

Montebanc Base Lists 8.12

DISGUISE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Study Form	caster	—	100' self	I
2)	Face Shifting True	caster	1 min/lvl	self	U
3)					
4)	Facades	caster	1 min/lvl	self	U
5)	Misfeel Kind •	caster	C	self	F
6)					
7)	Misfeel Calling •	caster	C	self	F
8)	Facades II	caster	1 min/lvl	self	U
9)	Change to Kind	caster	1 min/lvl	self	U
10)					
11)	Misfeel Power •	caster	C	self	F
12)					
13)	Camouflage	caster	10 min/lvl	self	F
14)					
15)	Change	caster	1 min/lvl	self	U
16)					
17)					
18)	Misfeel •	caster	C	self	F
19)					
20)	Unpresence	caster	10 min/lvl	self	F
25)	Camouflage True	caster	10 min/lvl	self	F
30)					
50)	Submerge Self	caster	set period	self	U

1. Study Form — Caster studies and memorizes the appearance and mannerisms of a being, for later use in a *Face Shifting* or *Change* type spell. The caster can only have as many forms studied as he has levels.

2. Face Shifting True — Allows caster to alter the form of his face. If he has used *Study Form* on a being he can take on that being's exact form.

4. Facades I — A limited illusion that allows the caster to look like any humanoid figure within 20% of his own size.

5. Misfeel Kind — Caster appears to be of any race he chooses to magical or mental detections.

7. Misfeel Calling — As *Misfeel Kind*, except casters profession may be misrepresented.

8. Facades II — As *Facades I*, except illusion may include sounds and voices.

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9. Change to Kind — Caster can alter his entire body to the form of another humanoid race (no increase in mass). This cannot be a specific person. See RMSS Spell Law Section 7.1.11.

11. Misfeel Power — As *Misfeel Kind*, except level can be misrepresented (ranging from first level to twice his actual level).

13. Camouflage — Caster and objects on his person take on the visual texture, color, and form of surrounding area. Caster is nearly invisible when motionless (+100 to all Hiding maneuvers) and has a +50 bonus to Stalking attempts (if he concentrates). This spell is not cumulative with other spells that provide bonus to Stalking or Hiding.

15. Change — As *Change To Kind*, except caster can assume any organic form within 1/2 and 2x his mass. The caster does

not obtain any special abilities. See RMSS Spell Law Section 7.1.11.

18. Misfeel — Allows caster to use all of the “*Misfeel*” spells at once.

20. Unpresence — As *Misfeel Kind*, except target appears to have no presence.

25. Camouflage True — As *Camouflage*, except doesn't require concentration while moving and the Stalking bonus is 75.

50. Submerge Self — Caster develops an entire false persona and places his own persona deep in his subconscious. To all detection attempts (except, perhaps, *Mind Probe*), the caster seems to be the false persona. The caster has no control over his actions, until the set duration is over. The false persona can be a specific person if “*Study Form*” has been cast once/day (for 30 days) on that person.

SPECIAL NOTES

1) The *Misfeel Kind*, *Misfeel Power*, *Misfeel Calling* and *Misfeel* spells have in common that they allow a character to prevent examination by spells such as Perceive Power, Mind Typing etc. They cost no PP, but are stated as Concentration-spells. When a character with knowledge (i.e having reached the level where he gets a certain Misfeel spell) is the target of a probing spell he is immediately aware of that fact and may chose to concentrate on his Misfeel spell to prevent the "probing". He still needs to roll for the Misfeel spell and should the concentration break the Misfeel spell ends.

Alternative use of the *Misfeel* spells is to cast them beforehand (spending Power Points), but then having a duration of 10 min/lvl (not requiring concentration).