Conjuration embraces the metaphysics of calling forth and controlling Entities from any classification.

While Summoners are not limited as to which class of Entity can be manipulated, success or failure is largely influenced by the Entity's Threat Mod score. The execution of Conjurations generally has multiple requirements.

Activation

Conjuration consumes 1 Instant per Entity Threat Mod to activate, and lasts for X Minutes. Conjuration Powers are activated through rituals or simultaneous power words and gestures.

Powers: 'Conjuration'

CONTROL ENTITY

This basic form of Conjuration yields total control of an Entity within an X2 (5,000 Yards) spherical radius. The Summoner makes a temporary shift in consciousness to bond with the Entity's mind. When this Power is in effect, the Entity under the Summoner's control becomes an extension of the Summoner's will for any real-time situation. The Summoner may also experience split awareness from his and the Entity's perspective, and remotely control the Entity to wield its Attributes, Attacks or Powers.

EFFECTS: The Summoner controls a target Entity within visible range.
RANGE: X2   **DAMAGE:** N/A   **DURATION:** 1 Minute Interval Counts   **ETHER:** 10 EP / 1 Minute Count / Entity
LEVELS: **LV1:** Control 1 Entity   **LV2:** Control T1 Entities   **LV3:** Control T# Entities
TOKEN: This Power is activated by 'Spinning' the Token 3 times and interpreting the total Digits. The Summoner must score a Digit that is greater than or equal to the Entity's Threat Mod in order for this Power to take effect.

INVOKE ENTITY

The Summoner's body becomes a conduit for the Entity to manifest its power and presence. An incantation is performed for the number of Instants corresponding to the Entity's Threat Mod, and the Entity's True Name or 'name of the soul' is then shouted forth. A manifestation of the Entity's essence and power flows through the Summoner. In order to know any Entity's true name, the 'True Name' Skill must first be successfully performed. While this Power is active, the Summoner then is able to command the Entity's Attacks and Powers as his own, but the Summoner's own EP is consumed instead of the Entity's. In some cases, the Summoner may assume the Entity's form or some of its physical characteristics.

EFFECTS: During a successful Invocation, the Summoner gains an Entity's Powers, Attributes and Attacks.
RANGE: Self   **DAMAGE:** N/A   **DURATION:** 1 Minute Interval Counts   **ETHER:** 20 EP / 1 Minute Count
LEVELS: **LV1:** 20 EP/Minute   **LV2:** 15 EP/Minute and -1 EXP Multiplier   **LV3:** 10 EP/Minute and -3 EXP Multiplier
TOKEN: This Power is activated by 'Spinning' the Token 3 times and interpreting the total Digits. The Summoner must score a Digit that is greater than or equal to the Entity's Threat Mod in order for this Power to take effect.

EVOKE ENTITY

During an Evocation, the Entity is conjured from its domain and teleported into the Summoner's radius of influence. Under this Power, the Entity is compelled to obey the Summoner's commands, but operates separately from the Summoner's consciousness. As with Invocations, the Summoner must first know the Entity's 'True Name' and perform an incantation for the number of instants pertaining to the Entity's Threat Mod.

EFFECTS: The Entity is Conjured forth to obey the Summoner's commands.
RANGE: D4   **DAMAGE:** N/A   **DURATION:** 1 Minute Interval Counts   **ETHER:** 20 EP
LEVELS: **LV1:** 20 EP/Minute   **LV2:** 15 EP/Minute and -3 Threat Mod   **LV3:** 10 EP/Minute and -7 Threat Mod
TOKEN: This Power is activated by 'Spinning' the Token 3 times and interpreting the total Digits. The Summoner must score a Digit that is greater than or equal to the Entity's Threat Mod in order for this Power to take effect. This process must be repeated by the number of times the Summoner's Polarity is removed from that of the Entity being Evoked.

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POWERS   Conjuration