



Craft Formal Magic Scroll

A Supplement for the Formal Magic System®
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Introduction

This system is meant to solve the question of where formal magic scrolls originate from and how they are created to begin with. This system is a supplement and companion to the NERO Formal Magic System® and has been implemented to increase the use and playability of that system.

Rules

Any character that possesses the skill *Formal Magic* (of any school) may create a formal magic scroll of the appropriate school. Characters may craft up to their level in formal magic scrolls, but may not craft formal magic scrolls of a higher level than their skill. *For Example: A character with two levels of Celestial Formal Magic could create a Render Indestructible (2nd level) scroll but not an Arcane Armor (3rd level) scroll.*

When a character attempts the crafting of a Formal Magic scroll, they are casting a Formal Magic spell. The requirements for the casting of the Formal Magic spell must still follow the normal rules as per the NERO Formal Magic System® and the crafting attempt counts towards the character's limit.

Limitations

The character may make a single attempt to craft a Formal Magic scroll (of any school) per event. The experience is simply too exhausting and taxing on the character.

In addition, characters cannot craft the following scrolls: *Obliterate*, *Transform to Major <creature>*, *Transform to Master <creature>* scrolls, or plot-specific scrolls.

Crafting of a Formal Magic Scroll

Crafting of a formal magic scroll may only be attempted in a platform circle (per normal Formal Magic castings). The crafting requires a character with the skill *<school> Formal Magic*, a piece of parchment to be used as the scroll, and the necessary formal magic components and gold (see *Costs* below). There must also be a Plot/Ritual Marshal present to witness and record the attempt (as per the NERO Formal Magic System®).

To begin, the character must state "Begin Formal Magic. <By the stars/By the earth/By chaos/By nature> I scribe this magic onto this scroll. <Name of Scroll>." and the attempt is considered to have started. The player should role-play preparing the ink with the components or writing on the page phys-rep of the parchment or any other acceptable actions associated with this task. This role-play should continue for the entire time of the attempted crafting of the formal magic scroll. The character may not be distracted from his or her task in any way, this includes: holding a conversation, recognizing someone into a circle or Ward (or similar actions), opening a door, use of any game skill other than those required by the crafting of the formal magic scroll, activating a gas globe or magic item, or anything else that the Plot/Ritual Marshal deems an unacceptable distraction (for example: excessive noise in the room).

Upon the completion of the attempt, the marshal will state “Formal Magic complete.” The marshal must then tell the player secretly if the attempt succeeded, flawed, failed, or backlashed based on the results that the player drew from the bag (see *Determining Success* below).

Crafting Time

The standard time to create any formal magic scroll is five minutes. However, the attempt takes as long as it takes the marshal to properly record the attempt, determine results, update records, and issue a temporary tag or proper scroll phys-rep.

Costs

The crafting process is limited to the crafting of *Limited* Formal Magic scrolls. The specific effects and limitations of each type of scroll are listed in the NERO Formal Magic System®. The costs are listed below:

Craft Limited Formal Magic Scroll:

P9, C4, E4, T4 + the components equivalent to the base casting cost of the scroll being created, but excluding rare components. The casting requires a P4. In addition, one gold coin per level of the formal magic scroll is consumed in the crafting of the scroll. This represents other necessary supplies such as spell ink to inscribe the scroll.

If any LCO components are used to create the formal magic scroll, the resulting scroll automatically becomes LCO. Certain scrolls will automatically be LCO if they are not standard Formal Magic Scrolls.

Determining the Results (Auto-Success)

Because the character is attempting to cast Formal Magic in order to craft a formal magic scroll, there is a chance of success, failure, flaw, and backlash. To simulate this, crafting of Formal Magic scrolls are cast in *Dark Territory* for auto-success casters due to the dangerous forces of unknown power the character is tapping into to accomplish the task. Roll d100 – 01-10 Flaw, 11-50 Success, 51-90 Fail, 91-100 Backlash. This uses 9 levels of Formal Magic skill +1 level per level of the scroll being crafted. (Skip to *Results*)

Determining the Results (Draw System)

Because the character is attempting to cast Formal Magic in order to create a formal magic scroll, there is a chance of success, failure, flaw, and backlash. To determine the results of the attempted crafting, the player must draw from the bag.

Determining the Bag

The player must pull from 10 beads. One of which indicates a backlash stone and if they pull the backlash stone then it gets added to the bag. If not, then nothing is added to the bag.

The Base Bag

The base bag consists of 3 Success stones, 1 Flaw stone, 3 Fail stones and 1 Backlash stone.

Modifiers

Add one Fail stone for each Formal Magic casting done in the same day as this casting. *For example: Belligor the Mighty has already cast three other formal magics today (Invest, Invest, Divest), so that adds another 3 Fail stones to the bag for this casting.*

Additional modifiers, consult the following chart:

Formal Magic Modifiers Chart		
LEVEL OF SCROLL?	FLAWS ADDED	BACKLASHES ADDED
1	0	0
2	1	0
3	1	1
4	2	1
5	3	2
6	3	2
7	4	3
8	5	3
9	5	4

Crafting the Scroll

The level of the crafted scroll casting is equal to 9 plus the level of the scroll being crafted (1-9). Compare the level of Formal Magic skill of the character to the level of formal magic scroll being crafted (9+scroll level). If the level of the Formal Magic skill of the character is higher than the level of the formal magic scroll being created, then add one success stone per level above (for example, the character has 20 levels of Earth Formal Magic and is creating an Earth Invest/Divest Formal Magic scroll, a 1st level scroll, so 9 successes stones are added to the bag). If the level of the Formal Magic skill of the character is lower than the level of the formal magic scroll being crafted, then they cannot craft the scroll.

Phys-rep of Formal Magic Components

For each Formal Magic Component that has a phys-rep that is accepted by the Plot/Ritual Marshal, add one success to the bag (5 maximum).

Intentionally Flawing the Scroll

A character with 20 levels or more of Formal Magic, may attempt to flaw the crafting of the scroll. If they choose to do so, then remove one success and add one fail and one flaw. Characters with less than 20 levels of Formal Magic, may not attempt to intentionally flaw the crafting of the scroll.

Automatic Backlash

The attempted crafting of the formal magic scroll automatically backlashes under the following conditions:

- If the character suffers anybody damage after Bless/Eldritch Bless or becomes unconscious.
- If the character cannot move his or her hands or see the parchment.
- If the character uses any other game skill other than those required by the crafting of the formal magic scroll.
- If the character ceases the crafting of the formal magic scroll, voluntarily or involuntarily.
- The formal magic components or the parchment is damaged, destroyed, becomes unusable, or leaves the circle.

Results

Success

The attempt is successful; the character has created the desired formal magic scroll. Everything went as expected.

Flaw

The attempt is successful but the resulting scroll is flawed in some way; the character has created the desired formal magic scroll, but it has an additional effect (or effects) present on the formal magic scroll. The character is aware of the type of any such flaws, but is not aware of any Masked Properties.

Failure

The attempt has failed; half of the components are consumed (Plot/Ritual Marshal determines randomly, round up the consumed), the parchment is destroyed, half of the gold is consumed (round up), and the attempt was unsuccessful.

Backlash

The attempt was a dismal failure; all of the components are consumed, the parchment is destroyed, all gold is consumed, and the attempt was unsuccessful.

Non-Standard Formal Magic Scrolls

It is possible for characters to research and create formal magic scrolls that are not part of the NERO National Formal Magic System©. Should a player wish to attempt this, they must first consult with the Plot Committee and let them know what the character is attempting to create. With enough research and roleplay, the Plot Committee should tell the player the necessary component requirements and costs for the attempt. This is not guaranteed and is completely at the discretion of the Plot Committee. Remember to exercise restraint with regard to unrealistic requests, or you will likely be wasting your time and components.

All formal magic scrolls that are non-standard will be marked as *Local Chapter Only* (LCO).