

TRICKSTER

Tricksters are masters of deception and illusion. They use their illusory magic to trick other beasts so that they can rob, swindle or otherwise con them. Tricksters are most commonly found amongst the Vermin - Foxes and Coyotes in particular. Hares and Raccoons also make good tricksters. Talespinners and Rogues sometimes multi-class as Tricksters.

Prime Attribute: Intelligence. If Intelligence is 13+, you gain +5% to XP earned.

Hit Dice: 1D6 (+1) at 1st level, then as the Trickster Advancement table

Armour/Shield Permitted: Quilted cloth

Weapons Permitted: Staff, club, dagger, sling, dart

Saves: Tricksters receive +1 to Will or Ref saves at 1st level and a (further) +1 to Will saves at 6th level. +1 bonus to any one save at 3rd level.

Table 1: Trickster Advancement

Level	Experience	Hit Dice	Spells by level			
			1	2	3	4
1	0	1	1	—	—	—
2	175	1(+1)	2	—	—	—
3	350	1(+2)	2	1	—	—
4	700	2	2	2	—	—
5	1400	2(+1)	3	2	1	—
6	2800	2(+2)	3	2	2	1

Trickster Class Abilities

Spell Casting: Tricksters cast spells from a specific list, as per the Trickster Advancement table. Tricksters don't need to memorize their spells as Wizards do – they can cast any spell from their level list. They do receive a bonus 1st level spell if they have INT 15+. Once a Trickster has cast his spells for the day, he can cast no more until the following day.

Sleight: Tricksters are good at little tricks of prestidigitation. They receive the sleight skill, as used by Rogues.

Silvertongue: Tricksters are con-artists and always sound plausible. They receive +1 to their persuade rolls.

Travelling Circus: At 6th level, the Trickster can set up a travelling circus, which attracts a troupe of Tricksters, Talespinners, Rogues and ne'er-do-wells.

TRICKSTER SPELLS

Level 1	Level 3
Colour Spray	Displacement
Disguise Self	Glitterdust
Ghost Sound	Major Illusion
Glow	Sphere of Invisibility
Silent Illusion	
Ventriloquism	
Level 2	Level 4
Blur	Dispel Magic
Hypnotic Pattern	Greater Illusion
Illusory Script	Hallucinatory Terrain
Magic Aura	
Mirror Image	
Minor Illusion	

Spell Descriptions

Level 1

Colour Spray

Range: 15 paws

Duration: Immediate

A vivid cone of clashing colors springs forth from your paw, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Creatures caught in the area of effect receive a Will save. Each creature within the area is affected according to its Hit Dice.

1 HD or less: The creature is unconscious, blinded, and stunned for 1D6+1 rounds, then blinded and stunned for 1D3 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious).

2HD: The creature is blinded and stunned for 1D3 rounds, then stunned for 1 round.

3HD or more: The creature is stunned for 1 round.

Sightless creatures are not affected by color spray. Moles receive +2 to their save due to poor vision.

Disguise Self

Range: Self

Duration: 10 minutes (2 turns) per level

The caster can make himself - ncluding clothing, armor, weapons, and equipment—look different. He can seem 1 paw shorter or taller, thin, fat, or in between and can change his fur colouration.

Ghost Sound

Range: 30 paws + 5 paws per level

Duration: 2 rounds per level

Ghost sound allows the caster to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. He can choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. Ghost sound can be used to enhance the effectiveness of a silent image spell.

Glow

Range: 60 paws

Duration: 20 minutes (2 turns)

The caster creates a magical, ghostly glow that outlines the object or beast he desires. This glow causes no harm to the subject but making it glow means it is easily seen in the dark.

Silent Illusion

Range: 400 paws + 40 paws per level

Duration: Concentration

This spell creates the visual illusion of an object, creature, or force, as visualized by the caster. The illusion does not create sound, smell, texture, or temperature. The caster can move the image within the limits of the size of the effect.

Ventriloquism

Range: 30 paws + 5 paws per level

Duration: 1 round per level

The caster can make his voice (or any sound that he can normally make vocally) seem to issue from someplace else. He can speak in any language he knows.

Level 2

Blur

Range: Touch

Duration: 2 rounds per level

The subject's outline appears blurred, shifting and wavering, granting +2 to stealth rolls. This also means that missiles fired at the subject are at -1 to attacks.

Hypnotic Pattern

Range: 60 paws + 10 paws per level

Duration: Concentration +2 rounds

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within a 10 paw radius spread. Roll 1D6 and add the caster's level to determine the total number of Hit Dice of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors (Will save negates). Sightless creatures (Bats) are not affected and Moles receive +2 to their save.

Illusory Script

Range: Touch

Duration: 1 day per level

The caster writes instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magical writing. Only the beast (or beasts) designated by the caster at the time of the casting are able to read the writing; it's unintelligible to any other character, although a Trickster recognizes it as illusory script.

Magic Aura

Range: Touched object

Duration: 1 day per level

The caster can alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were non-magical, or a magic item of a kind you specify, or the subject of a spell you specify.

Mirror Image

Range: Around caster

Duration: 1 hour or until destroyed

The spell creates 1D3 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

Minor Illusion

Range: 400 paws + 40 paws per level

Duration: Concentration

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create smell, texture, or temperature. Minor image includes sounds but not understandable speech. You can move the image within the limits of the size of the effect.

Level 3

Displacement

Range: Touch

Duration: 1 round per level

The subject of this spell appears to be about 3 paws (1 stride) away from its true location and so attacks against the subject will be made against thin air.

Glitterdust

Range: 100 paws + 10 paws per level

Duration: 1 round per level

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

Major Illusion

Range: 400 paws + 40 paws per level

Duration: Concentration

This spell creates the visual illusion of an object, creature, or force, as visualized by you. While concentrating, you can move the image within the range. Sound, smell, and thermal illusions are included in the spell effect.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Sphere of Invisibility

Range: Touch

Duration: 2 rounds per level

This spell confers invisibility upon all creatures within 10 paws of the recipient. The center of the effect is mobile with the recipient.

Level 4

Dispel Magic

Range: 120 paws

Duration: 10 minutes against an item

Dispel magic, although it is not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), it can be used to completely dispel most other spells and enchantments. The spell automatically dispels the magic of a lower level caster. If the original caster is of a higher level, roll a D6. The target number is the difference in level between the casters.

Greater Illusion

Range: 400 paws + 40 paws per level

Duration: Concentration or 1 minute per level

This spell creates the visual illusion of an object, creature, or force, as visualized by the caster. The figment includes visual, auditory, olfactory, and thermal components, and the figment can follow a script determined by you (in which case concentration is not necessary). The illusion can include intelligible speech if you wish. You can move the image within the limits of the size of the effect.

Hallucinatory Terrain

Range: 240 paws

Duration: Until touched (other than by ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.