

## Ranger Base List 2.6.1

### INNER WALLS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Protection vs elements I	Caster	10 min/lvl	self	U
2)	Bless/Prayer/Resist. I	Caster	1 min/lvl	self	U
3)	Sterilization	1 cu /lvl	—	touch	U
4)	Endurance	Caster	1 rnd/lvl	self	U
5)	Negate Pain I *	Caster	—	self	U
6)	Bless/Prayer/Resist. II	Caster	1 min/lvl	self	U
7)	Need no Sleep I	Caster	24 h	self	U
8)	Resist Poison *	Caster	C	self	Us
9)	Negate Pain II *	Caster	—	self	U
10)	Purge Disease/Poison	1 target	P	touch	Us
11)	Prot. vs elements II	Caster	10 min/lvl	self	U
12)	Bless/Prayer/Resist. III	Caster	1 min/lvl	self	U
13)	Need no Sleep II	Caster	48 h	self	U
14)					
15)	Negate Pain III *	Caster	—	self	U
16)	Immunity	Caster	10 min/lvl	self	U
17)					
18)	Bless/Prayer/Resist. IV	Caster	1 min/lvl	self	U
19)	Purge Curse	1 target	P	touch	U
20)	Withstand Pain	Caster	1 rnd/lvl	self	U
25)	Need no Sleep True	Caster	1 week	self	U
30)	Bless/Prayer/Resist. True	Caster	1 min/lvl	self	U
50)	Inner Wall	Caster	1 rnd/lvl	self	U

**1. Protection vs Elements I** — For the duration of the spell caster is protected vs natural heat up to 75°C and cold down to -20°C. He also got a +10 DB vs magical heat and cold attacks (i.e Fire balls & bolts, Ice balls & bolts).

**2. Bless/Prayer/Resistance I** — Caster can chose to get a +5 bonus to either his maneuver rolls, RR or DB.

**3. Sterilization** — Caster can sterilize 1 cubic foot per level of any solid or liquid. This will not affect inert poisons or harm creatures larger than 0,25" in length.

**4. Endurance** — For the duration of the spell the caster spends no exhaustion points and may thus push his body to the limits, running, swimming etc.

**5. Negate Pain I** — This spell allows caster to lower his sensation of pain, reducing any penalties resulting from either injuries or poisons by 10. It can be used only once per critical and any other results from the same critical still applies.

**6. Bless/Prayer/Resistance II** — Caster can chose to get a +10 bonus to either his maneuver rolls, RR or DB.

**7. Need no Sleep** — Caster may function without sleep for the duration of the spell. He regains no power points but is fully capable of adventuring or keeping watch without receiving the usual penalties for no sleep. After the spells duration has passed he will gradually become tired and will eventually have to sleep as required for his race. This spell cannot be utilized again until a sleep period has passed.

**8. Resist Poison** — Delays the effect of a poison for as long as the caster concentrates. Caster may chose to cast this spell whenever he fails an RR vs poison. He does not automatically know what poison he has been poisoned with.

**9. Negate Pain II** — As *Negate Pain I*, except penalties can be reduced by 20.

**10. Purge Disease/Poison** — This spell allows caster to reroll a failed RR vs poison or disease. This spell may only be cast once per target per disease/poison until the caster gains another level.

**11. Protection vs elements II** — As *Protection vs Elements I*, except caster is protected vs natural heat up to 120°C and cold down to -50°C. He got a +40 DB vs magical heat and cold attacks (i.e Fire balls & bolts, Ice balls & bolts).

**12. Bless/Prayer/Resistance III** — Caster can chose to get a +15 bonus to either his maneuver rolls, RR or DB.

**13. Need no Sleep II** — As *Need no Sleep*, except that duration is 48 hours.

**15. Negate Pain III** — As *Negate Pain I*, except penalties can be reduced by 30.

**16. Immunity** — For the duration of the spell, casters body is immune to all poisons and diseases that has a lower attack level than *half* of casters level. E.g a 16<sup>th</sup> lvl ranger would be immune to all poisons and diseases with an attack level up to 8<sup>th</sup> lvl. If he should encounter a poison or disease with a higher level he recieve a +30 bonus for his RR.

**18. Bless/Prayer/Resistance IV** — Caster can chose to get a +20 bonus to either his maneuver rolls, RR or DB.

**19. Purge Curse** — An RR is made for the curse (the caster's level is the attack level, the original attack level of the curse is the target level). If the curse fails its RR it is removed. This spell may only be cast once per target per curse until the caster gains another level.

**20. Withstand Pain** — For the duration of this spell caster may act without taking into account penalties delivered from physical injuries up to or equal to -50. If a body part is rendered useless from damage it is still useless. All penalties are applied when duration is up.

**25. Need no Sleep True** — As *Need no Sleep*, except that duration is one week (168 hours).

**30. Bless/Prayer/Resistance True** — Caster can chose to get a +25 bonus to either his maneuver rolls, RR or DB.

**50. Inner Wall** — Caster is able to withstand massive amounts of pain and damage. All critical results are lowered one degree in severity. All penalties from minor wounds, up to or equal to -30 is ignored. Caster cannot be stunned and a stun no parry result will merely put him at 50% action.

### SPECIAL NOTES

1) The Bless/Prayer/Resistance spells can be cast multiple times providing the different bonuses.

2) The Negate Pain spells actually negates the penalty from a critical. This can be tricky if the critical specifies that a tendon has been severed or a muscle destroyed. What has actually happened in that case?

**Option 1:** If a result specifies that the penalty derives from something more than a bad bruise only half of the penalty may be ignored.

**Option 2:** The tendon is still torn but all penalty is ignored by the spell caster. After all, it is magic.