

## Ranger Base List 2.6.8

### ARMSMAN'S WAY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Attack I *	Caster	1 rnd	self	U
2)	Improvised Weapon	Caster	1 rnd/lvl	self	U
3)	Evade I *	Caster	—	self	U
4)	Attack II *	Caster	2 rnds	self	U
5)	Deflections I *	1 missile	—	self	U
6)	Stun Resilience I	Caster	1 rnd/2 lvls	self	U
7)	Evade II *	Caster	—	self	U
8)	Bane *	Caster	1 attack	self	F
9)	Attack III *	Caster	3 rnds	self	U
10)	Evade III *	Caster	—	self	U
11)	Deflections II *	2 missiles	—	self	U
12)	Mage Bane *	Caster	1 attack	self	F
13)					
14)	Evade IV *	Caster	—	self	U
15)	Attack VI *	Caster	4 rnds	self	U
16)	Stun Resilience II	Caster	1 rnd/2 lvls	self	U
17)					
18)	Deflections III *	2 missiles	—	self	U
19)	Attack V *	Caster	5 rnds	self	U
20)	Evade True *	Caster	—	self	U
25)	Stun Resilience III	Caster	1 rnd/2 lvls	self	U
30)	Attack True *	Caster	1 rnd/2 lvls	self	U
50)	Master Armsman	Caster	1 rnd/2 lvls	self	U

**1. Attack I** — Adds +10 to casters melee attacks for one round.

**2. Improvised Weapon** — For the duration of this spell the caster may wield any melee weapon using the skill bonus for his primary weapon skill (must be a melee skill).

**3. Evade I** — Caster magically evades or blocks one melee attack directed at him; the attack receiving a -25 modification.

**4. Attack II** — As *Attack I*, except bonus is +20 and duration is two rounds.

**5. Deflections I** — Deflects one missile fired at the caster; the missile have 100 subtracted from its attack (caster must be able to see the attack).

**6. Stun Resilience I** — For the duration of this spell remove 1 round of stun (or stun no parry) from all injuries or spells affecting caster.

**7. Evade II** — As *Evade I*, except two attacks may be blocked (receiving a -25 modification each) or one attack may be blocked; receiving a -50 modification.

**8. Bane** — If the next melee attack performed by caster scores a critical result, it will be accompanied by a *Slaying* critical (same roll, same severity). If attack is against a *Large* or *Super Large* creature there is only one critical but it is resolved on the Slaying column.

**9. Attack III** — As *Attack I*, except bonus is +30 and duration is three rounds.

**10. Evade III** — As *Evade I*, except a total of three attacks may be blocked (receiving a -25 modification each) or one attack may be blocked; receiving a -75 modification.

**11. Deflections II** — As *Deflections I*, except two missiles can be deflected.

**12. Mage Bane** — The next attack performed by caster will cause any active defensive spells on target to make a RR or be nulled for that attack. A defensive spell is any spell that provides the target with defensive capabilities, either in the form of DB

(e.g. *Blur*, *Bladeturn*, *Shield* etc), armor (e.g. *Wolfskin*, *Boar Hide* etc) or critical negation (e.g. *Displacement* etc). Spells resist at their level, not casters level (i.e a 3<sup>rd</sup> level resists as 3<sup>rd</sup> level, a 7<sup>th</sup> lvl *Bladeturn* resists as 7<sup>th</sup> lvl).

**14. Evade IV** — As *Evade I*, except a total of four attacks may be blocked (receiving a -25 modification each) or one attack may be blocked; receiving a -100 modification.

**15. Attack IV** — As *Attack I*, except bonus is +40 and duration is four rounds.

**16. Stun Resilience II** — As *Stun Resilience I*, except caster lower any stun results by 2.

**18. Deflections III** — As *Deflections I*, except three missiles can be deflected.

**19. Attack V** — As *Attack I*, except bonus is +50 and duration is five rounds.

**20. Evade True** — As *Evade I*, except caster may evade/block a number of attacks equal to ¼ his level. A 20<sup>th</sup> lvl caster may evade 5 attacks; modifying each with -25. A 24<sup>th</sup> lvl caster could evade/block 6 attacks and so on...

**25. Stun Resilience III** — As *Stun Resilience I*, except caster lower any stun results by 3.

**30. Attack True** — As *Attack I*, except bonus is +2 per level and duration is 1 round per 2 levels.

**50. Master Armsman** — For the duration of this spell, caster has +2 per level to any melee attacks, removes 5 rounds of stun (or stun no parry) from any result that causes him stun and is able to wield any melee weapon with a skill equal to his primary weapon.

## SPECIAL NOTES

1) If caster is able to perform several attacks in one round (by means of Haste, Speed, Weapon Brawling etc) he will receive the OB bonus to all attacks when using the *Attack* spell.

2) Evade may be used against any melee attack, contrary to *Bladeturn* which cannot be used against natural attacks (i.e Bite, Martial Arts etc). When using a higher level Evade, the bonuses may be distributed between attacks in -25 increments, i.e an Evade IV spell may be used against two attacks, modifying each attack by -50.

3) Armor that provide constant abilities (DB or critical negation) is not affected by the *Mage Bane* spell, but any *cast* spell, such as *Blur* or *True Aura* is.

4) A note on quick spells. Normally a quick spell take effect the round after it was cast (with the natural exceptions of *Bladeturn*, *Deflections*, *Attack*). The spells on this list belongs to the exceptions as they can be cast in the same round as attack is made.