

What You Need to Know

Attributes

Magic

Willpower

(Drain Resistance Attribute)

Skills

Summoning

Options

Spirit Type

Desired Force

Mentor Spirit Bonus

Summoning Focus

Wound Modifier

Variables

Your Hits

Spirit's Hits

Drain Damage Value

What You Need to Do

1. Choose a type of spirit to summon and the Force you want it to have.
2. Add your Magic Attribute to your pool.
3. Add your Summoning Skill to your pool.
4. Add your Mentor Spirit modifier to your pool, if it applies.
5. Add the Rating of a Summoning Focus to your pool, if it is of the right type and you do not wish to save it to help reduce Drain later.
6. Subtract any Wound Modifier from your pool.
7. Roll your pool dice, add up the hits. If you glitch, tell the gamemaster.
8. The gamemaster rolls the spirit's Force and adds up the hits.
9. Subtract the spirit's hits from your hits. If you have zero or fewer hits, no spirit appears. If you have hits left over, each hit counts as a service the spirit owes you.
10. Multiply the spirit's hits by two. This is the Damage Value of the Drain, minimum 2.
11. Start a new pool, add your Willpower to it.
12. Add the Attribute that you use to resist Drain, according to your tradition.
13. If you did not add your Summoning Focus Rating to your summoning pool, add it now.
14. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
15. If you did not reduce the Drain Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic, Stun otherwise.

