

NERO® Wisconsin LCO Formal Bead Draw

Objective:

To make Formal Magic a bit more challenging and entertaining.

Details:

When casting formal Magic all casters will be required to pull a bead to see what the ritual effects are. The bag will hold beads based on if the caster has enough formal levels to perform the ritual or if they are performing in Dark Territory.

Normal bag:

- Ritual Levelx2 Success stones
- Ritual Levelx1 Flaw stones
- Ritual Levelx(1/2) Fail Stones
- Ritual Levelx(1/3) Backlash Stones

Dark Territory bag:

- Ritual Levelx1 Success stones
- Ritual Levelx1 Flaw stones
- Ritual Levelx1 Fail Stones
- Ritual Levelx1 Backlash Stones

Main Caster has the ability to remove 1 bead of any type per level of formal still unused for the day. An Assistant Caster may expend 1 level of formal magic for the day to remove 1 bead. The Second Caster in a ritual may remove a number of beads in this manner equal to $\frac{1}{3}$ (rounded down) the total levels of Formal Magic they have available for the day. A Third may remove an number equal to $\frac{1}{6}$ (rounded down) their total levels of Formal Magic still available, a Fourth and any beyond may remove a number equal to $\frac{1}{9}$ (rounded down) their total levels of Formal Magic still available. Casting in Dark Territory adjusts all casters (primary included) as though they were the next caster in succession (Primary becomes secondary, Secondary becomes Tertiary, etc.)

Flaws:

The flaw chart is determined at random every event, or in the case of an extended event, every 2 logistical days. Each flaw chart will consist of 19 randomly chosen then numbered flaws from the existing flaw list and 1 plot flaw for the weekend/duration of flaw chart. If a ritual is flawed, then the caster will roll a 20 sided die to determine the flaw for the ritual. The current Nero Wisconsin LCO flaw list consists of LCO flaws created by the chapter as well as a compressed version of the National flaw chart that has been edited for format and elimination of redundancy. Plot may, at the time of the creation of the flaw chart, chose to specifically include any flaw from the flaw list instead of randomly choosing it.

Flaw Manipulation:

In order to allow for more control on the part of a caster, a flaw manipulation system is also being put into place for the bead draw system. Any item created or effect upon a PC with the flaw manipulation system will be automatically considered as an LCO item or effect. All participants in the ritual as well as all within the casting circle must accept non-standard Nero effects for the flaw manipulation system to be used.

When a flaw is determined to be the outcome of the ritual, a result is rolled on the 20 sided die as per normal, but the effect of the roll is not immediate. After the roll is made, the Secondary caster of the ritual is allowed to see the outcome of the ritual as well as 1 other outcome for every level of Craftsman Other skill related to formal magic manipulation or directly related to the ritual being cast. (Examples: CO:Flaw surfing, CO:Formal Magic manipulation, If the ritual is a Dreamvision CO: Dream Lore, CO:Historian for Delve history, etc.) The determination of if a Craftsman skill is allowed to effect the ritual will be solely left to the Ritual Marshal. The Primary caster is then allowed to expend 1 additional level of formal to either add or subtract 1 from the die roll. The Primary caster may expend a number of formal magic levels in this way equal to 1/3 (rounded up) the number of levels in Craftsman skill related to either formal magic manipulation or the ritual being cast. Role-play of the ritual MUST be adhered to during this portion of the ritual casting. It is advised that the information is given to the Secondary caster during a hold, then the ritual resumes before the primary caster chooses how to adjust. This portion of the rules are in place to limit the communication between the casters during manipulation. This will add an element of difficulty (in communicating intentions) and trust to the casting of the ritual.

LCO Flaws

Spirit Swap.

All characters hand their character sheet to the person immediately to their left. Each player is still their original character, but with all logistical attributes of the sheet that they now possess, build/skill sets inclusive. Duration is a number of hours equal to the level of the formal being cast. Upon swap all characters have skills as though receiving an arcane renew.

Cache

A spirit mark is created upon the caster that is identifiable as a formal magic component. The value of the component is equal to the base cost of the Formal Magic being cast. If the Caster does not have a spirit slot available for the Cache, it will be instead placed on the first available slot of an assistant caster, target, or other person in circle, in that order.

Winds of Change

Caster/All in Circle are spirit forged randomly. Class is determined by a roll on a 6 sided Die. This is considered a temporary forge and does not count toward deaths or spirit forge limitations. Duration is 1 logistical day. Any affected by this flaw are also affected by an arcane renew.

Roll Result:

1= Fighter 2= Rogue
3= Earth Scholar 4= Celestial Scholar
5= Earth Templar 6= Celestial Templar

Blessed Armor

Caster/All in Circle receive a Bless/Shield spell (determined by school of magic being cast) with a value equal to the total levels of formal in the appropriate school possessed by the caster.

Power Shift

All spells in Caster's memory are consumed. For each spell consumed in this manner, the caster is considered to have 1 additional level of Formal magic for the remainder of the Logistical day.

Flaw Surfer's Bane

Creates a formal magic effect upon the caster which has the following effect:
When acting as either primary or secondary caster, for each stone altered to a flaw by the affected, add one backlash stone to the end result.
The duration of this effect upon the caster is one year or until affected by a Destroy Formal Magic of the appropriate school.

Gift of Magic

Caster/All in circle are affected by a spell replenishing ritual.

School of magic – Ritual effect

Earth – Tap the Earth

Celestial – Tap the Stars

Chaos – Call of Chaos

Magic's Price

Caster/All in circle are drained of 2 spells in memory at each casting level. (School of ritual being cast only)

Casting Fatigue

For the remainder of the Logistical day, whenever expending 1 level of formal magic for an effect, 2 levels must instead be expended.

Sanctity of Home

All non-invested persons inside the circle take Arcane body damage equal to all levels of formal present in circle. For the Calculation of levels present, school of magic being cast is ignored, all unused levels of formal magic in any school are calculated into total.

Wormhole

Upon completion of Formal Magic, Caster/All in circle are rifted 1d10x10 feet in a random direction. The final rift in point is determined by the ritual marshal. This effect will not rift someone into a solid object.

Magic Attunement

Caster/All in circle are 2x effect from the school of magic being cast for the remainder of the Logistical day. This only effects spells with a number as part of their casting verbal.

Magic Discord

Caster/All in circle are one half effect from the school of magic being cast for the remainder of the Logistical day. This only effects spells with a number as part of their casting verbal.

Conduit of Energy

Caster gains a school appropriate Cantrip Pool with value equal to all levels of formal magic of the corresponding school present in the circle. The normal maximums for the cantrip effect are ignored.

School – Cantrip

Earth – Healing Pool

Celestial – Element's Fury (Caster chooses element at end of Formal magic.)

Chaos – Defiling Pool

Siphon Energy

If acting as an assistant caster, take 1/2 (rounded up) effect from any effect that would normally be caster only. Caster only is effected, and effect may be dispelled by a Destroy Formal magic of the appropriate school.

Duration = 1 month per level of ritual being cast.