

HUNTING MASTERY

Ranger Base List by *Tommaso Galmacci*

Level	Spell	Area of Effect	Duration	Range	Class
1	Guess Distance*	caster	-	self	U
2	Aiming I*	caster	1 minute	self	U
3	Trapping I	caster	1 hr/lvl	self	U
4	Cleanse Catch	1 animal	-	touch	U
5	Precise Shot I*	caster	1 minute	self	U
6	Iron Wood	1 item	10 min/lvl	touch	U
7	Archer's Eye*	caster	1 minute	self	U
8	Trapping II	caster	1 hr/lvl	self	U
9	Aiming II*	caster	1 minute	self	U
10	Fletcher	caster	1 hr/lvl	self	U
11	The Hunter	caster	10 min/lvl	self	U
12	Precise Shot II*	caster	1 minute	self	U
13	Bowyer	caster	1 hr/lvl	self	U
14	Trapping III	caster	1 hr/lvl	self	U
15	Aiming III*	caster	1 minute	self	U
16	Archer's Eye True*	caster	1 minute	self	U
17	Invisible Hunter	1 animal	1 rnd/10fail	30'	Fm
18	Blessed Shot*	caster	1 minute	self	U
19	Precise Shot III*	caster	1 minute	self	U
20	Aiming True*	caster	1 minute	self	U
25	Slaying Shot*	caster	1 minute	self	U
30	Precise Shot True*	caster	1 minute	self	U
50	Hunting Mastery	caster	1 min/lvl	self	U

1. Guess Distance: Caster can immediately determine the exact distance to a specified point in his line of sight. Said point/item/target must previously have been detected by normal means (e.g., using Sense awareness or an Awareness • Perception skill).

2. Aiming I: Caster adds +15 to his next missile attack made within the duration of this spell.

3. Trapping I: Caster gains a +15 bonus to any maneuver involving traps (Trap Finding, Trap Building, Setting Traps, Disarming Traps).

4. Cleanse Catch: Removes any disease or poison from one animal the caster has killed.

5. Precise Shot I: Caster gains a special bonus to any critical roll achieved with the first missile attack made within the duration of this spell. This special bonus equals 1/3 caster's level (rounded down). Treat this bonus as an Ambush bonus (it can be added or subtracted to the roll to adjust the result, and any ranks in Ambush skill can also be used to modify the result).

6. Iron Wood : Makes one wooden weapon harder and more difficult to break. That weapon receives a special modification of +75 to any strength checks.

7. Archer's Eye: Caster's next missile attack (within the duration of this spell) has all range penalties halved (round up).

8. Trapping II: As *Trapping I*, except bonus is +30.

9. Aiming II: As *Aiming I*, except the bonus is +30.

10. Fletcher: Caster receives a special bonus of +30 to his Fletching skill.

11. The Hunter: Caster gains a special bonus of +30 to any Hiding or Stalking maneuvers. Caster's scent is also masked, resulting in all attempts to track or perceive the caster by smell to suffer a special modification of -50.

12. Precise Shot II: As *Precise Shot I*, except the special bonus is equal to half the caster's level.

13. Bowyer: As *Fletcher*, except the bonus applies to his Bowyer skill.

14. Trapping III: As *Trapping I*, except the bonus is +45.

15. Aiming III: As *Aiming I*, except bonus is +45.

16. Archer's Eye True: As *Archer's Eye*, except no range penalties apply, even at maximum range.

17. Invisible Hunter: For the duration of the spell, the caster is inaudible, invisible and completely concealed to the senses of a target animal he is hunting. Said animal/prey cannot perceive the caster by any means if the caster does not make any action that will obviously reveal him (e.g., making loud sounds or attacking the target). If any of said conditions (GM discretion) ever occur, the target may make another RR with a +50 modifier to end the

effect of the spell. The caster might still need to be perceived by the target's normal senses.

18. Blessed Shot: Caster's next missile attack (within the duration of this spell) inflicts a Holy Weapon critical instead of normal criticals. Note this is only applicable against Large or Super Large creatures.

19. Precise Shot III: As *Precise Shot I*, except the special bonus equals caster's level.

20. Aiming True: As *Aiming I*, except bonus is +75.

25. Slaying Shot: As *Blessed Shot*, except the critical is treated as Slaying.

30. Precise Shot True: As *Precise Shot I*, except the special bonus is two times caster's level.

50. Hunting Mastery: Caster may use one lower level spell from this list each round.