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**Range**: 4, 1 Target, Sonic

**Effect**: The target becomes Confused. On miss, the target suffers a -2 penalty to Accuracy Rolls for one full round.

**Contest Effects**: Smart - Excitement

Scene x2

Status

**AC** 6

**Supersonic**  
Normal

Scene

Status

**AC** 10

**Range**: Burst 2, Friendly, Sonic

**Effect**: All legal Targets fall Asleep. On a miss, Sing instead causes targets to become Slowed and suffer a -2 penalty to their Evasion until the end of the user’s next turn.

**Contest Effects**: Cute - Excitement

**Sing**  
Normal

**Range**: Self, Illusion, Coat

**Effect**: The user gains 3 activations of Double Team. The user may either activate Double Team when being targeted by an attack to increase their Evasion by +2 against that attack; or when making an attack to increase their Accuracy by +2 for that attack.

**Contest Effects**: Cool - Reliable

Scene

Status

**AC** None

**Double Team**  
Normal

At-Will

Special

**AC** 2

**Confusion**  
Psychic

DB 7

**Range**: 6, 1 Target

**Effect**: Confusion Confuses the target on 19+.

**Contest Effects**: Smart - Steady Performance

**Range**: Burst 1, Friendly, Sonic, Social

**Effect**: Growl lowers all Legal Targets Attack 1 Combat Stage.

**Contest Effects**: Cute - Excitement

At-Will

Status

**AC** 2

**Growl**  
Normal

**Cedric Ramone**

**Cedric Ramone**

**Amelia (Ralts)Audrey Wyres**

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**Bourbon (Fletchling)Jeffrey Alborough**