

# Spell Singer

Spell Singers are specialist type magicians [circle magicians like in CoM] that practice their magic in the form of songs. Because of the nature of their magic they verge the realms of higher ritualism [magic rituals], which takes them far beyond the constraints of normal spells/cantrips [low/middle magic]. However, their magic functions more rapidly than true rituals; even sometimes instantly. For this reason, the Spell Singers magic is classified as a "Middle Magic Circle of Power" or a "High Magic Sphere of Power".

Spell Singers must have an in-depth knowledge of the finer arts of how magic really works. Their knowledge in this matter will normally be much more than any other practitioner of any kind of magic. They must also be versed in magic ritual, spell casting, music, and sorcery [the art of manipulating spells]. Spell Singers must sing their spells, thus the name or the trade. It is usually helpful if they can play music, dance, or otherwise perform when casting their 'spells'. A Spell Singers magic does not conform to the conventional 'spell' form, although, Spell Singers do have 'spells' as such. The Spell Singer 'spells' are listed at the end of this document along with several new skills that are used by Spell Singers.

In many ways you will find Spell Singers to be similar to Mages, Harpers, and Rogues. In fact, they only have similar concept qualities. To understand the whole concept of what a Spell Singer is, you will have to read through the Profession Version below. Below you will also find a Training Package Version which can be integrated into any current game. It is not recommended to use both the profession version and the training package version. I suggest you pick one method and use it alone.

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In order for a character to be a Spell Singer they must follow certain requirements. These requirements apply no matter which version the GM is using. The character must have or start at level 1 with the Focus Style: Song/Music talent and the Tap Personal Mana talent. The character may never start at level 1 with the Focus Style: Trance talent or the Tap Granted Mana talent. The Spell Singer profession version is considered to be a Great Circle profession just like the Magician, Elementalist, Necromancer, Thaumaturge, and Vivamancer. As such; in order for a character to take the training package version, the character must first take the Arcane Circle [Spell Singer] talent. Finally; in order to take the profession version, the characters SD and RE must be at least 10 points higher than all other stats; and in order to take the training package version, the characters SD or RE must be at least 5 points higher than all other stats. This stat requirement is only considered at the time that the profession version or the training package version is first taken. It has absolutely no bearing on latter character development. Final note; any armor that a Spell Singer wears, affects his magic just like other spell casters. Remember if in doubt, the Spell Singer profession is a specialist Mage profession.  
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## The Training Package Version

The Spell Singer has learned to manipulate the raw magical energies that surround him. He does this by singing his 'magic spells'. Sometimes he also dances, chants, plays an instrument, or utilizes other methods of performance; in order to create a desired affect.

<b>Category</b>	<b>Skills</b>	<b>Ranks</b>
Mystical Arts	Arcane Lore: Spells	3
	Arcane Lore: Aspects	3
	Power Point Development	2
	Spell Song	2
Artistic	Singing	4
General	Lore: Music	3
	Lore: Magic	3

## The Profession Version

The Spell Singer has devoted his life to the art of music [specifically song] and the manipulation of the raw energy that it produces. By changing the words and quality of the song, the Spell Singer can manipulate the raw magical energy and create whatever type of affect they desire. The whole practice of being a Spell Singer is not completely unlike being a Ritualist. The real difference is that the Ritualist normally knows exactly what they are about to accomplish, but the Spell Singer only has a good idea of what they are about to accomplish. In a way, the Spell Singer really just makes a wish by singing.

Spell Singers tend to be weak in the beginning, but as they advance, their power is realized. Spell Singers are typically Elven or Human stock and they will normally be of the Sylvan or Nomadic cultures. However, like all professions there are no limits, other than what the GM would set.

### **Favored Categories:**

Artistic	6	General	4
Mystical Arts	6		
Any 2 Categories of Your Choice			2 each

### **Key Stats:**

Self-Discipline, Reasoning, and Presence

### **Professional Abilities:**

Unlike the other specialist Mage professions, Spell Singers do not have spells of their own sphere/circle of power. They may however, still learn and cast cantrips and universal spells like everyone else. Spell Singers are the only profession that may use the new Mystical Arts category skill of Spell Song. Spell Singers gain a +10 bonus to the General skill Lore: Music. In addition, starting at 1st level and at every 4th level [4th, 8th, 12th, 16th, etc.] Spell Singers gain a +10 bonus to any one Artistic skill of their choice. No skill may have greater than a +30 bonus from this ability. Finally, the Spell Singer is required to choose 2 of his favored categories. These choices are permanent and will never change after they are made the first time.

## New Skills and their Details

### **Spell Song**

[Unless otherwise stated here, use of this skill will fall into the same rules as all other spell casting and/or cantrip skill use.]

[Other than noted here, the use of this skill is completely subject to GM approval, interpretation, and discretion.]

Only a Spell Singer [by profession or by training package] can learn this skill. Since Spell Singers do not cast conventional spells, the use of this skill is like making a wish and functions similar to the cantrip skill in many ways. The biggest difference is that instead of knowing spells or cantrips, the Spell Singer actually learns about magical aspects. A great deal of the Spell Singers education is strictly the study of these aspects and the music that they use to generate the energy. These aspects are the very same aspects that are used to create spells in CoM or items in Loot. These aspects and the important variables are included in this document. Once a Spell Singer knows an aspect, he can then use it to attempt to gain a desired affect through the use of this skill. Just as in the creation of spells, different aspects will affect the outcome in different ways. The Spell Singer may also learn to mix many aspects at once over time. Ultimately, the aspects that a Spell Singer focuses on will actually determine the final affect of the 'spell' he is singing. The Spell Singer is not required to have material components of these aspect and the only focus item a Spell Singer could ever use would be an instrument.

The Spell Singer learns 1 action aspect and 1 object aspect per rank that he has in this skill. Any aspect the Spell Singer learns may not have a cost value greater than 5x the number of ranks that he has in this skill. All aspects that the Spell Singer knows may not have a combined cost value greater than 20x the number of ranks that he has in this skill. The Spell Singer is allowed to combine 1 action aspect and 1 object aspect for every 2 ranks that he has in this skill, whenever he decides to sing a spell affect.

The Spell Singer will also have to expend 1 power point for every 10 ranks in this skill and 1 power point for every combined aspect cost of 10. This amount will give the basic spell affect when the Spell Singer sings. The Spell Singer may also "power up" or scale the spell affect for his own spell songs. The Spell Singer will have to expend extra power points in order to "power up" or scale the spell affects. The "power up" scaling options are at the end of this document, following the basic spell affect attributes.

Finally, there is the passage of time associated with singing the spell affects. Utility spell affects take 1 minute per unit of time, whereas, combat/attack spell affects take 1 round per unit of time. Otherwise, the sequential length is the same in both cases;

Order	Required	% Skill Roll	Bonus/Pen	Time Unit
1st	Yes	Lore: Music	Yes	0
2nd	Yes	Arcane Lore: Aspect	Yes	0
3rd	No	Lore: Magic or Arcane Lore: Spell or Arcane Lore: Ritual	Yes	0
4th	Yes	Singing	Yes	1
5th	No	Dancing or Play instrument	Yes	1
6th	Yes	Spell song	No	1+

So, to sing a combat spell affect without dancing or playing an instrument has a base time of 2+ rounds to complete. The amount of power points used will also raise the time requirement by +1 unit per 10 power points [or portion thereof] that get expended. So, to sing a combat spell affect without dancing or playing an instrument, that uses 25 power points, the time requirement will be 5 rounds.

Each %skill roll the Spell Singer makes affects the final out come of his spell song. If the % skill roll says yes in the bonus/pen column, the Spell Singer gains a +1 bonus for every +10 the roll is over 100 or a -1 penalty for every -5 the roll is under 100. These bonuses/penalties get applied to the spell song % skill roll. A 'yes' under the required column means the % skill roll is required in the sequence in order to sing a spell affect. Finally, the order column shows the order in which these actions must occur in order for the Spell Singer to succeed. If any of these actions are done out of order, or if any of the required actions are missed; the Spell Singer will have automatically fumbled the singing and casting attempt. Follow standard spell fumble procedures.

**(Mystical Arts – SD/RE – Special)**

### **Arcane Lore: Aspects**

[Unless otherwise stated here, use of this skill will fall into the same rules as all other general lore and mystic arts arcane lore skill use.]

[Other than noted here, the use of this skill is completely subject to GM approval, interpretation, and discretion.]

This skill is pretty much just like any other arcane lore skill. It is listed here more for the listing of the aspects for the Spell Singers use. The cost column shows the relational cost of the aspects for the Spell Singers use. It is only based on the spell aspect and the item aspect costs from CoM and Loot. Use these aspect cost variables when using the spell song skill. The PP column is the power point expense the Spell Singer has when using these

aspects. The rank column is the number of ranks the Spell Singer must have in the spell song skill in order to "learn" the given aspect.

Action Aspects	Cost	PP	Rank	Object Aspects	Cost	PP	Rank
Alteration	10	1.0	2	Acid	5	0.5	1
Age	5	0.5	1	Air	5	0.5	1
Animate [simple]	10	1.0	2	Animal	5	0.5	1
Animate [complex]	30	3.0	6	Aptitude	5	0.5	1
Animate [spirit]	50	5.0	10	Barrier	10	1.0	2
Attack	10	1.0	2	Body	5	0.5	1
Banish	10	1.0	2	Bonus	5	0.5	1
Call	10	1.0	2	Climate	10	1.0	2
Close	5	0.5	1	Cloud	15	1.5	3
Command	40	4.0	8	Creature	10	1.0	2
Communicate	5	0.5	1	Darkness	5	0.5	1
Conceal	10	1.0	2	Death	15	1.5	3
Control	30	3.0	6	Demon	15	1.5	3
Create	50	5.0	10	Divination	10	1.0	2
Decrease	10	1.0	2	Earth	5	0.5	1
Defend	10	1.0	2	Element	5	0.5	1
Destroy	15	1.5	3	Elemental	15	1.5	3
Discuss	5	0.5	1	Emotion[s]	5	0.5	1
Enhance	15	1.5	3	Fire	5	0.5	1
Enlarge	5	0.5	1	Food	5	0.5	1
Feel	5	0.5	1	Force	10	1.0	2
Grow	5	0.5	1	Illusion	5	0.5	1
Harm	5	0.5	1	Item	5	0.5	1
Heal	5	0.5	1	Knowledge	10	1.0	2
Imbue	25	2.5	5	Life	15	1.5	3
Increase	10	1.0	2	Light	5	0.5	1
Influence	10	1.0	2	Location	10	1.0	2
Instill	25	2.5	5	Magic	10	1.0	2
Levitate	10	1.0	2	Malus	5	0.5	1
Manipulate	10	1.0	2	Mass	10	1.0	2
Merge	10	1.0	2	Mental Stat	5	0.5	1
Move	5	0.5	1	Mind	5	0.5	1
Negate	15	1.5	3	Object	5	0.5	1
Open	5	0.5	1	Path	5	0.5	1
Perceive	5	0.5	1	Physical Stat	5	0.5	1
Reduce	5	0.5	1	Plant	5	0.5	1
Return	10	1.0	2	Resistance	10	1.0	2
Shrink	5	0.5	1	Sense[s]	5	0.5	1
Stop	5	0.5	1	Shape	10	1.0	2
Store	25	2.5	5	Sound	5	0.5	1
Teleport	30	3.0	6	Spirit	15	1.5	3
Trace	5	0.5	1	Stat	5	0.5	1
Transform [minor]	15	1.5	3	Substance	5	0.5	1
Transform [major]	30	3.0	6	Time	15	1.5	3
Travel	10	1.0	2	Undead	15	1.5	3
Vanish	25	2.5	5	Water	5	0.5	1
Youthen	5	0.5	1	Weather	50	5.0	10

## Spell Singer Spell Song Affects

These are not so much 'spells' as such, but more like cantrips or wishes that can be scaled up for the Spell Singer. There are 3 different types and they are classified as attack, combat, and utility. Attack affects are those that are used on a target with the strict intent of doing harm or damage. Combat affects are those special effect utilities that are used on a target like an attack, but which are not designed to do harm or damage. Combat affects are typically designed to help, heal, or otherwise assist the target. Utility affects are all the rest of the types of affects the Spell Singer can produce. Each of these basic types has a different set of attributes that they begin with. They do have a list of attributes in common. From there, they can all be "powered up" as desired by the Spell Singer. PP Cost is not listed here because it is based on the spell song skill, aspects and "power ups". The Sphere/Circle is not listed because these affects are based on the Spell Singers capability with the skill spell song much like other casters with the skill cantrip. Finally, the 'spell type' is listed in the brackets for each of the basic spell affect attribute listings.

### **Basic Spell Affect Attributes [attack];**

Area of Effect: 1 Target  
Range: Touch  
Duration: Instantaneous  
RR: Magic

### **Basic Spell Affect Attributes [combat];**

Area of Effect: 1 Target  
Range: Touch  
Duration: Instantaneous  
RR: ---

### **Basic Spell Affect Attributes [utility];**

Area of Effect: Self  
Range: Self  
Duration: Concentration [1 round]  
RR: ---

### **Attributes and Affects in Common;**

Casting Times: No spell song affect has an instantaneous casting time.  
Percentages: All % rolls required by the affect have a +/-0 variable and change by +/-5%.  
General Effects: Special affect potency/limitation variable is none [left to GM discretion].  
Other Actions: Can do no other actions of any kind.  
Extra Force: Point values for damage are 1d10 and change by +/-1d10s.  
Damage Sizes: Critical table sizes and elemental potency are tiny.  
Difficulties: Difficulty ratings are routine.  
Distances: Distances are based on the Range attribute.  
Elemental Attack: Critical table sizes and elemental potency are tiny.  
Calendar Intervals: Intervals are based on the Duration attribute.  
Reading Intervals: Viewing speed is 1 minute per minute.  
General Mass: Mass is 1 ounce per spell song skill rank.  
Numeric Bonuses: Numerical effect/bonuses also have a +/-0% variable and change by +/-5%.  
PP Potencies: Power point imbedding potency is +/-0 power points and change by +/-1.  
Creature Sizes: General creature size effect is tiny.  
Moving Speeds: Speed is 15' per round or 5mph.  
Type Class: Supernatural creature type class is type I.

### Spell Singer "Power Up" Scaling Affects

These are based on both spell creation and item creation from the CoM and Loot. The GM is encouraged to adjust these variables as is needed or as he sees fit for his game. These are suggested guidelines for the variables and it is further suggested that they remain set. Just like when scaling any other spell; these power point adjustments get added to the power point total for the spell song skill and aspects when the Spell Singer starts singing.

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**Remember ALL radius based area of affects will affect EVERY character and creature that is in that radius.**

Area of Effect	PP Cost
Change self to 1 target	+1
Each additional target	+4
Change self to 5' radius	+1
Increase 5' radius to 10' radius	+1
Change 1 target to 10' radius	+1
Each additional 10' radius	+2
Increase 100' radius to 1000' radius	+25
Increase 5' radius to 5' radius per rank	+10
Increase 10' radius to 10' radius per rank	+50
Increase 100' radius to 100' radius per rank	+100
Increase 1000' radius to 1000' radius per rank	+1K

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Range [Distance]	PP Cost
Change self to touch	+3
Change touch to 10'	+1
Change 10' to 50'	+2
Each additional 50'	+5
Increase 10' to 10' per rank	+10
Increase 50' to 50' per rank	+100
Increase 100' to 100' per rank	+1K

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**All attack spell song affects use the sustained column. All other spell song affects use the other 3 columns.**

Duration	PP Costs			
	Concentration	Fixed	Per Skill Rank	Sustained
1 round	N/A	N/A	+1	+1
2 rounds	+1	+1	+2	+10
5 rounds	+2	+2	+4	+100
10 rounds	+3	+3	+6	+1K
1 minute	+5	+5	+10	N/A
10 minutes	+8	+7	+15	N/A
1 hour	+15	+15	+30	N/A

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Increased Distance	PP Cost
100'/rank	+1K

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Increased Intervals	PP Cost
1 day/rank	+100

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Increased Viewing Speed	PP Cost
1 minute per hour	+4
1 minute per day	+6
1 minute per week	+8
1 minute per year	+10

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Increased Mass	PP Cost
Up to 1 pound per rank	+5
Up to 10 pounds per rank	+10
Up to 100 pounds per rank	+20

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This table shows the miscellaneous standard spell/item variables that can be "powered up".

Affect or Factor to Modify	PP Cost
Increasing percentages	+10
Changing any 1 affect to something unusual or to eliminate limitations	+1 to +10
To permit passive actions	+10
To permit other actions	+25
Increasing extra force severity [+1d10 up to 5d10 maximum]	+3
Each increase in critical damage size	+5
Each increase or decrease in difficulty rating	+2
Increased elemental attack potency [critical size]	+3
Each step change in numerical bonus [+5 or +10 based on spell]	+5
Each increase in PP imbedded potency	+3
Each creature size increase	+3
Each speed increase of +15' per round or +5mph	+3
Each type class increase	+3
Each friendly target to be protected from the radius area affect	+2

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Remember,

The art of the Spell Singer is much like the art of sorcery or wild magery in many ways. The Spell Singer can alter and otherwise vary the affects of any of his 'spells', but he does not always 'know' what will happen. The Spell Singer is much like a Wish Master because of the instability that his magic can have. The single biggest secret to the Spell Singers success is his knowledge of aspects and music or singing. Go forth had sing yourself a blast ...

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DM Extraordinaire,  
The Evil Master Gill