

Beastmaster Base List 10.13.1

MASTER OF THE HUNT

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Rage I *	caster	1 rd/lvl	self	U
2)	Wolf Skin	caster	1 min/lvl	self	U
3)	Stun Relief I *	caster	1 round	self	Us
4)	Rage II *	caster	1 rd/lvl	self	U
5)	Dodging I *	1 attack	1 round	self	U
6)	Unpain I *	caster	1 min/lvl	self	Us
7)	Bear Skin	caster	1 min/lvl	self	U
8)	Rage III *	caster	1 rd/lvl	self	U
9)	Frenzy *	caster	1 rd/lvl	self	U
10)	Unpain II *	caster	1 min/lvl	self	Us
11)	Dodging III *	3 attacks	1 round	self	U
12)	Boar Hide	caster	1 min/lvl	self	U
13)	Rage IV *	caster	1 rd/lvl	self	U
14)	Unleash *	caster	1 rd/lvl	self	U
15)	Claws of Infection *	caster	1 attack	touch	U
16)	Dodging IV *	4 attacks	1 round	self	U
17)	Unpain III *	caster	1 min/lvl	self	Us
18)					
19)	Rage V *	caster	1 rd/lvl	self	U
20)	Wyvern Skin	caster	1 min/lvl	self	U
25)	Unpain IV *	caster	1 min/lvl	self	Us
30)	Unleash true	caster	1 rd/lvl	self	U
50)	Dragon Plates	caster	1 rd/lvl	self	U

1. Rage I — Caster enters a state of animal rage which causes his moves to become faster and more fluid: add an additional +5 to both his OB and DB. This is cumulative with any other modifications he has, but is not cumulative with other Rage spells.

2. Wolf Skin — Caster takes on the resilience of a wolf. For the duration of the spell he has AT/3.

3. Stun Relief I — Caster is relieved of one round of stun.

4. Rage II — As *Rage I*, except bonuses are +10.

5. Dodging I — Allows caster to “dodge” one nonspell attack (missile or melee) that occurs during the same round that this spell is cast. The caster must be able to see the attack (i.e., they cannot be from the rear or invisible) and he must have room to dodge the attack; this results in the attack receiving a -50 modification.

6. Unpain I — Caster is able to sustain an additional 25% of his total concussion hits before passing out, hits are still taken and remain when the spell lapses.

7. Bear Skin — Caster takes on the resilience of a bear. For the duration of the spell he has AT/8 and all attacks made against him has a -5 penalty.

8. Rage III — As *Rage I*, except bonuses are +15.

9. Frenzy — Caster enters a state of frenzied rage receiving all the benefits and drawbacks of being *Frenzy* (as per the skill). To determine the exact effect, roll d100 +90 and check the Frenzy Static Maneuver Table (no further bonus added, even if character has Frenzy skill). Cancelling this spell require concentration (a half round action) and is impossible while in a combat situation. Contrary to the Frenzy skill, the effects of this spell affects in the same round it is cast.

10. Unpain II — As *Unpain I*, except caster is able to sustain an additional 50% of his total concussion hits.

11. Dodging III — As *Dodging I*, except 3 attacks can be dodged.

12. Boar Hide — As *Bear Skin*, except caster gets AT/12 and all attacks made against him has a -10 penalty.

13. Rage IV — As *Rage I*, except bonuses are +20.

14. Unleash — Caster unleashes his bestial intensity. For the duration of this spell he will receive a +30 bonus to initiative score and ignore the limitation of attacks per round.

15. Claws of Infection — If the next melee attack (weapon or natural) performed by caster scores a critical it will deliver double the penalties, bleeding and stun.

16. Dodging IV — As *Dodging I*, except 4 attacks can be dodged.

17. Unpain III — As *Unpain I*, except caster is able to sustain an additional 75% of his total concussion hits.

19. Rage V — As *Rage I*, except bonuses are +25.

20. Wyvern Skin — As *Bear Skin*, except caster gets AT/16 and all attacks made against him has a -15 penalty.

25. Unpain IV — As *Unpain I*, except caster is able to sustain an additional 100% of his total concussion hits. When he passes 200% of his concussion hit points he will die.

30. Unleash True — As *Unleash*, except caster is *Hasted* (may act at 200%) during the duration of the spell.

50. Dragon Plates — As *Bear Skin*, except caster has the resilience of a dragon: AT/20 and all attacks made against him has a -20 penalty.

SPECIAL NOTES

1) Rage and Frenzy. While under the effects of a Rage or Frenzy spell, caster is not as perceptive as otherwise. All perception maneuvers under *Rage* have a -20 penalty and under *Frenzy* they will be performed at -50.

2) Wolf Skin, Bear Skin, Boar Hide, Wyvern Skin and Dragon Plates. The visible signs of these spells is that casters skin takes on a slightly darker hue. From a certain angle it might also seem that he has slightly more bodily hair than usual.

3) If caster is wearing armor and casting a Bear Skin (or higher) type spell he still gets the resilience bonus, i.e -5 to all attacks. He may also chose which AT shall be used, i.e if he has AT/10 but cast a Bear Skin that provide him with AT/8 he may chose whichever of these armor types.

4) Dodging spells cannot be cast wearing heavy armor. The armor types prohibited are AT 14-20. If wearing armor that give a minimum maneuver penalty subtract that penalty from the bonus given. I.e if a character wearing AT/10 and having a -10 maneuver penalty cast Dodging I the attacker will have only -40 on his attack. The Wolf Skin type spells does not encumber and will not interfere with the Dodging spells.

5) Unleash. A 14th level character may only make two attacks per round, even if Hasted and using two-weapon-combo. This spell cancels the *Limited Number of Attacks per round* rule, but will not automatically provide the means to do so.