

spell is not based on Magic, the magician suffers no penalty to her dice pool for having a bound spirit present. A spirit can only help with a spell within the appropriate category (as described in the magician's tradition). A character can only use one spirit for the learning of a particular spell.

A magician can call upon a spirit for *Spell Sustaining* a spell in the appropriate category. While the spirit maintains the spell, the magician does not suffer any sustaining modifiers for that particular spell. One service is used up for each period equal to the spirit's Force in Combat Turns that it sustains the spell. A Force 3 spirit that owes two services, for example, can only sustain a spell for 6 Combat Turns. The magician can take over sustaining the spell as the spirit finishes this service (or at any time) so that the spell does not end. If a spirit is disrupted or banished while sustaining a spell, the spell ends.

Similar to *Spell Sustaining*, a magician can also engage a bound spirit for *Spell Binding*, maintaining a spell for even longer periods. Doing so, however, irrevocably depletes the spirit's Force. A spirit can maintain a spell for a number of days equal to its Force. Each day, or part thereof, permanently reduces the spirit's Force by 1. When its Force reaches 0, it disappears, completely consumed—which explains why spirits dislike this service and will grow reluctant to aid a magician who abuses spirits this way. The magician can release the spirit before it runs out of Force in order to end the spell ahead of schedule, but the spirit is still free of its bond. *Spell Binding* uses up all of a bound spirit's remaining services.



### SPIRIT SERVICES

#### Unbound Spirit Services

Combat  
Continual Use of a Power  
Perform Physical Task  
Remote Service

#### Bound Spirit Services

Any Unbound Spirit Service  
Aid Sorcery  
Aid Study  
Loaned Service  
Spell Binding  
Spell Sustaining



### Roleplaying Spirits and Services

Gamemasters and players are encouraged to treat spirits like actual NPCs, rather than just tools with no personality of their own. The exact relationship between a spirit and magician will depend largely upon the character's tradition. Hermetic mages typically view their elementals as servants to be commanded and ordered about, whereas shamans typically treat spirits as equals—if not gods or venerated elders—and so implore them for assistance or strike bargains for their aid (returning the favor with such tasks as ecological cleanup, gardening, animal tending, worship, and so on). A spirit's personality should be appropriate to the summoner's tradition, and may range from that of semi-intelligent beast or a distinctly non-human outlook to a very human personality (perhaps based on someone the summoner knows, or a reflection of the summoner herself).

### SUMMONING

A magician may only summon the chosen spirits of her tradition (see *Traditions*, p. 169). Summoning a spirit requires a Complex Action, and only one spirit may be summoned at a

time. The magician decides how powerful a spirit to summon, choosing the spirit's Force. She then makes an Opposed Test, her own Magic + Summoning versus the spirit's Force. Mentor spirit modifiers and summoning foci can add extra dice.

Each net hit on the Summoning Test represents one service the spirit agrees to perform for the magician. If the magician rolls no hits, no spirit appears. Whether a spirit comes or not, the magician must resist Drain.

The summoned spirit's Force is limited by the magician's Magic attribute. If the magician wants to summon a spirit with Force higher than her Magic, follow the same rules as given for overcasting spells (p. 172) and apply Physical Drain. No magician may summon a spirit whose Force is greater than twice her Magic attribute.

Summoned spirits appear on the astral plane and manifest so that they are visible in the physical world as a ghostly image. The spirit can hang around in astral space awaiting orders, or the magician can instruct it to return from where it came to be called at a later time—as long as it is called before its services expire. Calling a spirit placed on “stand-by” takes only a Simple Action.

A magician may only have one unbound spirit summoned at any given time, and no more bound spirits than her Charisma attribute. Spirits on remote service and on standby count toward this total.

**Glitches:** As with spellcasting, gamemasters are encouraged to be creative when a magician rolls a glitch on a Summoning Test. Perhaps the summoned spirit is cantankerous, constantly looking for loopholes in the magician's orders or following them a little too literally. Or maybe one of the spirit's powers is lacking, defective, or replaced by something unexpected.

On a critical glitch, the gamemaster can inflict increased Drain (say, +2 DV) and/or even rule that the magician is temporarily unable to summon spirits, at least until after the next sunrise or sunset.

If the spirit glitches, it may owe the summoner an extra service, be more susceptible to binding, or be saddled with a negative quality of some sort.

### Summoning Drain

The Drain Value for Summoning is equal to twice the hits (not net hits) generated by the spirit on the Opposed Summoning Test (minimum 2 DV). This applies whether or not the magician generated any net hits in the Summoning Test—that is, whether a spirit appeared or not. Summoning Drain is normally Stun damage. If the spirit's Force is greater than the Magic of the summoner, however, the Drain becomes Physical.

Each hit on the Drain Resistance Test (using Willpower + the attribute appropriate for the tradition) reduces the Drain Value by one. Any remaining Drain is suffered by the magician. If the Drain kills or incapacitates the magician, the spirit simply departs.