

Plastic Rat's Fast and Dirty **Conjuring** Cheat Sheet

Conjuring: Conjuring skill V.S. Force of Spirit/Elemental.

Drain: Charisma attribute V.S. Force(See Conjuring Drain Table)

Shaman

A Shaman can summon and control nature spirits. For types of spirits see p.260. Spirits can only summon and use a spirit in its domain. (p.184)

Summoning requires an **Exclusive Complex** action. Shaman decides on *Force* of spirit to be conjured. The force will be the target of the Conjuring test. Totem modifiers and extra dice from Spirit Foci can be applied to this test. Conjuring dice can be held in reserve to help with the drain resistance test. Each success from the conjuring test represents one service that the spirit agrees to perform for the shaman. If the shaman rolls no success, no spirit appears.

Drain must be rolled regardless of whether any successes are made on the Summoning test or not.

	CONJURING DRAIN	Spirit's Force is: Drain Level	
(Stun damage)	½ conjurer's Charisma or less	L	Conjurer's Charisma or less
M	Greater than the conjurer's Charisma	S	Greater than 1.5 x the
	conjurer's Charisma	D	

Hermetic Mage

Mages can summon and control Elementals. Elementals arise from the four hermetic elements: Earth, Air, Fire and Water. (See p.260 for details on elementals and their powers)

Preparation

The mage needs a Conjuring library and a hermetic circle of the correct type, both with ratings at least equal to the Force of the elemental to be summoned. The summoning ritual also requires special ritual materials, available from a talismonger for approximately 1,000¥ times the Force of the elemental.

The elemental also needs a source from which to materialize (p.186)

Summoning Elementals 101

The ritual takes a number of hours equal to the elementals force and is an Exclusive action. After this time make a Conjuring Test V.S. the force of the elemental. Extra dice may be added from spirit foci, and the mage may set aside dice to help resist drain. If the ritual is interrupted, it automatically fails and the summoner must resist Drain.

If the Conjuring test is successful, the Conjuring material is used up and the Elemental appears outside the hermetic circle. The number of successes gained translate to the number of services the elemental will perform for the owner. If there are no successes, no elemental appears, but all the materials purchased for the summoning are used up.

Regardless of whether or not the Conjuring test is a success, the mage must perform a drain resistance test.

Charisma + any spirit foci dice + any left over from conjuring test V.S. Force(Conjuring Drain Table)

Once an elemental has appeared before it's summoner it disappears from the physical and astral plane and is now *on call*. To use the services of an elemental, take an exclusive complex action and call it to appear. It will appear before it's master in astral form. More than one elemental can be called with the same action if they are of the same element. They can now be commanded with a simple action. It only assumes physical form if ordered. If twenty-four hours pass while an elemental is present in astral or physical form (even while performing a service) it uses up an additional service.

NOTE: This does not apply while an elemental is awaiting it's master's call, only when it is actually present.

The summoner of an elemental can order it to obey another character, magical or mundane, as it's master. This cost's one service.

If an elemental is present when it's master is killed or becomes unconscious, it becomes uncontrolled (can you say rampage?)