

Summoner

The Summoner Cliché is paid for as a Double-Pump, but it is not a Double-Pump. “Summoner (1)” costs 2 points.

Tools

Suggestions? I’m thinking athames, rods, staffs, and wands, things that don’t require preparation. Things that aren’t expendable, but are still portable. Ritual garb?

Procedure for Summoning

The Preparation Roll

This roll is un-pumped and acts to aid The Summoning Roll. Sixes are added to the next roll.

The Summoning Roll

This roll must be pumped in order to pay for the summoned creature. 1d buys 3d as per Sidekicks and Shield-mates. One of these three dice can be used to by Questing or Lucky Dice for the critter.

The Control Roll

On rounds subsequent to the summoning an un-pumped roll is made versus the summoned creature before the creature takes any action. If the Summoner loses he loses, he loses one die and the GM consults the table below for the summoned creature:

1 to 10	Takes no action.
11 to 15	Takes action against the summoner or their allies. (possibly resulting in another lost die!)
16 to 20	Total loss of control, no further control rolls! Probably attacking summoner as above.
21 to 30	As above, plus no further dismissal rolls!
31 +	As above, but conflict with summoner is reversed!

The Dismissal Roll

Instead of a Control Roll a Summoner may choose to dismiss is summoned creature back to whatever nether realm birthed it. The Preparation Roll will aid this roll, but if the summoner loses follow the same procedure as for The Control Roll.

The Binding Roll

If the summoner doesn’t have specific task, but wishes to imprison a summoned creature, a Binding Roll is made after a Control Roll. The Binding Roll is versus the summoned creature and once again the control failure table should be consulted.

Difficulties and Modifiers

	Summoning	Control	Dismissal	Binding
Base summoning difficulty	15*	n/a	n/a	n/a
Permanent circle	-5	+1d	+1d	-1d
Temporary precious circle	-5	+1d	+1d	-1d
Summoned creatures name	-5	+2d	+2d	-2d
Appropriate sacrifice(s)	-5	+1d	+1d	-1d
Lucky Dice	+5	n/a	n/a	n/a
Questing Dice	+10	n/a	n/a	n/a

Lucky Dice increase the difficulty less than Questing Dice because they can be used against the Summoner during Control, Dismissal, and Binding Rolls.

Only one circle (permanent or temporary precious) is used for Summoning, Control, and Dismissal. The Summoner may not leave that circle with out losing it's benefit. Once a circle is broken the benefit may not be regained for the duration of the given summoning.

A second circle is used for Binding, but again only one or the other type may be used.

The penalty dice under Binding apply to the summoned creature.

Bonuses and penalties may reduce the difficulty below 5; dice totals may not be reduced below 1d.

*Depending on the tone of the game, this number could be higher, but probably not lower.

Example Character

Lieutenant Augustus Hadley, AKA Wilbur B. Skite

New Englander Summoner (3), Reluctant Confederate Officer (2), Grifter Masquerading as a Southern Gentleman Gambler (2)

Questing Dice (avoiding vengeful pursuers) [] [] [] [] [] []

Sidekick: Sgt. Tom Salt; soldier, secretary, *Yankee Spy?! (3)*

Hook: On the run from the real gentleman, his family, his neighbors, their families, and the gentleman's daughter who still hasn't quite figured out what is going on...

Tale: Lt. Hadley (whose real name is Wilbur B. Skite) never wanted to be an officer, let alone actually be involved in this dreadful war. However, he was able to convince some officers that he was part of their unit to escape pursuit, but now he can't quite figure a way out of this new mess. The gentleman and his friends and family won't dare move against him in the military for fear of the publicity it might attract, but poor "August" is stuck in a situation where he has to keep writing "his darling belle" and keeping up

appearances or he'll be hung as a spy. The alternative... Well at least his secretive secretary has expressed no desire to send him to battle or hang him from a magnolia tree!

Wilbur's summoned creatures are of three types: homing pigeons (usually eaten, but never very filling), sea devils (at least that's what Wilbur calls them), and spectral headless horsemen (usually used as a distraction). He learned his arcane art an upstart college in Massachusetts...

Wilbur has not yet caught on that Sgt. Salt is actually more of an ally than he realizes...

(forgive me; I've been reading a lot of Twain this semester.)

Notes

I'll probably use these rules for cultists calling up Cthulhu and the like as well. Substitute "Crazed Cultist Sorcerer (x)" for "Summoner (x)."

What other limits can we put on summoners? Specific animal or elemental types? Could the ability to summon different types of critters qualify as a "tool?" This will of course vary considerably from setting to setting.

How do people become summoners? I'm thinking there are schools for this sort of thing, or it's esoteric knowledge, or rarely inborn gifts.

Summoner

A Summoner (actual Cliché may vary) uses elaborate rituals to call forth creatures from other dimensions to assist him and his compatriots. This Cliché can be bought as a Double-Pump, but doesn't need to be.

Tools of the Trade

Proper tools are extremely important to the Summoner. Specific rituals for different types of creatures are required. Depending on the setting specific circles and wards may be required as well. Then there are sacrifices and offerings, what material all this stuff is made from, possible priceless ancient grimoires, and all the ritual paraphernalia. I'm thinking of incense, athames, rods, staffs, and wands, and ritual garb. The utility and power of the Summoner will depend on how strict and specific a GM wants to be.

Procedure for Summoning

The Preparation Roll

This roll acts to aid The Summoning Roll. Sixes are added to the next roll much like the "Teaming Up" rules. Note that this will not always be possible, and the GM decides when it is both appropriate and possible.

The Summoning Roll (Now also the Binding, Control, and Dismissal Roll!)

The Summoner decides what kind of creature (or creatures) they want to summon. If the GM approves it the creature is built with the "Sidekicks and Shield-Mates" rules (1:3) and a number of dice equal to the Summoner's Cliché (if the Summoning Roll is pumped then the number of dice equals the pumped total). All of these dice need not be spent.

The Summoning Roll is a Risus Combat. If the Summoner wins, the creature performs as intended. If the creature wins... Fear the merciless GM. Attempts can be made by the Summoner to gain control of their summoned creature or dismiss it, but these rolls will be at the Cliché total after the pump.

I can see attempts to banish a demon prone to gambling using an "Inappropriate Cliché."

Summoners often form teams to summon powerful creatures, but only the Team Leader's dice count towards the creatures construction. In this case a team member might not even be able to summon, but still have an appropriate Cliché. "Mad Cultist Sorcerer" and "Fanatical Cultists" forming a Team to summon their "Blasphemous God."

Bonus Dice

A generous GM may award bonus dice for having exceptional Tools (+1d) to work with or the Creature's True Name (+2d). Not that this is a two way street, too. Summoners do not want the creatures they summon to discover their own true name!

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