

Druid Base List 2.3.4

NATURE'S MOVEMENT/SENSES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Cat's Step	caster	1 min/lvl	self	U
2)	Chameleon Skin	caster	1 min/lvl	self	U
3)	Wolf Sense	caster	1 min/lvl	self	U
4)	Deer Speed I	caster	10 min/lvl	self	U
5)	Bat Sense	caster	1 min/lvl	self	U
6)	Otter Lungs	caster	1 min/lvl	self	U
7)	Glide I	caster	1 min/lvl	self	U
8)	Hawk Sense	caster	1 min/lvl	self	U
9)	Tiger Skin	caster	1 min/lvl	self	U
10)	Boar Strength	caster	1 min/lvl	self	U
11)	Lightfoot	caster	10 min/lvl	self	U
12)	Insect Sense	10'R/lvl	1 min/lvl	self	U
13)	Deer Speed II	caster	10 min/lvl	self	U
14)	Bear Skin	caster	1 min/lvl	self	U
15)	Bearhug	caster	1 min/lvl	self	U
16)	Glide II	caster	1 min/lvl	self	U
17)	Tiger Claw	caster	1 min/lvl	self	U
18)	Deer Speed III	caster	10 min/lvl	self	U
19)	Ox Strength	caster	1 min/lvl	self	U
20)	Drake Skin	caster	1 min/lvl	self	U
25)	Glide True	caster	1 min/lvl	self	U
30)	Deer Speed True	caster	10 min/lvl	self	U
50)	Dragon Skin	caster	1 min/lvl	self	U

1. Cat's Step — Caster moves as quietly as a cat. Adds +20 to all Stalking maneuvers.

2. Chameleon Skin — Caster's skin takes on the coloration of the surrounding terrain. Adds +10 to +50 to all Stalking/Hiding maneuvers. As caster moves, coloration changes to match the surrounding terrain. This spell does not affect gear or clothing.

3. Wolf Sense — Caster gains an increased sense of smell and hearing (subtle smells and higher sonic ranges included). Adds +50 to Perceptions with only these senses; +20 to Perceptions using these sense combined with others.

4. Deer Speed I — Caster can run at two times normal pace (i.e., Run pace) and expend exhaustion points as if only walking. He may also travel without loss of speed through woodland terrain.

5. Bat Sense — Increases caster's ability to maneuver without his sight. When blinded or otherwise without sight, this spell adds +50 to maneuver rolls in the dark (may also be added to characters Blind Fighting skill). Note that this spell does not negate penalties for blindness; it simply decreases them.

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

7. Glide I — Caster can glide like a bird. His speed spans between 150-300' per round (which he may vary during the glide) and he will gradually sink downwards at least 5% of his glide length each round.

8. Hawk's Sense — Caster gains the visual acuity of a hawk, including nightvision 300'. For the duration caster has +50 to all Perceptions involving only sight; +20 to all Perceptions involving this sense combined with others.

9. Tiger Skin — Caster takes on the resilience of a large cat. For the duration of the spell he has AT/4 and all physical attacks made against him has a -10 penalty.

10. Boar Strength — Caster gains the ferocity of a wild boar. He receive +20 to his melee OB and initiative bonus.

11. 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.

12. Insect Sense — Caster gains the vibratory sensitivity of an insect. He can sense vibrations in the ground (or other solid material) up to the area of effect. He will gain information indicating general movements and number of targets ($\pm 10\%$). Treat as a +25 to +100 bonus to Perception skills (depending on the type of activity).

13. Deer Speed II — As *Deer Speed I*, except the speed increase is three times (i.e., Sprint pace).

14. Bear Skin — Caster's skin has the resilience of a great cave bear (AT/11).

15. Bearhug — Caster can deliver a LGr attack (if both his hands are free) or a LBa attack if he runs into and ram his opponent. His OB is 5 times his level plus his AG/ST mods.

16. Glide II — As *Glide I*, except travel speed can be up to 500' per round.

17. Tiger Claw — Caster can deliver a *two* LCl attacks per round. Both hands must be free. His OB on each attack is 4 times his level plus his AG/ST mods.

18. Deer Speed III — As *Deer Speed I*, except the speed increase is four times (i.e., Fast Sprint pace).

19. Ox Strength — As *Boar Strength*, except caster gains the strength of an ox. He gains a +40 melee OB and initiative bonus and is able to attack even while stunned (but at 50% OB, as a berzerker).

20. Drake Skin — Caster's skin has the resilience of a minor drake (AT/12) and all attacks made against him have a -10 penalty.

25. Glide True — As *Glide I*, except speed is up to 700'/rnd.

30. Deer Speed True — As *Deer Speed I*, except speed increase is five times (i.e., Dash pace).

50. Dragon Skin — Caster's skin takes on the resilience of a lesser drake (effective AT of 20).

SPECIAL NOTES

1) With the exception of *Chameleon Skin* the caster does not physically change with any of the spells on this list.

2) If the GM deem appropriate, the victim of a Bearhug might view attacker (i.e. caster) as a large bear for a second. The effect is equal on the Tiger Claw spell, except victim will get a glimpse of attacker being a large cat.

3) Glide I, example: a character gliding off a 20' high cliff can glide 400' before touching ground. If he travels at maximum speed (i.e. 300'/rnd) the first round will drop him 5% of his glide length, i.e. 15'. In the second round he will touch ground after 1/3 of the round if he retains the current speed.