

Ranger Base List 2.6.3

NATURE'S GUISES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Hues	caster	1 min/lvl	self	U
2)	Shade	100'R	10 min/lvl	touch	E
3)	Mask Scent	target	10 min/lvl	touch	U
4)	Silent Moves	caster	1 min/lvl	self	U
5)	Camouflage	caster	C	self	U
6)	Study Form	caster	P	self	I
7)	Hide Light	50'R	10 min/lvl	touch	U
8)	Shadow	caster	1 hour/lvl	self	U
9)	Animal Cloaking	caster	10 min/lvl	self	U
10)	Plant Facade	caster	1 min/lvl	self	E
11)					
12)	Study Form True	caster	P	self	I
13)	Animal Façade	caster	1 min/lvl	self	E
14)					
15)	Mass Animal Cloaking	10'R	10 min/lvl	self	U
16)	Plant Form I	caster	1 min/lvl	self	U
17)					
18)	Animal Form I	caster	1 min/lvl	self	U
19)					
20)	Plant Form II	caster	1 min/lvl	self	U
25)	Animal Form II	caster	1 min/lvl	self	U
30)	Plant Form True	caster	1 min/lvl	self	U
50)	Animal Form True	caster	1 min/lvl	self	U

1. Hues — Allows caster to take on the physical coloration of any 1 organic object. The caster must be in contact with object when the spell is cast. In many situations this will give a +10 to +50 bonus (GM's discretion) to Hiding attempts (and perhaps to some Stalking attempts).

2. Shade — Shadows in the area of effect deepen; aiding any stealth maneuvers performed (+25 Hiding/+10 Stalking).

3. Mask Scent — For the duration of this spell target have no traceable scent.

4. Silent Moves — Caster can move silently, so long as he does not create any 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.

5. Camouflage — Caster blends into the surrounding terrain receiving a +75 bonus to Hiding attempts. Caster may not move (appreciably) without loosing this bonus.

6. Study Form — Caster studies and memorizes the form of one type of animal or plant for use with spells later on this list. The caster can only have as many forms studied as he has levels.

7. Hide Light — For the duration of this spell no light source will be visible from the outside (i.e the light from a campfire, torch or lantern cannot be spotted from afar).

8. Shadow — Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (in many situations this could be handled with a Stalking/Hiding bonus between +25 and +75).

9. Animal Cloaking — Upon casting this spell caster chose 1 type of animal. For the duration of the spell no animal of the chosen type will notice caster unless willfully provoked.

10. Plant Facade — Allows caster to appear as any one type of plant that he has studied. Caster retains his size and will not smell or feel like the plant (i.e., it is purely a visual illusion and is subject to normal illusion rules).

12. Study Form True — As *Study Form*, except a specific animal or plant form may be studied. For example, the woodsman's dog (as opposed to just a dog) may be studied.

13. Animal Facade — Allows caster to appear as any one type of animal that he has studied. Caster retains his size and will not smell or feel like the animal (i.e., it is purely a visual illusion and is subject to normal illusion rules).

15. Mass Animal Cloaking — As *Animal Cloaking*, except all within the radius will go unnoticed by the chosen type of animal.

16. Plant Form I — Allows caster to take the form of any one plant he has studied. The caster will look and feel like the plant. He can vary his size from 75% of normal to 200% of normal. The caster does not gain the physical abilities of the plant.

18. Animal Form I — Allows caster to take the form of any one animal he has studied. The caster will look and feel like the animal. He can vary his size from 75% of normal to 200% of normal. The caster does not gain the physical abilities of the animal.

20. Plant Form II — As *Plant Form I*, except caster may also assume the scent and physical abilities of the plant. Caster can vary his size from 50% of normal to 400% of normal.

25. Animal Form II — As *Animal Form I*, except caster gains the movement and attack abilities of the chosen animal. Caster can vary his size from 50% of normal to 400% of normal.

30. Plant Form True — As *Plant Form II*, except the caster can change his form to any other plant he has studied at any time during the duration of the spell.

50. Animal Form True — As *Animal Form III*, except the caster can change his form to any other animal he has studied at any time during the duration of the spell.

SPECIAL NOTES

1) See Section 7.1.27 for specific limitations on illusions

2) See Section 7.1.11 for specific rules on changing forms.

3) For the purposes of spells on this list, an animal is a creature that has no greater than animal intelligence; and a plant is must have no measurable intelligence.

4) Concerning the *Animal Cloaking* spell, willful provocation might be attacking, throwing a bone at a guard dog or making loud noises.

4) If *Shade* or *Hide Light* is cast with the center point of its area of effect on a mobile target the area of effect **may** move with the target (see Section 7.1.7).