

# Formal Cantrip Policy

## 2010

### **Goal:**

To clarify several rules questions pertaining to Formal Cantrips v4.1.

### **Cantrip Tome:**

- A Cantrip Tome must be at least 6"x4" in dimensions, and should fit in-period. Notebooks with spiral binding or anachronistic phys reps will not be accepted as a legitimate Cantrip Tome.

### **Cantrips as Casting:**

- For all intents and purposes, casting Cantrips will follow the same rules for casting spells, IN ADDITION to the rules included in the Cantrips package. As such, the following are necessary in order to cast a Cantrip:
  - At least one hand must be free (CANNOT HOLD AN ITEM)
  - A packet must be held in the free hand
  - The packet must be touching the target (usually self)
  - The caster must say the incantation for the Cantrip
- These rules are in addition to the rules, which state that you must not take body damage or use any skills between the start of the Cantrip and the breaking of the components
- Once a Cantrip incant is started, the Cantrip power and the components required are consumed. If the Cantrip is interrupted in any way during this casting, the level of formal for the Cantrip will be exhausted and the components will still be used up.
- For Cantrips with extended durations for casting until used (Healing/Defiling Pool, Element's Fury), each individual use will count as an individual spell, and follow all rules for casting and can be interrupted as if casting a spell. If interrupted, it only blows that use of the skill, and does not stop the overall Cantrip.

### **Cantrip Durations and Limited Reset:**

- Cantrips with the duration 'Day', will still lose their effect upon the standard production Re-up time (6:00 PM). Thus, any 'Day' Cantrips not

used up at that time (Contingency, Healing/Defiling Pool, Element's Fury, Armored to Magic, Eldritch Bless/Shield) will have to be recast with the next day's Cantrip levels.

- Cantrips WILL NOT be restored at the limited reset time (6:00 AM).

### **Cantrip Marshaling:**

- All characters must tear their components as part of the Cantrip, and hand them to a Game Marshal at the next available time. For example, if during a field battle a new healing pool is created, the component must be torn after the incant, and placed in the pocket. Then when the battle is over (or a hold is called with a marshal nearby), the player must approach that marshal and tell them what was cast, along with giving them the torn or broken components, as well as marking the Cantrips used on their sheet.
- Failure to break components at the time of casting, or breaking the components in front of a Game Marshal will result in a failure of the Cantrip, and the components will still be consumed. If a marshal sees this reoccurring with the same player, that player can receive disciplinary action up to and including suspension from events in extreme cases.
- Contingency and Armored to Magic are particularly powerful and MUST be cast in front of a Game Marshal.
- Any Game Marshal can effectively marshal the casting of a Cantrip.

### **Cantrip Errata:**

- The *Bane/Boon the Dead* Cantrip will follow all the rules as for *Boltstorm* with regard to what can interrupt the casting, including Speech.

### **Cantrip Rules:**

- It is up to the player taking advantage of the Cantrip Playtest to know the rules. If a player is consistently using the wrong incants or breaking the wrong components, not only will the Cantrips fail, but the player could lose the ability to use cantrips.
- It is suggested for players using the Cantrip playtest to carry a copy of the Cantrip rules with them (at least the ones that apply to them) as well as a copy of the WAR Cantrip Policy.