activated before other spell defences.
- Cloaks can protect only against one type of effect (like Fire or Binding Magic).
- You can choose when a cloak should be activated.
- A cloak can reflect an effect back to the attacker.

(1 points) | ___

Casting Formal Magic

Question 15 of 30

Which of the following steps needs to be taken by a caster, before they can start casting formal magic? Choose all that apply.

- Let the marshal know whether the casting is in Dark Territory. You only need to let the marshal know.
- Roll a die, if required, to determine the success of the casting.
- Create a fishtail representation to cast in.
- Find a magic marshal, who must be present at the formal casting the entire time.

(1 points) | ___

Cantrips

Question 16 of 30

Which of the following statements are true in regards to Cantrips? Choose all that apply.

- You must let a marshal know if you cast any cantrips, and give them the torn components.
- You can throw any used components away.
- You can use a level 2 component to power two cantrips, as long as one is cast immediately after another.
- Components must be torn before saying the incantation.

(1 points) | ___

5. Spells

Other

Question 17 of 30

Regarding Spell Defences, which of the following is true? Choose all that apply.

- A spell defence will affect the next applicable incoming attack only if you would be affected by it.
- In-game, you are always aware of the spell defences active on you.
- To indicate the activation of a spell defence, you must say "flash".
- You have 5 seconds to use an active spell defence or it is lost.

(1 points) | ___

Spell Descriptions

Question 18 of 30

Regarding the Calm spell, which of the following is true? Choose all that apply.

- This prevents the target from participating in combat.
- The target must sit down and wait for 5 minutes.
- The target can not remove the spell from himself.
- If the target is attacked, the spell effect is dispelled.

(1 points) | ___

Question 19 of 30

Regarding the Charm Animal spell, which of the following is true? Choose all that apply.

- It will affect a trained monkey.
- It will effect a Biata.
- It will enable the animal target to understand the caster.
- It will trigger a shield magic or similar protection of a human.

(1 points) | ___

Question 20 of 30

Regarding the Endow spell, which of the following is true? Choose all that apply.

- It allows a target to break free from a Pin effect.
- It allows the target to deal 3 extra damage on his next swing.
- It will only add +1 damage if the target has +1 strength.
- It is a Celestial spell.

(1 points) | ___

Question 21 of 30

Which of the following elements can be chosen for an Eldritch Blast? Choose all that apply.

- Air
- Water
- Stone
- Lightning

(1 points) | ___

Question 22 of 30

Regarding the Enchanted Blade spell, which of the following is true? Choose all that apply.

- It allows the target to call the "Magic" weapon type, for one attack.
- If the target has +1 Strength, he will deal one less damage with this spell.
- The target may choose when to activate this spell.
- Enchanted Blade will have no effect with a Damage Aura.

(1 points) | ___

6. Game Play

Other

Question 23 of 30

What can you do during a Hold? Choose all that apply.

- Look behind you to see if someone is sneaking up on you.
- Find out whether a player is a PC or NPC.
- Pick up spell packets.
- Update your tags.

(1 points) | ___

Special Abilities

Question 24 of 30

Regarding the Revive ability, which of the following is true? Choose all that apply.

- It allows a creature to bring another creature to life, like the Life spell.
- You can stop a creature from reviving by doing something special, for example: applying a killing blow with a silver blade.
- This allows a creature to come back to life instead of dissipating.
- A creature that revived will only have 1 body point.

(1 points) | ___

Question 25 of 30

Regarding Vampire Charm, which of the following is true? Choose all that apply.

- The effect lasts 1 hour.
- It is activated if the target maintains eye contact for 10 seconds.
- Resist Charm can stop this effect.
- It can be delivered by a packet.

(1 points) | ___

So you want to be a Thief?

Question 26 of 30

When stealing an item, which of the following is true? Choose all that apply.

- There must be a marshal present whenever you want to steal anything.
- Stealing something incorrectly is the same as cheating.
- You may pickpocket characters.
- You may destroy or harm real property.

(1 points) | ___

Traps

Question 27 of 30

Regarding Alarms and Noise Makers, which of the following is true? Choose all that apply.

- This trap does no damage.
- If this trap is moved more than 5 feet (approx 1.5 m) it will automatically trigger.
- You need the Disarm Traps skill if you wish to muffle the trap's noise.
- The container for this trap must be at least 216 cubic inches in size.

(1 points) | ___

7. Adventuring Gear

Other

Question 28 of 30

Regarding Potions, Scrolls and Alchemy, which of the following is true? Choose all that apply.

- Potions and Elixers can be force fed to an unconscious or sleeping person.
- Anyone can apply a Vorpal Coating.
- Anyone can apply a paste of Stikyness.
- You may read a scroll that is attached to a shield, while you are blocking with that shield.

(1 points) | ___

Alchemy Substances

Question 29 of 30

Regarding the Hallucinoid elixer, which of the following is true? Choose all that apply.

- The victim will not be aware that it is under the effects of this poison.
- The victim can not use any game skills.
- It can not be made into a gas.
- It lasts for 10 minutes.

(1 points) | ___

Question 30 of 30

Regarding Forget-Me-Not, which of the following is true? Choose all that apply.

- A killing blow will reverse the memory loss effect, if done within 10 minutes of drinking the poison.
- A Purify Blood spell will reverse the memory loss effect, if cast within 1 hour of drinking the poison.
- This poison will cause the victim to forget everything that happened within the last hour.
- If the victim resurrects within 10 minutes after drinking the poison, the memory loss effect will be reversed.

(1 points) | ___

You have reached the end of the quiz. You may still go back and change your answers. Click next when you are sure you want to move on.