

Featherfoot - Ninja



Alteration, Reversible

Level: 2

Range: Touch

Components: S

Casting Time: 5 rds./level

Duration: 1 turn

Area of Effect: 1 person

Saving Throw: None

The person affected by this spell gains the magical ability to move quietly and weightlessly at a normal walking pace or slower. If he tries to go any faster, the spell is broken and lost. The person affected by this spell does not leave footprints, nor does he set off weight- or pressure-based traps.

While the spell is in effect, the person gains +30% to his move silently roll. (If without this skill, the person has a 30% chance to move silently, as a thief, for the duration of the spell.)

The reverse of this spell, leadfoot, affects one creature. The victim is allowed a saving throw to avoid being affected by the spell. The victim of a leadfoot spell moves loudly and heavily. Silent movement and hiding in shadows is impossible; the creature also automatically sets off any pressure-based traps it steps on (no roll is necessary).

A leadfooted creature inside the area of a silence spell moves normally; he can be heard if he fails to make a move silently roll.

Notes: Restricted to ninja spellcasters and those trained by them.