

OPEN CHANNELING 2.1.8

SOUND'S WAY

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Speech I	1 target	C	10'	U
<input type="checkbox"/> 2)					
<input type="checkbox"/> 3)	Quiet I	1 target	1 min/lvl	100'	E
<input type="checkbox"/> 4)					
<input type="checkbox"/> 5)	Soundwall I	20'x20'	10 min/lvl	100'	E
<input type="checkbox"/> 6)	Speech II	1 target	C	10'	U
<input type="checkbox"/> 7)	Silence I	10'R	1 min/lvl	100'	E
<input type="checkbox"/> 8)	Quiet III	3 targets	1 min/lvl	100'	E
<input type="checkbox"/> 9)					
<input type="checkbox"/> 10)	Soundwall V	(20'x20')x5	10 min/lvl	100'	E
<input type="checkbox"/> 11)	Quiet V	5 targets	1 min/lvl	100'	E
<input type="checkbox"/> 12)					
<input type="checkbox"/> 13)	Silence V	50'R	1 min/lvl	100'	E
<input type="checkbox"/> 14)					
<input type="checkbox"/> 15)	Speech III	1 target	C	10'	U
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)	Sounding	1 target	1 min/lvl	10'	E
<input type="checkbox"/> 18)					
<input type="checkbox"/> 19)					
<input type="checkbox"/> 20)	Silence X	100'R	1 min/lvl	100'	E
<input type="checkbox"/> 25)	Mass Soundwalls	varies	10 min/lvl	100'	E
<input type="checkbox"/> 30)	Mass Quiet	varies	1 min/lvl	100'	E
<input type="checkbox"/> 50)	Speech True	1 target	1 min/lvl	100'	U

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- Speech I** — Target is able to communicate basic ideas in the language of a specific being (e.g., hungry, thirsty, bathroom, peace, etc.). For the duration of the spell, the target has the equivalent of skill rank 2 in the language.
- Quiet I** — Creates a 1'R area around the target, into and out of which sound cannot travel; if the point is on a mobile object or being, it will move with the object/being; +25 to Stalking attempts. See Section 7.1.7.
- Soundwall I** — Creates a plane (up to 20' x 20'), through which sound will not pass.
- Speech II** — As *Speech I*, except target can communicate in more complex concepts, although there is a good chance of misinterpretations. For the duration of the spell, the target has the equivalent of skill rank 4 in the language.
- Silence I** — As *Quiet I*, except radius is 10'.
- Quiet III** — As *Quiet I*, except 3 targets can be affected.
- Soundwall V** — As *Soundwall I*, except 5 such walls are created. Each Soundwall must be connected to at least one other Soundwall.
- Quiet V** — As *Quiet I*, except 5 targets may be affected.
- Silence V** — As *Silence I*, except radius is 50'.
- Speech III** — As *Speech II*, except target is reasonably fluent in the language. Target's accent is imperfect, but there is only a slight chance of misinterpretation. For the duration of the spell, the target has the equivalent of skill rank 6 in the language.
- Sounding** — Target can speak at 5 times his normal loudness.
- Silence X** — As *Silence I*, except radius is 100'.
- Mass Soundwalls** — As *Soundwall V*, except as many Soundwalls as the target's level can be created.
- Mass Quiet** — As *Quiet I*, except as many targets as the target's level can be affected.
- Speech True** — As *Speech III*, except for the duration and the target speaks the specified language as if he were a native. For the duration of the spell, the target has the equivalent of skill rank 8 in the language.