

## Beastmaster Base List 10.13

### MOVEMENT ENHANCEMENT

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Run *	caster	10 min/lvl	self	U
2)	Balance *	caster	1 min/lvl	self	U
3)	Leaping *	caster	—	self	U
4)	Landing *	caster	—	self	U
5)	Sprint *	caster	10 min/lvl	self	U
6)	Silent Moves	caster	1 min/lvl	self	U
7)	Swimming	caster	1 min/lvl	self	U
8)	Spider Climb	caster	1 min/lvl	self	U
9)	Longjump *	caster	—	self	U
10)	Feather Fall	caster	1 min/lvl	self	U
11)	Fast Sprint *	caster	10 min/lvl	self	U
12)	Lightfoot *	caster	10 min/lvl	self	U
13)	Landing True *	caster	—	self	U
14)	Swimming True	caster	1 min/lvl	self	U
15)	Camouflage	caster	10 min/lvl	self	U
16)	Run III *	3 targets	10 min/lvl	10'	U
17)	Balance III *	3 targets	1 min/lvl	10'	U
18)	Leaping III *	3 targets	—	10'	U
19)	Landing III *	3 targets	—	10'	U
20)	Bird Shape Self	caster	1 min/lvl	self	U
25)	Lightfoot III *	3 targets	10 min/lvl	10'	U
30)	Camouflage III	3 targets	10 min/lvl	10'	U
50)	Movement Mastery *	caster	10 min/lvl	self	U

**1. Run** — Caster may run at double his normal walking pace; he expends exhaustion points at the same rate he would if he were walking, once he stops or performs some other action the spell is canceled.

**2. Balance** — With this spell, the caster gets a +50 bonus to any movement maneuvers performed at a walking pace.

**3. Leaping** — Allows the caster to leap up to 30' laterally or 15' vertically in the round that the spell is cast. If a skill roll is required he gets a +30 bonus to his Jumping skill.

**4. Landing** — Allows the caster to land safely after a fall up to 10' per level of the caster. If the fall is voluntarily and prepared GM might wish to extend the safe limit to up to 15' per level of caster.

**5. Sprint** — Caster may run at triple his normal walking pace and only expends exhaustion points at the same rate he would if he were walking. Once he stops or performs some other action the spell is canceled.

**6. Silent Moves** — Caster can move silently, so long as he does not create a sound originating more than 1' from his body. In many situations, this will give a +10 to +50 bonus (GM discretion) to Stalking and/or Hiding attempts.

**7. Swimming** — Target can swim without expending any exhaustion points. In most situations this spell will provide target with a +25 bonus to any swimming maneuvers.

**8. Spider Climb** — The target may move along (half walking pace) any solid surface angled up to 90 degrees so long as he maintains at least a 3 point contact with the surface (i.e., both feet and one hand or both hands and one foot). If, in any situation GM require the character to make a climbing maneuver roll, this spell provides a +50 bonus.

**9. Longjump** — The caster may jump (from any pace) up to 10' plus 5' per level of the caster horizontally, or 5' plus 2' per level of the caster vertically. This spell will allow the caster to always land safely from jumps of this distance or less.

**10. Feather Fall** — In this simplest form of “flying” the caster will become almost as if weightless and float with the winds. If there is no winds he will float slowly downwards without horizontal movement. If there is wind it will carry the target in whatever speed and direction it blows. Target “glides” at a downward rate of 20' per round.

**11. Fast Sprint** — Caster may run at four times his normal walking pace and only expend exhaustion points at the same rate he would if he were walking, but once he stops or performs some other action the spell is canceled.

**12. Lightfoot** — Caster may pass boggy ground at walking pace without trouble. He may cross fens, marshes and quicksand and even walk short distances (10') across water. In addition, caster leave almost no tracks during the effect of this spell.

**13. Landing True** — As *Landing*, except caster can land safely from any fall 99% of the time.

**14. Swimming True** — As *Swimming*, except that target may swim as fast as he could run. He expends exhaustion points as if he were running.

**15. Camouflage** — Caster and objects on his person take on the visual texture, color, and form of surrounding area. Caster is nearly invisible when motionless (+200 to all Hiding maneuvers) **and** has a +50 bonus to Stalking attempts (if he concentrates).

**16. Run III** — As *Run*, except caster may chose 3 targets.

**17. Balance III** — As *Balance*, except caster may chose 3 targets.

**18. Leaping III** — As *Leaping*, except caster may chose 3 targets.

**19. Landing III** — As *Landing*, except caster may chose 3 targets.

**20. Bird Shape Self** — Caster transforms himself into the shape of a bird and thus get the power of flight. The bird will be one of about 10% of the casters mass. He will only withstand half of his normal concussion hits and not be able to cast spells while in this form. His OB and DB in flight will be that of a large bird and speed of travel will be an average of 300' per round. Any items larger or heavier than 3<sup>7</sup>/<sub>8</sub> lbs will be left on the ground when the transformation occurs.

**25. Lightfoot III** — As *Lightfoot*, except caster may chose 3 targets.

**30. Camouflage III** — As *Camouflage*, except caster may chose 3 targets.

**50. Movement Mastery** — Allows the caster to use any spell on this list once per round for the duration of the spell.