

Kieron

Level	Spell	Area of Effect	Duration	Range
1)	Motley Cloak I	1 cloak	Permanent	self
2)	Amplify Voice	50'/lvl	1 min/lvl	
3)	Song of Friendship	voice range	varies	varies
4)	Sleight of Hand	1 lb object	1 min/lvl	self
5)	Water to Wine	1 gal/lvl	Permanent	100'
6)	Project Voice	10'/lvl	1 min/lvl	self
7)	Song of Dancing	voice range	varies	varies
8)	Distraction	1 target	1 rnd/5% f	100'
9)	Trickster	caster	1 min/lvl	self
10)	Motley Cloak II	Motley Cloak	Permanent	self
11)	Song of Calming	voice range	1 min/5% failure	varies
12)	Alibi	1 target	Permanent	5'
13)	Confusion	1 target	1 min/5% failure	100'
14)	Charm	1 target	1 min/5% failure	10'
15)	Song of Sleep	voice range	varies	varies
16)	Feast	1 cu'/lvl	Permanent	100'
17)	Motley Cloak III	Motley Cloak	Permanent	self
18)	Mass Distraction	1 target/lvl	1 rnd/5% f	100'
19)	Song of Suggestion	voice range	varies	varies
20)	True Alibi	varies	Permanent	varies
25)	Song of Confusion	voice range	varies	varies
30)	Song of Charming	voice range	varies	varies
35)	Song of Life	voice range	varies	varies
40)	True Trickster	caster	1 min/lvl	self
50)	Song of Bacchanal	voice range	varies	varies

1. Motley Cloak I - Caster's cloak is invested with Chameleon abilities. It can change colors or match surrounding terrain. (1 rnd to change, concentration). +25 to Stalk/Hide.
2. Amplify Voice - Caster's voice is amplified and can be heard up to 50'/lvl.
3. Song of Friendship - All within hearing distance of casters must make an RR or feel sociable and friendly while caster sings. Caster gets +25 to Social Skills. Effect will continue after caster stops for 1/2 duration of performance.
4. Sleight of Hand - Caster can make 1 small object in his hand appear or disappear at will. The object can be felt but is invisible.
5. Water to Wine - Caster can turn 1 gal/lvl of water into decent wine, ale or beer.
6. Project Voice - Caster can project his voice to a point that he can physically see up to 10'/lvl away.
7. Song of Dancing - As Song of Friendship, but targets will dance and be at -25 for any other actions.
8. Distraction - 1 target is distracted and will be at -75 to perception for duration of spell.
9. Trickster - Caster can alter his face and voice to appear as someone else he's seen and familiar with. (make memory roll).
10. Motley Cloak II - As Motley Cloak I, but cloak also conveys +10 protection.
11. Song of Calming - As Song of Friendship, but targets will be calmed and take no actions unless attacked or provoked.
12. Alibi - Caster can convince a target of 1 basic reasonable story/explanation that the target will believe.

13. Confusion - Target will be confused and unable to make decisions. He must make a successful RR before doing any action for duration of spell.
14. Charm - Target is Charmed and will obey and follow caster for duration of spell.
15. Song of Sleep - As Song of Friendship, but targets will fall into a light sleep.
16. Feast - Converts any edible food into a sumptuous banquet for up to 1 person/lvl.
17. Motley Cloak III - As Motley Cloak I & II but infers protection from natural Heat & Cold and +20 vs magical heat and cold attacks.
18. Mass Distraction - As Distraction but affects up to 1 target/lvl.
19. Song of Suggestion - As Song of Friendship, but targets follow one simple suggestion by caster that isn't against their nature or cause harm to themselves.
20. True Alibi - As Alibi but affects everyone within range of Caster's voice that fails a RR.
25. Song of Confusion - As Confusion but affects all targets within hearing of Caster.
30. Song of Charming - As Song of Friendship, but targets will obey caster. Targets can make another RR if they are asked to do something against their nature.
35. Song of Life - As Song of Friendship, but targets of the Unlife must make an RR. Failure will result in Fear and an "A" Electricity Crit each round the target is within 50' of caster.
40. True Trickster - As Trickster, but Caster will look exactly like the person and will appear to be to basic mind scans.
50. Song of Bacchanal - All within the sound of caster's voice must make a RR or gradually succumb to a state similar to being inebriated. For every round the caster sings, all who fail lose 10 from all maneuvers, combat, perception, etc. (all actions) until they bottom out at -100. In addition, emotional states are heightened. After caster stops singing, all roll D100 to see how many minutes before they pass out for 2D4 hours, after which they have a hangover for 2D4 hours which renders them at -50 for all actions.