

Montebanc Base Lists 8.12

DISGUISE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Study Form	caster	—	100'	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).