SUMMONING

"Beoraborn lay immobile on the hard ground. The poisoned orc-trap had numbed his limbs and put his heavy body out of order. He felt pain and frustration, knowing that since the trap had not been intended to kill, the orcs would soon be there to collect their prize. Beoraborn had always cared for the Kelvar, and in a silent prayer, he asked for their help."

This skill has its use for those dealing with spells to summon or conjure forth creatures. A spell user with the Summoning skill has increased control over which animal or creature he summons forth. The Ranger, for example, using the Summon Guide spell on the Nature's Summons base list cannot decide which type of animal that will arrive to guide him, but with the Summoning skill he may exert some control over the choice.

This skill is also used by Channelers and Evil Clerics summoning forth Fey or Demons using the Summons spell list. By default such summons are random in nature, but the Summoning skill allows the summoner to decide the exact type of creature and even a specific being if skilled enough (or rolling good enough).

Most summoned beings take some time to arrive, even if they arrive at the place semi-magically. The Summoning skill decide the time for the summoned animal to arrive. A better result mean quicker arrival.

■ The percentage number to the right of this box indicate the arrival time in percentage of the maximum time.

Example: A Ranger summoning an animal using the Nature's Summons list have an arrival time of 10+1d100 minutes. He rolls 50, giving exactly 60 minutes for the animal to arrive. A successful summoning skill roll (111+) cut the arrival time by 50%, i.e 30 minutes.

Static maneuver modifications:
Open-ended d100 roll
- - 50 if the summoner is a known enemy of the species (i.e having routinely killed that species before).
- - 20 if the creature doesn't naturally inhabit the area (i.e trying to summon a polar bear in the deserts of Harad).
- Varying difficult penalties for summoning specific entities (see the Summons spell list)
- +10 if the summoner is a known friend of the species (i.e having healed several birds in the forest from injuries).
- +10 if the summoned creature is common in the area.
- +10 for proper equipment and preparations (i.e burning the black candles, having drawn a correct pentagram or meditating in the sacred glade).
- +10 for knowledge of the true name when trying to summon a specific creature.

Summoning
Static Maneuver Table SM-10.1.6

-26 down Spectacular Failure　　　　　■ -
That spell might have been a success, but you will never know. You might have asked for the impossible.Perhaps the creature that you were trying to reach got lost on its way? Nothing will arrive to aid you anyway. Better luck next time.

-25 – -04 Absolute Failure　　　　　■ 200%
If you asked for a bird, you got the maggot! Whatever you asked for, you get its prey (if possible, othervise GM chose something else that is unfit for the situation). It takes good time to arrive and when it does, it's angry!

05 – 75 Failure　　　　　■ 150%
You have no control of what type of creature arrives. The GM might chose something unfit for the situation as a result of your lacking skills.

UM 66 Unusual Event　　　　　■ 100%
This is what they warned you about at the academy! (Oh, you never went to the academy? Perhaps you should have?). You've opened the wrong gate and let something awful in. The creature that arrive is of opposite alignment, very angry and, if possible, of a higher Type than you were trying to summon. Watch out!

76 – 90 Partial Success　　　　　■ 100%
You have no control of what type of creature arrives. The process continues randomly.

UM 100 Unusual Event　　　　　■ 10%
You are a master conjuror! The summoned creature arrive quickly and exactly within the specifications you have made.

91 – 110 Near Success　　　　　■ 80%
You summon a creature not exactly subject to your wishes, but not too far off either. I.e if asking for a wolf, you'll get a hound. Any requests for a unique character fails.

111 – 175 Success　　　　　■ 50%
You successfully conjure the type of creature that you had in mind and the creature arrive in 50% of the maximum time. Any requests for a unique character has a percentage chance equal to summoners number of skill ranks in Summoning skill to succeed.

176 – 225 Absolute Success　　　　　■ 20%
You successfully summon the exact creature you were searching for and it arrives in 20% of the maximum time.

226 up Absolute Success　　　　　■ 10%
You summon the exact creature you were looking for and in minimum time.

Arrival time
Unless stated othervise summoned entities arrive in 10 rounds multiplied by the percentage number according to the success of the Summoning skill roll. Some spell lists clearly state another arrival time, such as the Nature's Summons (Ranger Base). The Summoning skill might still be used to cut arrival time.