

GOETIC HANDOUT

GOETIC MAGIC

1. The Goetic decides what sort of entity they wish to summon (angel, demon, or other spirit), the level of the entity, and for what purpose (often called the type of summoning). They also decide if it is a specific individual whose name they know, or just a general summoning.

2. The Goetic spends Sorcery equal to the level of the entity. If summoning a specific individual, the level is also the challenge for the summoning task if the individual entity is unwilling. The Goetic calculates a venture that includes only additional Sorcery spent (if any) and circumstantial modifiers determined by the GM. If the summoning is not a specific individual, success is automatic.

3. The Goetic chooses a type of colloquy, which can be a conversation, an offering of payment or gifts, a threat, or a trick. Each involves two or three different Interaction-based actions.

4. If the Goetic is successful in all required actions, the conjured entity agrees to do what has been asked of it (and nothing else).

MEANS OF COLLOQUY

Persuasion: Requires three persuasion actions, with a challenge of the entity's level (+1–3)

Bribery: Requires two persuasion actions (with a bonus of +1–4 based on the bribe), with a challenge of the entity's level (+1–3)

Coercion: Requires two intimidation actions (with a bonus of +1–4 based on the threat), with a challenge of the entity's level (+1–3)

Trickery: Requires two persuasion actions (or one persuasion and one intimidation) plus some kind of contest, each with a challenge of the entity's level (+1–2)

13 TYPES OF SUMMONING

Counsel: The Goetic asks the entity for advice.

Aid: The being helps the Goetic in a physical action that is not combat related.

Guard: The being watches over the Goetic like a bodyguard.

Spy: The Goetic commands the being to go forth and return with information about events that it can observe firsthand.

Query: The Goetic asks the entity a single specific question.

Theft: The Goetic commands the being to go forth and return with an object they seek.

Assail: The entity attacks a target the Goetic designates within the range allowed.

Restore: The entity heals the Goetic.

Influence: The entity, in spirit form, attempts to use a mental attack to establish a small amount of control over a designated target.

Creation: The entity creates an object of a level equal to or less than their own and gives it to the Goetic.

Glorify: The being uses their spiritual influence and powers to make the Goetic appear mightier, more beautiful, and more wondrous in the eyes of those around.

Binding: Spiritual forms can be bound into an object (or a place) and then become that object (or place).

Ally: The conjured entity agrees to work with the Goetic on a long-term basis on whatever issue is at hand.

