

NERO® Cantrip Magic System©

The Rules of Casting Cantrip Magic:

For a player to cast a Cantrip they must have the skill Earth Formal Magic or Celestial Formal Magic. A player may cast one Cantrip of their school of magic per day for each level of formal magic they possess.

In order to cast a Cantrip the player must be carrying a Cantrip Tome which contains the Cantrip they wish to cast. Cantrip Tomes are in game objects that must be acquired in game. The phys rep for a Cantrip Tome must be at least 6" x 4". The Tome is governed by the rules defined in the *Enchant Cantrip Tome* Cantrip.

In addition to Cantrip Tomes, there are also Cantrip Pages. Cantrip Pages function like Cantrip Tomes but are good for only one use and will only contain a single Cantrip. A Cantrip Page must follow the rules for size as if it were a celestial scroll and must be read and a packet touched to it in order to cast from it.

To cast a Cantrip the player must say the proper incant for the Cantrip and physically break or tear the number of level one components designated for that particular Cantrip (0, 1, or 2) to gain the power for the Cantrip. When casting a Cantrip with 0 component cost there need not be a "tearing" motion. Breaking or tearing a single level two component will power a Cantrip which takes 2 components or two Cantrips which take 1 component cast one immediately after another. Breaking or tearing a level four component will power two Cantrips which take 2 components or four Cantrips which take 1 component cast one immediately after the other. The components must be broken or torn within 10 seconds of finishing the incant. The components used for a Cantrip may only be unrestricted NERO components or local to the chapter in which the Cantrip is being cast. The components must be identifiable by the chapter which they are used in at the time of the casting, and they may not be SR components. Components are to be turned into a marshal after the casting of any Cantrip. The components will be checked at this time. Cantrips are cast on the fly for any Cantrip in the carried Tome(s). Cantrips do not require a circle to cast. Cantrips are never thrown at an opponent in the manner of battle magic, but they may allow the caster to throw a packet or series of packets with a defined effect (e.g. 10 Elemental Fire). Casting a Cantrip is subject to Spell Disruption. No other skill or item may be used from the point when the incant is started till the point when the components are snapped or torn or the Cantrip will fail and the components are still consumed.

A Cantrip may never be extended in any manner or placed into an item in the manner of an Enchantment, Expanded Enchantment, etc. A Cantrip or the effect of a Cantrip may never be Spellstored.

The statement “dies and requires a Life spell” refers to any time the character is dead whether they receive a Life spell or not, resurrect, regenerate, revive through a manner other than a Life spell, or are not affected by Life.

There are five types of cantrip:

1. **Personal** - These Cantrips cause an effect upon the caster of the Cantrip. They may not be placed on another nor may they be transferred. For the effect of a personal Cantrip to remain the PC must retain the skill Formal Magic <school>. If they lose the skill in any manner the Cantrip will cease functioning. If they still possess the skill but may not use it (e.g are Tainted or Drained) then they do not lose any Cantrips upon them. In addition they must retain the Cantrip Tome with the Cantrip they placed upon themselves. Losing possession of the Tome even to allow another to cast a Cantrip from the Tome will negate any current personal Cantrips.
2. **Item** - These Cantrips are cast on an item with no spirit only.
3. **Spirit** - These Cantrips are cast on a recipient with a spirit only. They may not be thrown but must be touch cast in a NERO legal manner on a willing target by being touched with a packet. If the target is not willing, the Cantrip fails.
4. **Broad** - These Cantrips affect a broad category in the estate/military system of NERO and are usually not used in play during an event. On occasion plot may define specific uses of these Cantrips during actual play such as weakening a building under siege with Weaken Defense but they may NEVER directly affect PCs or NPCs in play.
5. **Offensive** - These Cantrips give the caster the ability to directly attack opponents and thus their effect will be stopped by the appropriate normal spell defenses.

Cantrips may have the following durations:

1. **Hour** - One hour.
2. **Day** - One day, until the next tag reset or game end.
3. **Instant** - Immediate and not lasting; the effect on another may last.
4. **Year** - Until removed by in game methods or 1 year passes.
5. **Concentration** - The caster must maintain Concentration, as per the spell duration, to keep this Cantrip going.
6. **Invoked** - When an invoked Cantrip is cast the caster will receive 3 charges of the effect in the appropriate school of formal magic. Using the effect uses one charge. An effect can be used against a single opponent for a maximum of 5 minutes or line of sight. All unused charges expire at the next reset. Multiple charges may be used against multiple opponents at the same time. The caster must state “I Invoke <Cantrip name> against you” to the opponent it is being used against such that the opponent can hear it. This is an in game statement and the caster may not do it if Silenced.
7. **2 Year** - Until removed by in game methods or 2 years passes.

Unless otherwise indicated, the effect of any Cantrip with the duration of Day is lost if the target requires a Life spell.

Cantrip Verbals:

I GRANT MYSELF	I ENCHANT
Armor to <spell type> (C, E)	This book as a <school> Cantrip Tome (C,E)
Carrier Immunity to <effect> (C, E)	You with a <spell name> spell Imbued from my knowledge (C,E)
The ability of Channeling (C, E)	This item to be Rendered invulnerable to harm (C,E)
The ability of Magic Deliverance (C, E)	These eyes with a Wizard's Sense (C)
A <spellname> spell Contingent upon my <trigger state> (E)	
An Eldritch Bless (E)	I SCRIBE
Healer's Grace (E)	This Cantrip into my Tome (C, E)
A Claw from Tyrra (E)	A Mark upon this <item> (C, E)
A Boltstorm to throw... 10 Elemental <Fire, Ice, Lightning, or Stone>... 10 Elemental <same element>... (C)	A Spirit Mark upon this being (C, E)
An Eldritch Shield (C)	
<Fire, Ice, Lightning, or Stone>'s Fury (C)	I REMOVE
The Way of Elements (C)	This Spirit Mark (C, E)
An Ethereal Sword (C)	This Mark (C, E)
Fury's Strength (C)	
The vision to see the Lore of what is before me (C)	BY THE EARTH I
	Sustain these men (E)
	Create a Healing Pool (E)
BY CHAOS I	Increase this harvest (E)
Boon The Dead ... Magic Help Undead... Magic Help Undead... (E)	Raise Morale (E)
Exhaust these men (E)	Purify this well (E)
Create a Defiling Pool (E)	Replenish this land (E)
Blight this land (E)	Make these steeds fleet (E)
Rout these men (E)	
Poison this well (E)	BY THE STARS MAY
Corrupt this land (E)	These lances strike true (C)
Founder these mounts (E)	This engine strike true (C)
	These defenses be fortified (C)
	This ground be leveled (C)
	These defenses be weakened (C)

Current Cantrips

Shared between both schools of magic:

ARMORED TO MAGIC - Indessa's Dweomer Barrier

Type: Personal

Duration: Day

School: Both

Cost: 0 Components

Incant: I grant myself Armor to <spelltype>

Effect: The caster gains a dumb magic shield which goes under their normal protectives and will protect them from the first spell of a given type which hits them. A Shield Magic or Reflect Magic will come into play before an Armored to Magic does. The caster may accept touch cast spells through an Armored to Magic. The types are based upon the caster's school and are as follows:

Earth: Gift, Curse, Mystic Force, Chaos, Earth, Command, and Summoned Force.

Celestial: I Call Forth a(n), Mystic Force, Imprison, Command, and Summoned Force.

The Armored to Magic will be triggered by any spell (incanted, spellstrike, or magic but NOT arcane, physical, or elemental) which has the above word in its incant.

Only one Armored to Magic, regardless of school, may be in effect at a given time. Armored to Magic is lost if the caster dies and requires a Life spell. A new casting of Armored to Magic will replace an old casting of it.

OOG Note: The caster must call "<Type> Shield" when the effect is triggered

CARRIER IMMUNITY - Karvecki's Protection From Dweomered Claws

Type: Personal

Duration: Invoked

School: Both

Cost: 1 Component

Incant: I grant myself Carrier Immunity to <effect>

Effect: The formal caster who uses Carrier Immunity may declare one effect type from which they may invoke a limited immunity where they choose to not take any extra effect

other than damage. The type of carrier attack is chosen at the time of the casting of this Cantrip and may not be changed except by the casting of a second Carrier Immunity, which removes the first. For example a formal caster who runs into a pack of yellowjackets swinging Paralyze and has cast Carrier Immunity <Paralyze> may choose to become immune to the Paralyze carrier attack of a particular yellowjacket attacking him. To become immune to a second yellowjacket attacking him he would have to invoke a second use from the casting. If the caster suddenly comes face to face with a creature swinging Wither Limb they would have to cast a brand new Carrier Immunity to Wither Limb before they could use the immunity and they would lose all remaining charges of the Carrier Immunity to Paralyze. Weapon and Damage Types are not effects and cannot be subject to carrier immunity. Only one Carrier Immunity may be in effect at a given time, regardless of school. Carrier Immunity is lost if the caster dies and requires a life spell. A second casting of Carrier Immunity will replace an older casting of it. The proper call when struck by a carrier attack the caster has invoked against is “Carrier Immunity” to indicate that the caster is still taking the numerical damage, but not the effect.

OOG Note: The caster must call “I Invoke Carrier Immunity <effect> against you” to the opponent to activate it.

CHANNELING - Erol's Mnemonic Spellstrike

Type: Personal

Duration: Day

School: Both

Cost: 1 Component

Incant: I grant myself the ability of Channeling

Effect: Allows two spells from the memory of the Formal caster to be delivered as a spellstrike. The spells must be of a level less than or equal to the number of levels the caster has of the appropriate school of Formal Magic and must be of the same school as the Channeling Cantrip which was cast. Thus a caster with nine levels of Formal Magic Earth could spellstrike any Earth spell by casting Channeling. A caster with seven levels of Formal Magic Earth could spellstrike any seventh level or lower Earth spell by casting Channeling. Neither of these casters can use an Earth Channeling Cantrip to spellstrike a Celestial spell. The caster chooses when to use these spellstrikes. Only one Channeling may be in effect at a given time, regardless of school. Channeling is lost if the caster dies and requires a Life spell.

OOG Note: The caster must say the full incant of the spell being Channeled and then strike the target with their weapon while calling “spellstrike <Name of spell just incanted> <Option for spell just incanted>”. Spell Disruption applies to the delivery of the Channeled spell as well as the initial casting of the Cantrip.

CONTINGENCY - Karvecki's Grant of Hope

Type: Personal

Duration: Day

School: Both

Cost: 2 Components

Incant: I grant myself a <spell name> spell Contingent upon my <trigger state>

Effect: One spell from the memory of the caster is used and placed in a state in which it will take effect on the caster if a certain condition is met. Once Contingency is cast, the spell is gone from memory and may only be used for the Contingency. The conditions for Earth magic are Charmed, Cursed, Death, Dying, Bound (Pin, Bind, Web, Confine), Paralyzed, Poisoned, Silenced, Sleeping, or Unconsciousness. The conditions for Celestial magic are Charmed, Imprisoned, Bound (Pin, Bind, Web, Confine), Silenced, Sleeping, or Unconsciousness. The contingent spell is triggered as soon as the caster enters the triggering state and may neither be stopped by anything nor may the caster choose not to invoke the Contingency. A new casting of Contingency will replace an older casting of it, regardless of school. Contingency is lost if the caster resurrects. The contingent spell will still trigger a Shield Magic; the caster may chose to accept the spell if he is in a state capable of accepting a spell.

OOG Note: The caster must call Contingency <spell name> when the spell is triggered.

COPY FORMAL CANTRIP - Pasadelin's Cantrip Duplication

Type: Item

Duration: 2 Years (Or until the Tome expires)

School: Both

Cost: 1 Component

Incant: I scribe this Cantrip into my Tome

Effect: This Cantrip will copy any Cantrip of the same school from one Cantrip Tome to another Cantrip Tome which has free space. Limitations on the use and copying of certain Cantrips may be included in their text in a given Tome. The caster must touch both the book which is the source of the Cantrip being copied and the book which is the destination.

ENCHANT CANTRIP TOME - Tamir's Enchanted Tome

Type: Item

Duration: 2 Years

School: Both

Cost: 2 Components

Incant: I Enchant this book as a(n) <school> Cantrip Tome

Effect: This Cantrip causes a book with minimum dimensions of 6" by 4" to become usable as a Cantrip Tome. A Cantrip Tome can hold up to 10 Cantrips of its school. A Cantrip Tome may not have any other Formal Magic cast upon it or it will cease functioning, but it may be the target of a Rendering Cantrip. The caster must touch the Tome being enchanted. The enchanted Tome is still a shatterable object and is vulnerable to any force which may destroy a normal book. Cantrip Tomes can be strengthened by the Smithing skill prior to being enchanted by the *Enchant Cantrip Tome* Cantrip.

IMBUE - Yolathurn's Transfer of Spell Ability

Type: Spirit

Duration: Day

School: Both

Cost: 1 Component

Incant: I enchant you with a <spell name> spell Imbued from my knowledge

Effect: This Cantrip allows the caster to touch cast an additional spell from memory into the spirit of another. The target of the spell then gets the ability to cast that spell as if from her own memory for the remainder of the day. If the spell in question is reversible, only one version is placed within the target when *Imbued*. If the spell is *Eldritch Blast* then one element must be chosen when *Imbued*. Once they cast the spell it is used from memory as normal.

MARK - Madaline's Magical Imprint

Type: Item

Duration: 2 Year

School: Both

Cost: 1 Component

Incant: I scribe a Mark upon this <item>

Effect: The caster may place a Mark of up to 4" by 4" and any two colors upon a target item. The caster decides what the Mark looks like.

OOG Note: The Caster is responsible for initial placement of the Mark in a manner that does not destroy or damage personal property. The possessor of the item is responsible thereafter for placement of the Mark. The caster must touch the target during the incantation and breaking of the component. This Cantrip in no way confers

indestructibility upon the Marked item. The Mark counts against the limits for number of effects that can be on a single item.

MAGIC DELIVERANCE - Erol's Innate Aura

Type: Personal

Duration: Day

School: Both

Cost: 0 Components

Incant: I grant myself the ability of Magic Deliverance

Effect: Allows one spell from the memory of the formal caster, chosen at the time the spell is actually used, to be delivered as magic instead of by full incantation. The spell must be of a level less than or equal to the number of levels the caster has of the appropriate school of Formal Magic and must be of the same school as the Magic Deliverance Cantrip which was cast. Thus a caster with nine levels of Formal Magic Earth could cast as magic any Earth spell by casting Magic Deliverance. A caster with seven levels of Formal Magic Earth could cast as magic any seventh level or lower Earth spell by casting Magic Deliverance. Neither of these casters can use an Earth Magic Deliverance Cantrip to cast a Celestial spell as magic. The caster chooses when to deliver this spell as magic. Only one Magic Deliverance may be in effect at any given time, regardless of school. The caster must be able to speak but need not have use of their arms. Delivering the spell as Magic is subject to Spell disruption. Magic Deliverance is lost if the caster dies and requires a Life spell.

OOG Note: When used the caster must state “Magic <spell name> <option/number for that spell>”

RENDERING - Tamir's Temporary Indestructibility

Type: Item

Duration: Hour

School: Both

Cost: 1 Component

Incant: I enchant this <item> to be Rendered invulnerable to harm

Effect: Renders one object immune to the effects of the spells Shatter and Destroy and most physical harm (including acid, fire, and explosive damage) for a period of one hour. The object may be no larger than 6 feet in its largest dimension. Massive mechanical damage will still destroy an object under the effects of Rendering. The caster must touch the item being Rendered during the full incantation and the breaking of the components.

SPIRIT MARK - Madaline's Magical Spirit Imprint

Type: Spirit

Duration: 2 Year

School: Both

Cost: 1 Component

Incant: I scribe a Spirit Mark upon this being

Effect: The caster may place a Spirit Mark of up to 4" by 4" and any two colors upon a target person with a spirit. The caster decides what the Spirit Mark looks like and where it is. The Spirit Mark will appear on any body the spirit which has been marked is within and it will appear in an equivalent place to where it was originally placed. When the body is reformed through resurrection, the Spirit Mark will be upon the identical location it was on before resurrection. The caster must touch the target during the incantation and breaking of the component. The Spirit Mark counts against the limits for number of effects that can be on a single spirit.

OOG Note: The caster is responsible for initial placement of the Spirit Mark with suitable makeup or prosthetics. As with Gypsy Curse the player subject to the Spirit Mark may bargain for a different one with the caster placing the Spirit Mark if it is uncomfortable or personally offensive.

SPIRIT UNMARK - Madaline's Spirit Imprint Eraser

Type: Spirit

Duration: Instant

School: Both

Cost: 1 Component

Incant: I remove this Spirit Mark

Effect: This will remove a Spirit Mark (Formal or Cantrip) of the appropriate school from a spirit which has one. The caster must touch the target during the incantation and breaking of the component.

UNMARK - Madaline's Imprint Eraser

Type: Item

Duration: Instant

School: Both

Cost: 1 Component

Incant: I remove this Mark

Effect: This will remove a Mark (Formal or Cantrip) of the appropriate school from an item which has one. The caster must touch the target during the incantation and breaking of the component.

Earth Cantrips:

BANE OF THE DEAD/BOON OF THE DEAD - Yolathurn's Dead Strike/Yolathurn's Dead Strength

Type: Offensive

Duration: Concentration

School: Earth

Cost: 1 Component

Incant: By the Earth I Bane the Dead... Magic Harm Undead 30... Magic Harm Undead 30... / By Chaos I Boon the Dead... Magic Help Undead 30 ... Magic Help Undead 30 ...

Effect: At the time of casting, the caster plants both feet. As long as both feet remain planted and the Cantrip is not disrupted as per normal spell rules, the caster may throw a packet after completing the incant "Magic Harm Undead 30" or "Magic Help Undead 30." While the Cantrip is in effect, the caster can perform no other skill nor cast any other spell or Cantrip nor activate magical items, but can speak. Each packet thrown acts as a separate spell equivalent to a Harm Undead or a Help Undead, depending upon the form of the Cantrip cast.

ELDRITCH BLESS - Var's Superior Protection

Type: Personal

Duration: Day

School: Earth

Cost: 0 Components

Incant: I grant myself the power of an Eldritch Bless 10

Effect: This Cantrip gives the caster 10 extra body points. These points are the first body points lost to damage. If a Bless is also present, it is lost before the Eldritch Bless. If the caster dies and requires a Life spell the Eldritch Bless is lost.

FORCED MARCH/EXHAUSTION - Olvenca's Light Feet/Olvenca's Damning Fatigue

Type: Broad

Duration: Day

School: Earth

Cost: 2 Components

Incant: By the earth I sustain these men/By chaos I exhaust these men

Effect: Forced March allows 5 men per level of Earth Formal Magic of the caster to travel at full normal pace for a day. The magic of the Cantrip will sustain their pace. A man cannot be affected by more than one Forced March in a 24-hour period. The caster must touch each target of the Forced March immediately following the breaking of the components. No other action may be taken or skill be used other than to designate the targets by touch.

Exhaustion will cause 5 men per level of Earth Formal Magic of the caster to be exhausted and only travel at half-normal pace for the next day. The targets of Exhaustion must be within 10 feet of the caster per level of Earth Formal Magic possessed by the caster when this Cantrip is cast. A man cannot be affected by more than one Exhaustion in a 24-hour period.

HEALER'S GRACE - Johovan's Grace

Type: Personal

Duration: Invoked

School: Earth

Cost: 1 Component

Incant: I grant myself Healer's Grace

Effect: The caster of this Cantrip gains the damage type Healing against one opponent when invoked. Any undead hit with the damage type Healing takes double damage. Healer's Grace does not heal anyone. This works on melee but not ranged attacks. If the caster dies and requires a Life spell the Healer's Grace is lost.

HEALING POOL/DEFILING POOL - Yolathurn's Pool of Purity/Yolathurn's Putrid Pool

Type: Personal

Duration: Day

School: Earth

Cost: 1 Component

Incant: By the Earth I create a Healing Pool/ By Chaos I create a Defiling Pool

Effect: Healing Pool allows the caster to create for themselves a pool of Elemental Healing of 150 points which may only be touch cast as 10 Elemental Healing. The pool is lost if the caster dies and needs a Life spell. Defiling Pool is a pool of Elemental Chaos with the same limits as the Healing Pool. A caster may have both a Healing Pool and a Defiling Pool at the same time but not more than one of each. If the caster is disrupted during the call of "10 Elemental Healing" or "10 Elemental Chaos", that 10

point casting fails and is lost to the pool but the rest of the pool remains. The Elemental Healing or Elemental Chaos can only be touch cast.

INCREASE HARVEST/BLIGHT - Bin'Aven's Plentiful Earth/Bin'Aven's Poisoned Ground

Type: Broad

Duration: Instant

School: Earth

Cost: 2 Components

Incant: By the Earth I increase this harvest/By Chaos I blight this land

Effect: Increase Harvest will increase the food production of 10 acres of farmland per level of Earth Formal Magic of the caster by one category. The area affected must be continuous.

Blight causes 10 acres of farmland per level of Earth Formal Magic of the caster to decrease food production by one category. The area affected must be continuous. The caster is the center of effect of this Cantrip.

MORALE/ROUT - Lucin's Enhanced Morale/Lucin's Devastation Of Hope

Type: Broad

Duration: Battle

School: Earth

Cost: 2 Components

Incant: By the Earth I raise morale/By Chaos I rout these men

Effect: Morale will boost the over all morale of 10 men per level of Formal Magic of the caster by one category.

Rout will decrease the overall morale of 10 men per level of Formal Magic of the caster by one category.

The men who are the targets of this Cantrip must be within 10 feet of the caster per level of Earth Formal Magic possessed by the caster.

PURIFY WELL/POISON WELL - Lucin's Purity/Lucin's Taint

Type: Broad

Duration: Instant

School: Earth

Cost: 2 Components

Incant: By the Earth I purify this well/By Chaos I poison this well

Effect: Purify Well will cause one well, cistern, spring, or most non-flowing water sources to become clean, pure water free of disease and taints. Poison Well will cause one well, cistern, spring, or most non-flowing water sources to become impure and cause slow sickness in any who drink from it. The caster must touch the well to be purified or poisoned.

REPLENISH/CORRUPT - Bin'Aven's Natural Enhancement/Bin'Aven's Unnatural Growth

Type: Broad

Duration: Instant

School: Earth

Cost: 2 Components

Incant: By the Earth I replenish this land/By Chaos I corrupt this land.

Effect: Replenish will bring a 10 foot by 10 foot area per level of Earth Formal Magic of the caster more in line with the natural progression in the area. This will undo the effects of corruption and chaos upon the land in slow increments. Corruption will cause an area to become more out of line with the natural flow in an area: impassible thorns and brambles may grow, fertile areas may become swamp like, and pools of chaos will become more likely to develop. This will affect a 10 foot by 10 foot area per level of Earth Formal Magic of the caster, rendering the area harder to develop and use. The caster is the center of this Cantrip's effect.

OOG Note: For each level of Formal Magic of the caster both dimensions increase by 10 feet so someone with 2 levels has a 20 foot by 20 foot maximum and someone with 8 levels has an 80 foot by 80 foot maximum.

RIDERS ON THE WIND/FOUNDING MOUNTS - Sydello's Equine Enhancement/Sydello's Equine Eliminator

Type: Broad

Duration: Day

School: Earth

Cost: 2 Components

Incant: I call upon the Earth to make these horses fleet/By Chaos I founder these mounts

Effect: Allows 1 horse per level of Earth Formal Magic of the caster to travel at maximum pace for their entire normal movement in one day. Regular stops for food and water are still needed, but riding a gallop may be sustained. A horse may not be affected by more than one Riders On The Wind in a 24-hour period. The caster must touch each target horse to be affected by Riders On The Wind immediately following the breaking of the components. No other action may be taken or skill be used other than to designate the targets by touch.

Foundering Mounts will cause 1 horse per level of Earth Formal Magic of the caster to be exhausted and only travel at half normal pace for the next day. The targets of Foundering Mounts must be within 10 feet of the caster per level of Earth Formal Magic possessed by the caster when this Cantrip is cast. A horse cannot be affected by more than one Foundering Mounts in a 24-hour period.

TYRRA'S CLAW - Angat's Rake

Type: Personal

Duration: Hour

School: Earth

Cost: 1 Component

Incant: I grant myself a Claw from Tyrra

Effect: The caster grows one up to long sword sized claw that they may use for one hour. The claw does a base damage of five Normal and the damage may not be increased by skill. The Tyrra's Claw takes no special skill to wield and may be conjured into either the caster's primary hand or off-hand and used. Once conjured the Tyrra's Claw may not be switched between hands. The casting of two Tyrra's Claw Cantrips will allow the caster to wield a second short sword sized claw in the other hand. If the caster at any point has both an Ethereal Sword and Tyrra's Claw Cantrip active at the same time then one of them must be short sword sized. The caster may end this Cantrip at will.

OOG Note: The caster must have and use a red claw phys rep as the claw created by this Cantrip.

Celestial Cantrips:

BOLTSTORM - Runewind's Elemental Bombardment

Type: Offensive

Duration: Concentration

School: Celestial

Cost: 1 Component

Incant: I grant myself a Boltstorm to throw... 10 Elemental <Fire, Ice, Lightning, or Stone>... 10 Elemental <same element>...

Effect: At the time of casting, the caster must choose a single element (fire, ice, lightning, or stone) and plant both feet. As long as both feet remain planted and the Cantrip is not disrupted as per normal spell rules, the caster may throw a packet after completing the incant "10 Elemental <type>." The element chosen may not be changed without casting another Boltstorm. While the Cantrip is in effect, the caster can perform no other skill nor cast any other spell or Cantrip nor activate magical items, but can speak. Each packet thrown acts as a separate Elemental attack doing 10 points of the chosen element in damage to the target.

DEVASTATING CHARGE - Gintain's Thunderous Charge

Type: Broad

Duration: Hour

School: Celestial

Cost: 2 Components

Incant: By the stars may these lances strike true

Effect: When cast upon a group of lancers containing up to two men for every level of Celestial Formal Magic of the caster this Cantrip will render their lances so they will not break for the next charge and give them all the equivalent of one +1 Damage Aura per five levels of Celestial Formal Magic of the caster for that charge (up to a maximum of +5). The caster must touch each target of the Devastating Charge immediately following the breaking of the components. No other action may be taken or skill be used other than to designate the targets by touch.

ELDRITCH SHIELD - PanTarsa's Superior Protective Field

Type: Personal

Duration: Day

School: Celestial

Cost: 0 Components

Incant: I grant myself an Eldritch Shield 10

Effect: This Cantrip gives the caster 10 extra armor points. These extra points are the first armor points lost due to damage. If a Shield is also present it is lost before the Eldritch Shield. If the caster dies and requires a Life spell the Eldritch Shield is lost.

ELEMENT'S FURY - Karvecki's Planar Conduit

Type: Offensive

Duration: Day

School: Celestial

Cost: 1 Component

Incant: I grant myself <Fire, Ice, Lightning, or Stone>'s Fury

Effect: The caster may choose an element (Fire, Ice, Lightning, or Stone) of which they receive a pool of 150 points. The caster may throw attacks of 10 Elemental <type> until the pool is used up. The caster may only have one Element's Fury at any time. This pool is lost if the caster dies and requires a Life spell. A new casting of Element's Fury will replace an old casting of it. If the caster is disrupted during the call of "10 Elemental <type>", that 10 point casting fails and is lost from the pool but the rest of the pool remains.

ELEMENT'S WAY - Tuscon's Elemental Aura

Type: Personal

Duration: Invoked

School: Celestial

Cost: 1 Component

Incant: I grant myself the way of <Fire, Ice, Lightning, Stone>

Effect: The caster may choose an element (Fire, Ice, Lightning, or Stone) which they may invoke to swing as a damage type against a chosen opponent. The caster chooses which of the four elements they will swing when they invoke a charge and may change elements when they invoke this again, however changing the element to a new damage type ends all previously activated charges. Only one Element's Way Cantrip may be in effect at a given time. This works on melee and ranged attacks. Element's Way is lost if the caster dies and requires a Life spell.

ENCHANT ENGINE - Gintain's Mighty Siege Engine

Type: Broad
Duration: Hour
School: Celestial
Cost: 2 Components
Incant: By the stars may this engine strike true

Effect: Gives a siege engine the equivalent of one +1 Damage Aura per two levels of Celestial Formal Magic of the caster. The caster must touch the siege engine being enchanted during the full incantation and breaking of the components.

OOG Note: This bonus may never be placed on a weapon to be used in NERO safe combat.

ETHEREAL SWORD - Tuscon's Blade

Type: Personal
Duration: Hour
School: Celestial
Cost: 1 Component
Incant: I grant myself an Ethereal Sword

Effect: The caster gains one up to long sword sized Ethereal Sword for one hour; it is made of their own spirit and an extension thereof. An Ethereal Sword may not be fumbled or shattered. The sword does a base damage of five Normal and the damage may not be increased by skill. The Ethereal Sword takes no special skill to wield and may be conjured into either the caster's primary hand or off hand and used. Once conjured the Ethereal Sword may not be switched between hands. The casting of two Ethereal Sword Cantrips will allow the caster to wield a second short sword sized Ethereal Sword in the other hand. If the caster at any point has both an Ethereal Sword and Tyrra's Claw Cantrip active at the same time then one of them must be short sword sized. The caster may end this Cantrip at will.

OOG note: The caster must have and use a red phys rep as the sword created by this Cantrip.

FORTIFY DEFENSE - Anvicia's Fortress

Type: Broad
Duration: Day
School: Celestial
Cost: 2 Components
Incant: By the stars may these defenses be fortified

Effect: Increases the rating of any one defensive structure of 10 feet by 10 feet per level of Celestial Formal Magic possessed by the caster for the period of one day. The caster must be within the structure being fortified. The structure may have a number of floors equal to the levels of Celestial Formal Magic of the caster. If Fortify Defense is cast following a Weaken Defense, this will counter the effects of Weaken Defense. Multiple casters can add their casting together to cover a larger structure, but they calculate their own areas and then add them together; they do not calculate a single area by adding their levels of Formal Magic.

OOG Note: For each level of formal magic of the caster both dimensions increase by 10 feet so someone with 2 levels has a 20 foot by 20 foot maximum and someone with 8 levels has an 80 foot by 80 foot maximum. Two casters with 2 levels each would be able to fortify a structure of 20 feet by 20 feet plus 20 feet by 20 feet (i.e. 40 feet by 20 feet) not 40 feet by 40 feet.

FURY'S STRENGTH - Kodos' Strength Of The Bear

Type: Personal

Duration: Invoked

School: Celestial

Cost: 0 Components

Incant: I grant myself Fury's Strength

Effect: The formal caster will gain a strength bonus of +2 (+1 in each hand) against one opponent when this cantrip is invoked, using one of its charges. This strength is not cumulative with any other strength the caster may have and only the greater strength will function. With this strength the caster may rip from Pin or increase the damage of a two-handed weapon by 2 points or a one-handed weapon by one point and nothing else. Fury's Strength is lost if the caster dies and requires a Life spell. Only one Fury's Strength may be in effect at a given time.

LEVEL GROUND - Holace's Smooth Path

Type: Broad

Duration: Instant

School: Celestial

Cost: 2 Components

Incant: By the stars may this ground be leveled

Effect: An area 10 feet by 10 feet per level of Celestial Formal Magic possessed by the caster is leveled and made one category more useful for building or travel. This has no effect on developed areas of land. The caster is the center of effect of this Cantrip.

OOG Note: For each level of formal magic of the caster both dimensions increase by 10 feet so someone with 2 levels has a 20 foot by 20 foot maximum and someone with 8 levels has an 80 foot by 80 foot maximum.

LORE - Indessa's Sight of Attributes

Type: Item

Duration: Instant

School: Celestial

Cost: 1 Component

Incant: I grant myself the vision to see the Lore of what is before me

Effect: Up to 2 items possessed by the caster are identified to the caster as if using an Extended Celestial Circle of Power. This may not be used to identify anything that has a spirit.

OOG Note: The caster of this Cantrip must give the component for the Cantrip to an appropriate person with access to the magic item tags. A hold may not be called for this; the knowledge comes to the caster as they get the tags.

WEAKEN DEFENSE - Anvicia's Undoing

Type: Broad

Duration: Instant

School: Celestial

Cost: 2 Components

Incant: By the stars may these defenses be weakened

Effect: Weaken Defense decreases the rating of any one defensive structure of 10 feet by 10 feet per level of Celestial Formal Magic possessed by the caster. The damage to the defenses remains until they are repaired or fortified (using the cantrip Fortify Defense). The weakening takes ten minutes to take effect and is obvious in its progress during those ten minutes. The caster must touch the structure to be weakened. Multiple casters can add their casting together to cover a larger structure, but they calculate their own areas and then add them together; they do not calculate a single area by adding their levels of Formal Magic.

OOG Note: For each level of Formal Magic of the caster both dimensions increase by 10 feet, so someone with 2 levels has a 20 foot by 20 foot maximum and someone with 8 levels has an 80 foot by 80 foot maximum. Two casters with 2 levels each may weaken a structure of 20 feet by 20 feet plus 20 feet by 20 feet (i.e. 40 feet by 20 feet) not 40 feet by 40 feet.

WIZARD'S SENSE - Buronto's Vision

Type: Broad

Duration: Instant

School: Celestial

Cost: 2 Components

Incant: I grant these eyes a Wizard's Sense

Effect: Increases the rating of one scout per level of Celestial Formal Magic possessed by the caster by one degree. The scouts gain a preternatural increase of their senses, making them more effective. The caster must touch each target of the Wizard's Sense immediately following the breaking of the components. No other action may be taken or skill be used other than to designate the targets by touch.

OOG Note: This will give no additional effects to a PC in play.