

Natures Guises

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Hues I	caster	1 min/lvl	self	
2)	Silent Moves	caster	1 min/lvl	self	
3)	Scentless	caster	1 min/lvl	self	
4)	Camouflage Object	1 object	1 min/lvl	10'	
5)	Traceless Passing I	caster	1 min/lvl	self	
6)	Blind I	10'x10'	1 min/lvl	10'	
7)	Hues II	caster	1 min/lvl	self	
8)	Nature's Ghost	caster	1 min/lvl	self	
9)	Concealment I	caster	1 min/lvl	self	
10)	Study Form	caster	P	self	
11)	Plant Facade	caster	1 min/lvl	self	
12)	Blind V	5x(10'x10')	1 min/lvl	100'	
13)	Traceless Passing II	caster	1 min/lvl	10'	
14)	Hues III	caster	1 min/lvl	self	
15)	Animal Thoughts	caster	1 min/lvl	self	
16)	Concealment V	5 people	1 min/lvl	self	
17)	Animal Facade	caster	1 min/lvl	self	
18)	Blind X	10x(10'x10')	1 min/lvl	100'	
19)	True Chameleon	caster	1 min/lvl	self	
20)	Traceless Passing True	1 target	1 min/lvl	10'	
25)	Mass Plant Façade	1 target/lvl	1 min/lvl	self	
30)	Concealment True	1 target/lvl	1 min/lvl	self	
35)	Mass Traceless Passing True	1 target/lvl	1 min/lvl	10'	
40)	Mass Animal Façade	1 target/lvl	1 min/lvl	self	
50)	Nature's Ghosts	1 target/lvl	1 min/lvl	self	

1. Hues I – Allows caster to take on the physical coloration of his surroundings, giving a +25 to stalking and hiding.

2. Silent Moves – Caster can move silently, so long as he does not create a sound originating more than 1' from his body. This typically provides a +10 to +50 bonus (GM's discretion) to Stalking and Hiding maneuvers.

3. Scentless - Caster's scent is neutralized, making him undetectable to creatures that use smell.

4. Camouflage Object - Spell will change the coloring of 1 inanimate object up to MEDIUM size, making it VERY DIFFICULT to see.

5. Traceless Passing I - Caster will leave minimal marks of his passing(scuffed dirt, broken twigs, branches, bent leaves etc). -50 to any tracking attempts on target.

6. Blind I - Creates a 10'x10' 2 dimensional screen that will display the surrounding environment and hide anything behind it. From the front it will look like the background, but from the side/rear it is visible.

7. Hues II – Allows caster to take on the physical coloration of his surroundings, giving a +50 to stalking and hiding.

8. Nature's Ghost - As Hues I, Silent Moves, Scentless and Traceless Passing I simultaneously.
9. Concealment I - Caster is covered with a illusionary façade, matching the surrounding terrain. He cannot move, but can see out through the façade. The illusion does not provide any shelter or protection, but can only be discerned if walked into or a detection spell.
7. 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 plus his Memory stat bonus. Each level of an appropriate Lore or Science skill allows an additional memorized form. For example, if a 7th level Ranger has a +2 Memory bonus and has five ranks in Lore: Flora, then he can learn 9 forms of any type, plus five additional forms of plants only. Caster may choose to forget a studied form at any time to make room for replacements.
11. Plant Facade – Allows caster to appear as any one type of plant that he has studied. This is purely a visual illusion: caster will still sound, smell, and feel the same, and the caster undergoes no physical change.
- 12 Blind V - As Blind I, but caster can create up to 5 panels.
13. Traceless Passing II - Caster will leave virtually no marks of his passing(scuffed dirt, broken twigs, branches, bent leaves etc). -100 to any tracking attempts on target.
14. Hues III – Allows caster to take on the physical coloration of his surroundings, giving a +75 to stalking and hiding.
15. Animal Thoughts – For the duration of this spell, the caster's mental patterns will appear to be those of any animal he has studied.
16. Concealment V - As Concealment I, but will hide the caster and 4 others.
17. Animal Facade – Allows caster to appear as any one type of animal that he has studied. This is purely a visual illusion: caster will still sound, smell, and feel the same, and the caster undergoes no physical change.
- 18 Blind X - As Blind I, but caster can create up to 10 panels.
19. True Chameleon - As Hues I, but bonus is +100.
20. Traceless Passing True - Target will leave no marks of his passing(scuffed dirt, broken twigs, branches, bent leaves etc).
25. Mass Plant Facade - As Plant Facade, but 1 target/lvl.
30. Concealment True - As Concealment I, but will hide the caster plus 1 target/lvl.
40. Mass Trass Passing True - As Traceless Passing True but 1 target/lvl.
35. Mass Animal Facade - As Animal Facade, but 1 target/lvl.
50. Nature's Ghost - As True Chameleon, Silent Moves, Scentless and Traceless Passing True simultaneously.