

June 15 2011: 9th ed. Version 1 - 9th ed. Version 2

### About this document:

This changelog does not reflect changes to spelling or grammar.

The following document highlights the updates to the 8th Edition Formal Magic System.

It is not a comprehensive change log.

### Changes:

- > **Transforms:** Had a duration of 2 years under 8th edition. In 9th edition they now last 4 years and grant Affinity
- + **Added Affinities:** Affinities are a non-expiring effect of a Transformation. You retain an affinity for the target creature even after the Transform enchantment expires.
  - Affinities are the prerequisite for gaining a higher level Transformation.
  - Do not count against the maximum spirit effect limit for your character
  - Record the level of last transform you acquired so you can upgrade your transform
  - You do not need to start over your transform upgrade process if your transform expires and you don't have a scroll to maintain it.
- > **LCO items:** This version includes a clarification regarding LCO items. LCO items can not be used to create non-standard effects or in any way alter the NERO Rules. They are intended as plot-related items which will stay within that chapter.

### Rules for Transform Changeover:

- Chapters may choose to offer their players the one time option to have the transform effect immediately expire. Each player of such a chapter may decide individually.
- All characters with a Transform on their spirit gain an affinity. This is recorded on their character sheet in the following format:
  - <Creature> <level>
  - ex. *Fire Elemental 7*
- Any transform cast on or before *January 1, 2012* will expire *January 1, 2016*