

What You Need to Know

Attributes

Magic

Willpower

(Drain Resistance Attribute)

Skills

Banishing

Options

Target Spirit's Force

Target Spirit's Summoner's Magic

Mentor Spirit Modifier

Banishing Focus

Wound Modifier

Variables

Your Hits

Spirit's Hits

Drain Damage Value



What You Need to Do

1. Choose a target spirit and find its force, along with its type, and whether it has been bound.
2. Add your Magic Attribute to your pool.
3. Add your Banishing Skill to your pool.
4. Add your Mentor Spirit modifier to your pool, if it applies.
5. Add the Rating of a Banishing 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 target spirit's Force and adds up the hits. If the target is a bound spirit, the gamemaster also rolls its summoner's Magic rating and adds those hits.
9. Subtract the spirit's hits from your hits. If you have zero or fewer hits, nothing happens. If you have hits left over, each hit reduces the target spirit's owed services. If the owed services are reduced to zero, it will leave on its next action, but any magician may attempt to summon it before it leaves.
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 Banishing 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.