

## Ranger Base List 2.6.2

### MOVING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Run *	Caster	10 min/lvl	self	U
2)	Snow/Sandrunning	Caster	1 min/lvl	self	U
3)	Vigor I	Caster	1 rnd/lvl	self	U
4)	Waterwalking	Caster	1 min/lvl	self	U
5)	Leaping *	Caster	—	self	U
6)	Sprint *	Caster	10 min/lvl	self	U
7)	Traceless Passing I	1 target	10 min/lvl	50'	U
8)	Spider Climb	Caster	1 min/lvl	self	U
9)	Waterrunning	Caster	1 min/lvl	self	U
10)	Vigor II	Caster	1 rnd/lvl	self	U
11)	Otterlungs	Caster	1 min/lvl	self	U
12)	Lightfoot	Caster	10 min/lvl	self	U
13)	Fast Sprint *	Caster	10 min/lvl	self	U
14)	Hide Tracks V	tracks of 5	1 min/lvl	50'	U
15)	Merging Organic	Caster	1 min/lvl	self	U
16)	Run III *	3 targets	10 min/lvl	self	U
17)					
18)	Hide Tracks X	tracks of 10	1 min/lvl	50'	U
19)	Vigor IV	Caster	1 rnd/lvl	self	U
20)	Great Merging Organic	Caster	1 min/lvl	self	U
25)	Hide Tracks XX	tracks of 20	1 min/lvl	50'	U
30)	Merging Organic True	Caster	1 min/lvl	self	U
35)	Vigor VI	Caster	1 rnd/lvl	self	U
50)	Hide Tracks True	Varies	10 min/lvl	100'	U

**1. Run** — Allows caster to move at two times his normal walking pace (i.e Run pace). He only expends exhaustion points as if he were walking. Once he stops or performs any other action, the spell is cancelled.

**2. Snow/Sandwalking** — Caster can walk unhindered upon snow or lose sand. He is able to walk, jog or run (using the normal maneuver difficulties) upon such surfaces as long as they are nearly horizontal.

**3. Vigor I** — For the duration of the spell caster have 10% additional activity.

**4. Waterwalking** — Caster may walk on water as if he were on dry ground. This spell may not be used on rough water.

**5. 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.

**6. Sprint** — As *Run*, except caster may run at triple his normal walking pace.

**7. Traceless Passing** — Target can move without leaving any tracks or other visible signs of his passing. The target may *not* be a riding animal.

**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. Waterrunning** — As *Waterwalking*, except caster may move at two times normal pace (i.e Run pace) or walk on moderately rough water (GM decide the exact measures).

**10. Vigor II** — As *Vigor I*, except caster have 20% additional activity.

**11. Otterlungs** — Caster can safely hold his breath for the duration of this spell.

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

**13. Fast Sprint** — As *Run*, except caster may run at four times his normal walking pace.

**14. Hide Tracks V** — Caster can hide the tracks of five persons (not ride animals) as long as they travel as a group and is within 50' of the caster.

**15. Merging Organic** — Caster can merge into organic material (live or dead). While merged, the caster cannot move or perceive. When the caster emerges he can emerge from any side or face of the material. The caster cannot move "through" material greater in width than his own body size plus 2 feet.

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

**18. Hide Tracks X** — Caster can hide the tracks of ten persons *or* up to five horses as long as they travel as a group and is within 50' of the caster.

**19. Vigor IV** — As *Vigor I*, except caster have 40% additional activity.

**20. Great Merging Organic** — As *Merging Organic*, except caster may turn within material and perceive the world outside the material.

**25. Hide Tracks XX** — Caster can hide the tracks of twenty persons *or* ten horses as long as they travel as a group and is within 50' of the caster.

**30. Merging Organic True** — As *Great Merging Organic*, except caster may use spells on himself while merged.

**35. Vigor VI** — As *Vigor I*, except caster have 60% additional activity.

**50. Hide Tracks True** — As *Hide Tracks X*, except that caster may hide the tracks of all persons and animals that travel with him (within 100' of him). Or he may hide his own tracks absolutely so that there is no means of tracking him (preventing discovery by any method, including magic).

### SPECIAL NOTES

1) Vigor spells allow caster additional percentage activity each round. A caster with Vigor I may perform actions during a round that adds up to 110%. I.e he may run at 110% normal speed *or* make a full melee attack (80%) and move with 30% of his movement *or* use any combination of skills adding up to 110% activity. The Vigor II spell that provides caster with 120% activity allows caster to make two separate melee attacks (at 60% each), each with a -20 penalty.