

Animal Sounds

This spell allows the wizard to reproduce the calls of a specific animal. The caster is unable to speak normally while maintaining this spell.

College: Information

Philosophy: Illusion

Special Effects: Arcane Magic, Information, Illusion, Animals

Effect: Hearing Group Images

Casting Time: Full Phase

Target/Area Affected: Caster

Duration: Constant

Range: Self

Active Cost: 15

Skill Roll Penalty: -2

Real Cost: 5

END Cost: 2

Animal Sounds: Images (Hearing Group) +/-5 To Per Rolls (15 Active Points) - Only to Imitate Animal Sounds (-1), No Range (-1/2), Requires A Power Skill: Illusion Magic Roll (-1/2), Side Effect (Caster Cannot Speak Other Than To Make Animal Sounds While Spell Is In Operation; -1/2), Extra Time (Full Phase; Activation Only; -1/4), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

Go back to [start](#)

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Last update: 2009/08/31 21:29

