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Formal Magic® Draw Rules

An optional Supplement for the NERO® 9th Edition Formal Magic System® January 2014 - Version 3.0 Nero Kzoo





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Overview

This is an optional supplement for use with the NERO 9th Edition Formal Magic System. This system offers an alternative to the “Auto- Success” system and gives players the option to instead request a system of chance. This system is designed with the idea that casting Formal Magic is dangerous and therefore not automatic; your actions will not always be successful. Players wishing to play with the auto-success system are still welcome to do so; it is entirely the choice of the player.

If used, this system supersedes the NERO[®] Rule Book 9th Edition and the NERO Formal Magic System[®] (2011) if there is a conflict.

Player Preference

Player Characters with the skill *Formal Magic* <school> may choose to use this optional system instead of using the standard NERO 9th Edition Formal Magic System of auto-success. This choice is offered to players at the beginning of an event and if a player decides to use this system, they must accept all the results of the system. The character is determined to be either auto-success or stone-draw for the remainder of the event and cannot switch once they have made their choice.

Governing Rules

Anyone with the skill *Formal Magic* <school> may cast from Formal Magic scrolls of the appropriate school.

The caster(s), Formal Magic Components, Formal Magic Scroll(s), and the target of the formal magic must be within the circle for the entire duration of the formal magic casting.

No target may retain more than 5 different formal magic effects simultaneously. If a target already contains 5 formal magic effects, any attempts to add additional effects automatically fail on that target (consuming all components in the process).

No Formal Magic duration will last longer than two years that is unrestricted. A Regional Item (Northeast, Southeast, Midwest, Southwest, and Northwest) can be made to last up to five years in length. A Local Chapter Only formal magic can be made to last up to ten years.

Durations measured in game-days are considered to include the current game-day or portion thereof – thus an effect with the duration of one game-day will expire at the beginning of the next game-day, even if that is only one hour away.

Casting Time - The standard time to cast any formal magic is five minutes or as long as it takes for the Marshal to compile paperwork and determine results whichever is longer. However, if a formal magic is

directly harmful to a Player Character (PC), then the casting time is one hour. The hour casting time is automatic upon the desire of anyone in the Circle or the Marshal. 'Harmful' includes destroying a any means of protecting items or using formal magic to escape PC pursuit, etc.). If the formal magic is directly harmful to an NPC the casting time is determined by the appropriate representatives of the chapter and may vary between five minutes and one hour.

Game Day - The game day is defined as 6:00 PM to 5:59 PM the following day.

A formal magic caster cannot cast more than one formal magic spell at any given time.

FORMAL MAGIC CASTING

Formal Magic Marshal (Formal Magic Logbook, stone draw bag and multi-colored stones, pen, paper, 10-sided dice)

Need a circle (must be a "fishtail")

Formal Magic Scrolls

Formal Magic Components to cast the scroll

Primary Caster who initiates the Formal Magic casting

Secondary Casters (optional)

Secondary Formal Magic Components (optional)

Phys-Reps for Formal Magic Components (optional)

Typical Stone colors and their meanings:

Success (white)

Fail (black)

Flaw (green)

Backlash (red)

Special Plot-Related modifiers (colors separate from standard stones) – optional

Ritual Sticks with clearly marked Success, Fail, Flaw, Backlash, Plot Flaw, Plot Backlash - Optional

FORMAL MAGIC MARSHAL

Determine if the "Random Backlash" stone is present for this casting by placing 9 Successes stones and 1 Backlash (red) stone into the empty bag. After the pick, empty the bag. If the Backlash stone was picked, place it into the empty bag. Then, add four Success stones (white) and one Failure stone (black) into the bag.

DETERMINING THE DRAW

For all castings the caster must pull from the bag of stones. The Formal Magic Marshal will now construct the Draw Bag as follows:

The Base Bag

1 Backlash (red) stone (if drawn)

4 Success, 1 Fail

Backlash stone - if random backlash was drawn (see above).

Remove 1 Success stone if the casters are not casting in relative safety (IE a protective circle, or Ward)

Modifiers

If multiple Formals are being cast in the same circle and at the same time, then add 1 Flaw per caster and 1 Backlash per caster to any rituals that are cast simultaneous.

Primary Caster: Compare the level of Formal Magic skill of the Primary Caster to the level of Formal Magic being cast. If the level of the Formal Magic skill of the Primary Caster is higher than the level of the Formal Magic being cast, then add one success stone for each level above (for example, the PC has 15 levels of Formal Magic and is casting an Invest, a 1st level Formal Magic, so 14 successes stones are added to the bag). If the level of the Formal Magic skill of the Primary Caster is less than the scroll, add one fail AND one backlash per level difference (for example, the PC has 1 level of Formal Magic skill and casting 3rd level Formal Magic, so two fail stones and two backlash stones are added to the bag).

Secondary Caster: Compare the level of Formal Magic skill of the Secondary Caster to the level of Formal Magic being cast. If the level of the Formal Magic skill of the Primary Caster is higher than the level of the Formal Magic being cast, then add one success to the bag. If the level of the Formal Magic skill of the Secondary Caster is less, than add one flaw to the bag. There is no limit to the number of Secondary Casters.

Secretly determine if any casters are assisting, hindering, or not participating in the Formal Magic casting. For each caster that is hindering the casting, remove one success and add one fail to the bag. This is not evident to any other casters or observers.

Secondary Components (optional): For each additional full set of secondary Formal Magic Components used in the casting of the Formal Magic, add five successes to the bag or if the Primary caster so chooses he may choose to add instead four flaws and one fail.

Phys-rep of Formal Magic Components (optional): For each Formal Magic Component which has a phys-rep that is accepted by the Formal Magic Marshal, add one success to the bag (5 maximum).

Intentional Flawing (optional):

A Primary Caster with less than 10 levels of Formal Magic skill may attempt to flaw the result. If they choose to do so, then remove one success and add one backlash and one flaw.

A Primary Caster with 10 levels or more of Formal Magic skill may attempt to flaw the result. If they choose to do so, then remove one success for every 10 levels of formal and replace with an equal number of flaw stones, round up their levels of Formal Magic (for example, a PC with 11 levels of Formal Magic skill may choose to add up to two flaw stones to the bag).

Dark Territory (Special) - Certain Formal Magic castings are harmful to characters or are being performed against their will (such as *Obliterate*) these are automatically cast in "Dark Territory" – what this means that the *Base Bag* is created using the following method:

0 Success, 0 Flaws, 8 Fails, 2 Backlashes

The bag is then modified further as normal.

Obliterate automatically takes one hour to cast.

Sequential Castings: Each time a Primary Caster performs formal magic in a single day (such as in a batch) that magic can change slightly. These forces are unpredictable and it's possible that the caster could make a mistake or that the mysterious forces could alter the magics involved in the casting. They are modified in the following ways:

- **Flaws:** On the second casting add one flaw then one every casting.
- **Fails:** On the third casting add add one fail then every other casting
- **Backlashes:** On the fourth casting add one backlash then one every third casting.

Formal Magic Castings Chart			
NUMBER CAST?	FLAWS ADDED	FAILS ADDED	BACKLASHES ADDED
1	0	0	0
2	1	0	0
3	2	1	0
4	3	1	1
5	4	2	1
6	5	2	1
7	6	3	2
8	7	3	2
9	8	4	2
10	9	4	3
11	10	5	3
12	11	5	3
13	12	6	4
14	13	6	4
15	14	7	4
16	15	7	5
17	16	8	5
18	17	8	5
19	18	9	6
20	19	9	6

NOTE:

The base number of *Flaws* must always equal the base number of *Fails* and *Backlashes*. These numbers may be modified up or down further by other circumstances (see above).