



NERO 9th Edition Rulebook Formal Magic Components Addendum

August 1, 2015

The following Rules Addendum is effective as of August 1st, 2015.

NERO National (only) may generate Unrestricted Formal Magic Components with any strength value up to a maximum of strength 10. These function in a similar manner to the standard NERO Formal Magic Components everyone is already familiar with (strength 1, 2, 4 respectively).

For example: a Power 10 (P10) Formal Magic Component would be worth 10 Power (AKA 10 individual Power components).

All tags with Formal Magic Component values of 3, 5, 6, 7, 8, 9, and 10 are only valid if issued by NERO National and must say "NERO National" on the tag. Each Formal Magic Component has a description and a unique ID, in addition to the type and strength printed on each of the tags issued by NERO National.

Formal Magic Casting Costs

If the Formal Magic casting costs specifically require a specific strength Formal Magic Component, such as a P2 for *Greater Extend*, any value greater than needed will satisfy the requirement (a P3 through P10 will be valid if a P2 is needed).

Cantrips

These Formal Magic Components may not be used for cantrips.

Redistribution

Local Chapters may not issue new Formal Magic Components with values of 3, 5, 6, 7, 8, 9, or 10 at this time, but are restricted to using 1, 2, and 4 strength Formal Magic Components.

However, once a Formal Magic Component issued by NERO National is used by a player, the phys-rep and tag are turned into the Local Chapter. Local Chapters must contact [Joseph Valenti](#) or the [NEROLARPOne.com](#) site to get a new tag before the Formal Magic Component can be redistributed next event (must also reuse the same phys-rep).

All other rules for using Formal Magic Components remain unchanged.