Character Name			Matt D			Nethy	'S	None	Chaotic Good	_ [	F A			
						Deity	.m / F ft	Region	Alignment	100				
CLASS	riu				$-\frac{\text{Human }/}{\text{RACE}}$	Humanoid		SIZE / F	ım / 5 ft.	5' 10" / 165 lbs. HEIGHT / WEIGHT	Normal VISION	— 📰	(in	26
10 (9) 105000 / 155000 27						green		black	VISION		T			
Character Level (CR) EXP/NEXT LEVEL AGE						EYES	l	HAIR	Points	— 🥛	No.	1		
ABILITY NAME	BASE	BASE	ABILITY	ABILITY TEM			WOLIND	S/CURRENT HP		SUBDUAL DAMAGE	DAMAGE REDUCTION		SPEE	D
STR	SCORE 12	+1	SCORE 12	+1 scor		<b>IP</b> 90	WOONE	S/CORREINT III		JOBBOAL DAWINGE	DAWAGE REDOCTION	W	alk 3	
Strength	17	+3	17	+3		18 :	15 : 15	= 10 +	3 + 0 +	3+0+0+	2 + 0 + 0	+ 0 +	0 +	0 + 0
Dexterity	16	+3	16	+3		TOTAL	FLAT TOU		ARMOR SHIELD BONUS BONUS	STAT SIZE NATURAL D	EFLEC- DODGE Morale	Insight S	iacred I	Profane MISC
Constitution	15	+2	15	+2	IN:	ITIATIVE modifier	+7 = +3	MISC	MISS Arcan		COLD ELECT. FIRE RESIST RESIST RESIST			
WIS	16	+3	18	+4	Er	ncumbrance	Lic		Failur		SKILLS		MA)	X RANKS: 10/1
CHA	20	+5	22	+6						SKILL NAME	KEY ABILITY		BILITY ODIFIER	RANKS MISC MODIFIER
Charisma					DILITY MACIC	MICC FRIC T	TMD		✓ Acrobat		DEX		3	
	THRO		TOTAL	SAVE			EMP		<ul><li>✓ Appraise</li><li>✓ Bluff</li></ul>	9	INT CHA	_	2 6 +	7 + 3
FORT (con:	Stitution)	DE	+8	= +3 +	+3 + +2 +	+0 +0 +			✓ Climb		STR	1 =	1	/ . 3
RE	FLEX		+8	= +3 +	+3 + +2 +	+0 + 0+				ntrained)	INT	2 =	2	
(de	exterity)		. 1 [				=		✓ Diploma	,	CHA	8 =	6 +	2
	risdom)		+15	=  +7  +	+4 +2 +	+2 +0 +			✓ Disguise		CHA		6	
				Conditio	nal Save Mo	ndifiers:			✓ Escape A	Artist	DEX DEX		3 +	1 + 3
+2 trait	honus	s on s	avina		gainst fear e				✓ Heal		WIS		4	1 3
						ell, you gain	a +2 trait b	nnus on	✓ Intimida	ite	CHA		6 +	8 + 3
				eath effe		en, you gam			Knowled	lge (Arcana)	INT	14 =	2 +	9 + 3
					al Combat N	/lodifiers:				dge (Dungeoneering			2 +	8 + 3
Your rea	ach in	creas	es by	10 feet w	henever you	are making	a melee to	uch	✓ Percepti		WIS		4	
attack.								✓ Perform ✓ Ride	(Untrained)	CHA	6 =			
You hav	/e a 50	)% ch	ance t	to ignore	critical hits a	ind sneak att	acks.		✓ Kide ✓ Sense M	Intive	DEX WIS	3	3 4 +	1
			TOTA	AL.	BASE ATTACK BONU	S STAT S	IZE MISC	EPIC TEMP	Spellcra		INT			10 + 3
MEL	.EE		+6	=	+5	+ +1 + +	+0+0+	0 +	✓ Stealth		DEX	3 =	3	
RANG	CED	H	+8	= [	+5	+ +3 + +	+0 + +0 +	0 +	✓ Survival		WIS	4 =	4	
attack b	onus		+0				-00 -		✓ Swim	nia Dania	STR	1 =	1	F + 2
CM attack b	IB onus		+6	=	+5	+ +1 + +	+ +	+	USE Mag	gic Device	CHA	14 =	6 +	5 + 3
		APPLE		TRIP	DISARI	VI SL	JNDER RI	JLL JSH OVERRUN				=	+	+
СМВ		+6	ᆜᆜ	+6	+6			-6 +6	<u> </u>	: can be used untraine	d. X: exclusive skills.	*: Skill Ma	stery.	
CMD	- 2	21		21	21		21 2	21		Α	cidic Ray			
UN	ARM	ED	TC	TAL ATTACK				REACH	Uses pe	r Day	0000			
	nlethal or			+6	1	d3+1 20	0/x2	5 ft.		):You can fire an acidic ray as				
Special	Prop	ertie	S:						times per day.	ា attack. The acidic ray deals [Paizo Inc Core Rulebook, រុ	o.72]	nage. You c	an use t	tnis ability 9
*Da	agge	r +4	(Lifesu	urge/Living	Steen	ND TYPE SIZ		REACH 5 ft.		W:	arp Touch			
		To H		Da	m	То Н	it	Dam	Uses pe		<u>-</u>			
1H-P 1H-O		+10	1	1d4		+4		1d4+5		,			C T	9-1
2H		+6	1	1d4 1d4		+6 +2		1d4+5 1d4+4	affects one cre	<b>Sp):</b> You create brief, disorien ature within 30 feet, which is	dazed for 1 round (Forti	tude negate	es; DC 23	3). You can
	10 ft.			20 ft.	30 ft.	40 ft.	5	0 ft.	p.73]	9 times per day. This bloodli	ne power replaces acidic	ray. [Paizo I	nc Ult	imate Magic,
TH Dam	+12 1d4+5	5		+10 d4+5	+8 1d4+5	+6 1d4+5		+4  4+5						
								REACH						
		Oil (	1 Pint F	lask)		ND TYPE SIX		5 ft.						
TIL	10 ft.			20 ft.	30 ft.	40 ft.		0 ft.						
TH Dam	+8 1d6			+6 1d6	+4 1d6	+2 1d6		+0 d6						
		s: Thro	own spl			round action to								
ignite			•	•										
*: weapon is			hand 4.	<b>H-O</b> : One beer 1	ad in off based 311.	Two handed. <b>2W-P-(</b>	OH). 2	orimanı bəəə						
						Iwo handed. <b>2W-P-(</b> nd weapon is light). 2								
		A	RMOR	<b>?</b>		TYPE AC MA	XDEX CHECK SF	ELL FAILURE						
*Bracers of Armor +3 +3 +0 0														
	*Ri	ng of	Prote	ction +2		+2	+0	0						

EQUIPME	NT		
ITEM	LOCATION	QTY	WT / COST
Brooch of Shielding	Equipped	1	0 / 1,500
Headband of Mental Prowess (WIS/	Equipped	1	1 / 10,000
CHA) +2	er transf	4	4 / 0 000
Bracers of Armor +3	Equipped	1	1 / 9,000
Ring of Wizardry I	Equipped	1	0 / 20,000
Ring of Protection +2	Equipped	1	0 / 8,000
Dagger +4 (Lifesurge/Living Steel)	Equipped	1	1 / 32,302
Outfit (Traveler's)	Equipped	1	5/0
Robes of Arcane Heritage Cloak of Resistance +2	Equipped	1	1 / 16,000 1 / 4,000
	Equipped	1	0.5 / 1
Scroll Case 0.04 lbs., 1 Scroll (Magic Missile), 1 Scroll (Wind Wall), 1 Scroll (	Equipped Haste) 1 Scroll (Color)	-	0.5 / 1
Scroll (Magic Missile)	Scroll Case	1	0 / 25
Scroll (Wind Wall)	Scroll Case	1	0 / 375
Carell (Hasto)	Scroll Casa	1	0 / 275
Scroll (Haste)	Scroll Case	1	0 / 375
니 Scroll (Color Spray)	Scroll Case	1	0 / 25
	50.0	·	0 / 23
Handy Haversack	Equipped	1	5 / 2,000
18.06 lbs., 1 Lantern (Hooded), 1 Rope (Silk/50 ft.), 1 Blanket (V	Vinter), 1 Bedroll, 6 Ca	ndle, 1 F	Flint and Steel, 1 Soap
(per lb.), 1 Wand of Knock, 12 Feather Token, Bird, 2 Oil (1 Pint Lantern (Hooded)	Handy	1	2 / 7
, ,	Haversáck		•
Bright illumination (30'), shadowy illumination (60'), 6 hr./pint Shadowy Illumination: 60 ft.	:Bright Illumination: 30	ft., Dur	ation: 6 hr./pint,
Rope (Silk/50 ft.)	Handy	1	5 / 10
4 hp, DC 24 Strength check to burst	Haversack		
Blanket (Winter)	Handy	1	3 / 0.5
	Haversack		5 / 0 /
Bedroll	Handy Haversack	1	5 / 0.1
Candle	Handy	6	0 (0) / 0 (0.1)
00000 0	Haversack		
Increases light level (5') for 1 hr.Duration: 1 hr., Increases ligh		:. 1	0 / 1
Flint and Steel	Handy Haversack	'	0 / 1
Soap (per lb.)	Handy	1	1 / 0.5
14/	Haversack	1	0.4 / 4.500
Wand of Knock	Handy Haversack	'	0.1 / 4,500
Knock opens stuck, barred, or locked doors, as well as those s			
Feather Token, Bird	Handy Haversack	12	0 (0) / 300 (3,600)
Oil (1 Pint Flask)	Handy	2	1 (2) / 0.1 (0.2)
OII (T PINT FIASK)	Haversack	_	. (2, ) 0.1 (0.2)
Thrown splash weapon see p.202, full-round action to prepare	, 50% chance to ignite		
Belt Pouch	Equipped	1	0.5 / 1
5.62 lbs., 2 Potion of Cure Light Wounds, 1 Flask (Empty), 1 Wa Color Spray, 1 Snapleaf			
Potion of Cure Light Wounds	Belt Pouch	2	0 (0) / 50 (100)
Cures 1d8+1 points of damage			
Flask (Empty)	Belt Pouch	1	1.5 / 0
Waterskin (Filled)	Belt Pouch	1	4 / 1
Wand of Deep Slumber	Belt Pouch	1	0.1 / 11,250
	Delt Di	_	0.4.1750
Wand of Color Spray	Belt Pouch	1	0.1 / 750
A vivid cone of clashing colors springs forth from your hand, c	ausing creatures to be	come s	tunned, perhaps also
blinded, and possibly knocking them unconscious.  Snapleaf	Belt Pouch	1	0 / 750
Scroll Case	Equipped	1	0.5 / 1
  A leather or wooden scroll case easily holds four scrolls; you ca	an cram more inside, b	out retri	eving any of them
becomes a full-round action rather than a move action.0.04 lb. (Heroism), 1 Scroll (Daze Monster)	s., 1 Scroll (Blink), 1 Sci	roll (Clo	udkill), 1 Scroll
Scroll (Blink)	Scroll Case	1	0 / 375
- "/c  ":")	C II C		0/4/27
Scroll (Cloudkill)	Scroll Case	1	0 / 1,125
□ Scroll (Heroism)	Scroll Case	1	0 / 375
	Jei Oii Case		0   3/3

			<del>,</del>
EQUIPME			
ITEM	LOCATION	QTY	WT / COST
Scroll (Daze Monster)	Scroll Case	1	0 / 150
Wand of Magic Missile	Equipped	1	0.1 / 750
1 to 5 missiles that do 1d4+1 damage each.		_	4 / 2 222
Figurine of Wondrous Power, Silver	Equipped	1	1 / 3,800
Raven			
Can be used no more than 24 hours per week but need not be		4	0 / 25
Scroll (Detect Evil)	Equipped	1	0 / 25
D			
Scroll (Summon Monster I)	Equipped	1	0 / 25
Wand of Lightning Bolt	Equipped	1	0.1 / 11,250
Spellbook	Equipped	1	3 / 15
Metamagic Rod of Lesser Silent	Equipped	1	5 / 3,000
Necklace of Fireballs (Type IV)	Carried	2	1 (2) / 5,400
(.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			(10,800)
Staff of Electricity	Carried	1	5 / 31,900
Wand (Shocking Grasp/	Equipped	1	0 / 3,000
Sorcerer/8th)	4-14		
TOTAL WEIGHT CARRIED/VALUE	38.35 lbs.	101 1/	EF Acro
TOTAL WEIGHT CARRIED/VALUE	30.33 IDS.	191,10	55.4gp

Light 43 Medium 86 Heavy 130	
Light 45 Wicdian 60 Heavy 150	
r head 130 Lift off ground 260 Push / Drag 650	

MONEY Total= 0 gp [Unspent Funds = 10,271 gp]

#### MAGIC

Lift over

Cold Iron Staff of Electricity 4 charges, 1 chr Shocking Grasp, 2 chr Lighting Bolt, 3 chr Chain Lighting +1atk 1d6/1d6 crit x2 bypass vs demon or fey

1st spellbook-indentify, mage armor, silent image, unseen servant, reduce person

2nd spellbook-floating disc, scorching ray, lightning bolt, wind wall, shout 3rd spellbook-small, indeterminate

#### Languages

Aklo, Common, Draconic

#### Other Companions

Ayrn-Bryan Micki-Linda Tracil-Andy Vashrah-Middleton Grundur-Curt Vern-Doug Taalen-Eric

### Traits

#### Brigand (Granted)

[Paizo Inc. - Kingmaker Player's Guide, p.10]

You hail from the River Kingdoms or the more lawless reaches of Brevoy. Life has been hard for you. Perhaps your parents and siblings were crooks and con artists, or maybe your rough, lonely life lead you to fall in with thieves and worse. You know how to ambush travelers, bully traders, avoid the law, and camp where no one might find you. Recently, you've run into some trouble, either with the law or with other bandits, and you're looking to get away to somewhere no one would ever think to look for you. An expedition into the rugged wilderness seems like a perfect way to lie low until the trouble blows over. You gain a +1 trait bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with brigands, thieves, bandits, and their ilk.

#### [Paizo Inc. - Advanced Player's Guide, p.328] Courageous

Your childhood was brutal, yet you persevered primarily through force of will and the hope that no matter how hard things might get, as long as you kept a level head you'd make it through. You gain a +2 trait bonus on saving throws against fear effects.

#### Magic is Life (Nethys)

[Paizo Inc. - Advanced Player's Guide, p.333]

Your faith in magic allows you to ref lexively use the energy of any spell effect on you to save you from death. As long as you are under the effects of any spell, you gain a +2 trait bonus on saving throws against death effects. If you are reduced to negative hit points while you are under the effects of any spell, you automatically confirm stabilization checks to stop bleeding.

#### Special Attacks

Acidic Ray (Sp) [Paizo Inc. - Core Rulebook, p.72]

You can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6 + 7 points of acid damage. You can use this ability 9 times per day.

Long Limbs (Ex)

[Paizo Inc. - Core Rulebook, p.72]

Your reach increases by 10 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area.

(QC) Warp Touch

[Paizo Inc. - Ultimate Magic, p.73]

You create brief, disorienting changes in a creature's physical form. This ability affects one creature within 30 feet, which is dazed for 1 round (Fortitude negates: DC 23). You can use this ability 9 times per day. This bloodline power replaces acidic ray.

#### **Special Qualities**

#### Aberrant Bloodline

[Paizo Inc. - Core Rulebook, p.72]

There is a taint in your blood, one that is alien and bizarre. You tend to think in odd ways, approaching problems from an angle that most would not expect. Over time, this taint manifests itself in your physical form.

Bloodline Arcana

[Paizo Inc. - Core Rulebook, p.72]

Whenever you cast a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.

**Bonus Feat** 

Paizo Inc. - Core Rulebook, p.27]

Humans select one extra feat at 1st level.

Bonus Sorcerer Spell (2x)

[Paizo Inc. - Advanced Race Guide]

Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

Cantrips

[Paizo Inc. - Core Rulebook, p.71]

Sorcerers learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Humanoid Traits (Ex)

[Paizo Inc. - Core Rulebook, p.308]

Humanoids breathe, eat, and sleep.

Skilled

[Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

[Paizo Inc. - Core Rulebook, p.70]

A sorcerer casts arcane spells drawn primarily from the sorcerer/wizard spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 16 the spell level.

Unusual Anatomy (Ex)

[Paizo Inc. - Core Rulebook, p.72]

Your anatomy changes, giving you a 50% chance to ignore any critical hit or sneak attack scored against you, treating it as a normal hit instead.

#### Weapon and Armor Proficiency

[Paizo Inc. - Core Rulebook, p.70]

Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a sorcerer's gestures, which can cause her spells with somatic components to fail.

1 Bonus Feat

[Paizo Inc. - Core Rulebook]

GM awarded PC with +1 feat.

+1 Trait (Brigand)

[Paizo Inc. - Advanced Player's Guide]

GM awarded PC with +1 Trait.

#### **Feats**

Combat Casting

Paizo Inc. - Core Rulebook, p.119]

You are adept at spellcasting when threatened or distracted.

You get a +4 bonus on concentration checks made to cast a spell or use a spelllike ability when casting on the defensive or while grappled.

**Empower Spell** 

[Paizo Inc. - Core Rulebook, p.122]

You can increase the power of your spells, causing them to deal more damage. All variable, numeric effects of an empowered spell are increased by half including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Improved Initiative

[Paizo Inc. - Core Rulebook, p.127] Your quick reflexes allow you to react quickly to danger.

You get a +4 bonus on initiative checks.

You are more resistant to mental effects.

You get a +2 bonus on all Will saving throws. Leadership [Paizo Inc. - Core Rulebook, p.129]

You attract followers to your cause and a companion to join you on your adventure.

This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs. See Table 5-2 for what level of cohort and how many followers you can recruit.

Spell Penetration

Iron Will

[Paizo Inc. - Core Rulebook, p.134]

[Paizo Inc. - Core

Rulebook, p.129]

Your spells break through spell resistance more easily than most.

You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Toughness

[Paizo Inc. - Core Rulebook, p.135]

You have enhanced physical stamina. You gain +10 hit points.

Eschew Materials

[Paizo Inc. - Core Rulebook, p.123]

You can cast many spells without needing to utilize minor material components. You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

#### **Proficiencies**

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Heavy Crossbow, Light Crossbow, Dagger, Chain Dagger, Punching Dagger, Dart Gaff, Gauntlet, Spiked Gauntlet, Grapple, Javelin, Longspear, Heavy Mace, Light Mace, Mere Club, Morningstar, Pliers, Quarterstaff, Rock, Shortspear, Sickle, Skull, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Splash Weapon, Stake, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow

## Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	6	6	5	3	1	_	_	_	<u> </u>
PER DAY	at will	14	8	7	6	4	_	_	_	_
Concontration	.16		,		•	•			•	

		LEVEL 0 / Per Day:	0 / Caster Le	vel:10		
Name		School	Time	Duration	Range	Sou
Detect Ma		Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.
/, S] TARGET: Cone-shaped	l emanation; <b>EFFECT:</b> You detect magical aura	es. [SR:No] Evocation [Light, WoodSchool]	1 standard action	100 minutes	Touch	CR:p.
	ouched; <b>EFFECT:</b> This spell causes a touched o					·
□□□□ <mark>Mage Han</mark>	i <u>d</u>	Transmutation	1 standard action	Concentration	Close (50 ft.)	CR:p.
	gical, unattended object weighing up to 5 lbs.	; EFFECT: You point your finger at an object a Transmutation [MetalSchool]	and can lift it and move it at w	Il from a distance. [SR:No] Instantaneous	10 ft.	CD
Mending  SI TARGET: One object of	f up to 10 lb.; <i>EFFECT:</i> This spell repairs dama					CR:p.
Message	r up to 10 ib., Erreer. This spen repairs duma	Transmutation, AirSchool [Langua		100 minutes	Medium (200 ft.)	CR:p.
	es; <b>EFFECT:</b> You can whisper messages and re					
)□□□□ <u>Prestidigit</u>		Universal	1 standard action	1 hour	10 ft.	CR:p
/, S] TARGET: See text; <i>EFFE</i> ] Ray of Fros	ECT: Prestidigitations are minor tricks that no	vice spellcasters use for practice. [SR:No; DC Evocation, WaterSchool [Cold]	:16, See text] 1 standard action	Instantaneous	Close (50 ft.)	CR:p
	A ray of freezing air and ice projects from you			Tristal leads	c.osc (50 tt.)	Citip
I□□□□ <u>Read Magi</u>		Divination	1 standard action	100 minutes	Personal	CR:p
	7: You can decipher magical inscriptions on o				Taurah	CD
Resistance	<u>e</u> ure touched;	Abjuration	1 standard action	1 minute	Touch	CR:p
, S, M/DF] TARGET: Creatu	·	- · ·			ro, will negates (narmiess)]	
		LEVEL 1 / Per Day:1	4 / Caster Le	evel:10		
Name		School	Time	Duration	Range	So
Comprehe		Divination	1 standard action	100 minutes	Personal	CR:p
S, M/DF] TARGET: You; <i>El</i>	FFECT: You can understand the spoken word	s of creatures or read otherwise incomprehe Transmutation	ensible written messages. 1 round	10 minutes [D]	Close (50 ft.)	CR:
	anoid creature; <b>EFFECT:</b> This spell causes inst		g its height and multiplying its		, ,	
□□□□ <u>Grease</u>		Conjuration, EarthSchool (Creation	n) 1 standard action	10 minutes [D]	Close (50 ft.)	CR:
	ct or 10-ft. square; <b>EFFECT:</b> A grease spell cove	ers a solid surface with a layer of slippery gre <b>Evocation [Force]</b>	ease. [SR:No; DC:17, See text] 1 standard action	Instantaneous	Medium (200 ft.)	CD
Magic Miss	ISIIE Patures, no two of which can be more than 15	· · · · · · · · · · · · · · · · · · ·		Instantaneous	Medium (200 π.)	CR:
Protection		Abjuration [Good]	1 standard action	10 minutes [D]	Touch	CR:p
· · · · · · · · · · · · · · · · · · ·	ure touched; <b>EFFECT:</b> This spell wards a creati	ure from attacks by evil creatures, from ment	tal control, and from summor	ed creatures. [SR:No; see text; DC:17, W	ill negates (harmless)]	
Shocking (		Evocation, AirSchool [Electricity, N		Instantaneous	Touch	CR:
, S] TARGET: Creature or o	bject touched; EFFECT: Your successful mele-	• • • • • • • • • • • • • • • • • • • •				
		LEVEL 2 / Per Day:	8 / Caster I e	vel·10		
		LLVLL Z / I CI Day.	o / Castel Le			
Name		School	Time	Duration	Range	So
Alter Self		School Transmutation (Polymorph)			Range Personal	So CR:p
Alter Self  , S, M] TARGET: You; EFFEC	<b>CT:</b> You can assume the form of any Small or	School Transmutation (Polymorph) Medium creature of the humanoid type.	<b>Time</b> 1 standard action	<b>Duration</b> 10 minutes [D]	Personal	CR:p
Alter Self  , s, M] TARGET: You; EFFEC  Detect Tho	<b>CT:</b> You can assume the form of any Small or oughts	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting]	Time 1 standard action 1 standard action	Duration		CR: <sub>I</sub>
Alter Self , S, M] TARGET: You; EFFEC Detect Tho , S, F/DF] TARGET: Cone-sl	<b>CT:</b> You can assume the form of any Small or oughts haped emanation; <b>EFFECT:</b> You detect surfac	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting]	Time 1 standard action 1 standard action	<b>Duration</b> 10 minutes [D]	Personal	CR: CR:
Alter Self  S, M] TARGET: You; EFFEC  Detect Tho  S, F/DF] TARGET: Cone-sl  Eagle's Spl  S, M/DF] TARGET: Creatu	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfacelendor ure touched; EFFECT: The transmuted creatur	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation to becomes more poised, articulate, and pers	Time 1 standard action 1 standard action text] 1 standard action sonally forceful gaining a +4 e	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)]	CR: CR: CR:
Alter Self, , S, M] TARGET: You; EFFEC  JULIA Detect Tho , S, F/DF] TARGET: Cone-si  Lagle's Spl , S, M/DF] TARGET: Creatu  Resist Ene	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfac lendor ure touched; EFFECT: The transmuted creaturergy	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation te becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo	Time  1 standard action  1 standard action  text]  1 standard action  sonally forceful gaining a +4 e I, FireSch(1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch	CR: <sub> </sub> CR: <sub> </sub> CR: <sub> </sub>
Alter Self  , s, M] TARGET: You; EFFEC  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfac lendor ure touched; EFFECT: The transmuted creaturergy touched; EFFECT: This abjuration grants a cre	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation e becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wh	Time  1 standard action  1 standard action  text]  1 standard action  sonally forceful gaining a +4 e I, FireSch(1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)]	CR: <sub>I</sub> CR: <sub>I</sub> CR: <sub>I</sub>
Alter Self  , S, M] TARGET: You; EFFEC  DUDED Detect The  , S, F/DF] TARGET: Cone-st  DUDED Eagle'S Spl  , S, M/DF] TARGET: Creatu  DUDED RESIST Ene  , S, DF] TARGET: Creature  DUDED Scorching	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfac lendor ure touched; EFFECT: The transmuted creaturergy touched; EFFECT: This abjuration grants a cre	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation e becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of whe	Time  1 standard action  1 standard action  text]  1 standard action  sonally forceful gaining a +4 e  I, FireSch(1 standard action nichever one of five energy tyl  1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes bes you select. [SR:Yes (harmless); DC:18	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch	CR:p CR:p CR:p
Alter Self  , S, M] TARGET: You; EFFEC  , S, F/DF] TARGET: Cone-sl  , S, F/DF] TARGET: Cone-sl  , S, M/DF] TARGET: Creatur  , S, M/DF] TARGET: Creatur  , S, DF] TARGET: Creature  , S] TARGET: One or more	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfacted by the content of the content	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation e becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of whe	Time  1 standard action  1 standard action  text]  1 standard action  sonally forceful gaining a +4 e  I, FireSch(1 standard action nichever one of five energy tyl  1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes bes you select. [SR:Yes (harmless); DC:18	Personal 60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)]	CR:p CR:p CR:p CR:p
Alter Self S, M] TARGET: You; EFFEC Detect The S, F/DF] TARGET: Cone-sl Eagle's Spl S, M/DF] TARGET: Creature DETECTION SCOTCHING SI TARGET: One or more See Invisib	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfacted by the content of the content	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. (SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wh Evocation, FireSchool [Fire] to to 2 searing beams of fire dealing 4d6 point	Time  1 standard action  1 standard action  text]  1 standard action  sonally forceful gaining a +4 e I, FireSchrl standard action  nichever one of five energy tyj  1 standard action  ts of fire damage. [SR:Yes]  1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D]  10 minutes  chancement bonus to Charisma. [SR:Yes 100 minutes bes you select. [SR:Yes (harmless); DC:18 Instantaneous  100 minutes [D]	Personal 60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)] Close (50 ft.)	CR:µ CR:µ CR:µ CR:µ
Alter Self S, M] TARGET: You; EFFEC Detect The S, F/DF] TARGET: Cone-sl Eagle's Spl S, M/DF] TARGET: Creature DETECTION SCOTCHING SI TARGET: One or more See Invisib	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfacted or use touched; EFFECT: The transmuted creaturing touched; EFFECT: This abjuration grants a creature or the content of	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. (SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wh Evocation, FireSchool [Fire] to 2 searing beams of fire dealing 4d6 poin Divination e invisible within your range of vision, as wel	Time 1 standard action 1 standard action text] 1 standard action sonally forceful gaining a +4 e II, FireSchr1 standard action nichever one of five energy ty 1 standard action ts of fire damage. [SR:Yes] 1 standard action I as any that are ethereal, as i	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes pes you select. [SR:Yes (harmless); DC:18 Instantaneous 100 minutes [D] f they were normally visible.	Personal 60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)] Close (50 ft.)	CR:µ CR:µ CR:µ CR:µ
Alter Self S, M] TARGET: You; EFFEC Detect The S, F/DF] TARGET: Cone-sl Eagle's Spl S, M/DF] TARGET: Creature DETECTION S, DF] TARGET: Creature THE STARGET: Cone or more TARGET: One or more	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfacted or use touched; EFFECT: The transmuted creaturing touched; EFFECT: This abjuration grants a creature or the content of	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. (SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wh Evocation, FireSchool [Fire] to to 2 searing beams of fire dealing 4d6 point	Time 1 standard action 1 standard action text] 1 standard action sonally forceful gaining a +4 e II, FireSchr1 standard action nichever one of five energy ty 1 standard action ts of fire damage. [SR:Yes] 1 standard action I as any that are ethereal, as i	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes pes you select. [SR:Yes (harmless); DC:18 Instantaneous 100 minutes [D] f they were normally visible.	Personal 60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)] Close (50 ft.)	CR:  CR:  CR:  CR:  CR:
Alter Self S, M] TARGET: You; EFFEC DDECT The S, F/DF] TARGET: Cone-sl DDECET The S, F/DF] TARGET: Creature DDECET TARGET: One or more DDECET TARGET: One or more DDECET TARGET: You; EFFEC	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfacted or use touched; EFFECT: The transmuted creaturing touched; EFFECT: This abjuration grants a creature or the content of	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation the becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchool eature limited protection from damage of wh Evocation, FireSchool [Fire] to 2 searing beams of fire dealing 4d6 poin Divination e invisible within your range of vision, as wel	Time 1 standard action 1 standard action text] 1 standard action sonally forceful gaining a +4 e II, FireSch(1 standard action nichever one of five energy ty 1 standard action ts of fire damage. [SR:Yes] 1 standard action I as any that are ethereal, as i	Duration 10 minutes [D]  Concentration, up to 10 minutes [D]  10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes pes you select. [SR:Yes (harmless); DC:18 Instantaneous  100 minutes [D]  f they were normally visible.	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)] Close (50 ft.)  Personal	CR:  CR:  CR:  CR:  CR:  CR:
Alter Self S, M] TARGET: You; EFFEC S, F/DF] TARGET: Cone-st C	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfacted or use touched; EFFECT: The transmuted creaturing touched; EFFECT: This abjuration grants a creature or the content of	School Transmutation (Polymorph)  Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation the becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wheature limited protection from the service of the	Time 1 standard action 1 standard action text] 1 standard action sonally forceful gaining a +4 e I, FireScht standard action nichever one of five energy typ 1 standard action ts of fire damage. [SR:Yes] 1 standard action I as any that are ethereal, as i 7 / Caster Le Time 1 standard action d look as though you're winki	Duration 10 minutes [D]  Concentration, up to 10 minutes [D]  10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes pes you select. [SR:Yes (harmless); DC:18 Instantaneous  100 minutes [D] If they were normally visible.  Vel:10  Duration 10 rounds [D] ng in and out of reality at random.	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal	CR:  CR:  CR:  CR:  CR:  CR:
Alter Self S, M] TARGET: You; EFFECT: Children S, F/DF] TARGET: Cone-st Children S, F/DF] TARGET: Creature Children S, M/DF] TARGET: Creature Children S, DF] TARGET: Creature Children See Invisit See Invisit S, M] TARGET: You; EFFECT: Children Shame Children Sh	CT: You can assume the form of any Small or oughts thaped emanation; EFFECT: You detect surfact lendor are touched; EFFECT: The transmuted creaturing touched; EFFECT: This abjuration grants a creature area; EFFECT: You blast your enemies with up bility. CT: You can see any objects or beings that are you "blink" quickly back and forth between the ought to be out to	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation the becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of whe Evocation, FireSchool [Fire] to to 2 searing beams of fire dealing 4d6 point Divination e invisible within your range of vision, as well LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation	Time 1 standard action  1 standard action  text] 1 standard action  sonally forceful gaining a +4 e I, FireScht standard action nichever one of five energy tyj 1 standard action ts of fire damage. [SR:Yes] 1 standard action I as any that are ethereal, as i  7 / Caster Le Time 1 standard action d look as though you're winki 1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D]  10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes poes you select. [SR:Yes (harmless); DC:18 Instantaneous  100 minutes [D] f they were normally visible.  Vel:10  Duration 10 rounds [D] ng in and out of reality at random. 10 rounds	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)	CR:  CR:  CR:  CR:  CR:  CR:
Alter Self S, M] TARGET: You; EFFECT: S, F/DF] TARGET: Creature S, F/DF] TARGET: Creature S, DF] TARGET: Creature S, DF] TARGET: Creature S, DF] TARGET: Creature SOURCE SOURCE Name Name SI TARGET: You; EFFECT: Haste S, M] TARGET: You; EFFECT:	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactendor ure touched; EFFECT: The transmuted creaturergy touched; EFFECT: This abjuration grants a creature ray; EFFECT: You blast your enemies with upoility CT: You can see any objects or beings that are	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation the becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of whe Evocation, FireSchool [Fire] to to 2 searing beams of fire dealing 4d6 point Divination e invisible within your range of vision, as well LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation	Time 1 standard action 1 standard action text] 1 standard action sonally forceful gaining a +4 e II, FireSch1 standard action sichever one of five energy ty 1 standard action ts of fire damage. [SR:Yes] 1 standard action I as any that are ethereal, as i 7 / Caster Le Time 1 standard action d look as though you're winki 1 standard action ve and act more quickly than	Duration 10 minutes [D]  Concentration, up to 10 minutes [D]  10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes poes you select. [SR:Yes (harmless); DC:18 Instantaneous  100 minutes [D] f they were normally visible.  Vel:10  Duration 10 rounds [D] ng in and out of reality at random. 10 rounds	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)	CR:  CR:  CR:  CR:  CR:  CR:  CR:  CR:
Alter Self S, M] TARGET: You; EFFECT: Conest	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactendor ure touched; EFFECT: The transmuted creaturergy touched; EFFECT: This abjuration grants a creature ray; EFFECT: You blast your enemies with upoility CT: You can see any objects or beings that are	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation e becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wh Evocation, FireSchool [Fire] to 2 searing beams of fire dealing 4d6 poin Divination e invisible within your range of vision, as well  LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation spart; EFFECT: The transmuted creatures mon Evocation, AirSchool [Electricity, Minds of the Material Plane and Evocation, AirSchool [Electricity, Minds of the Material Plane and Evocation, AirSchool [Electricity, Minds of the Material Plane and Evocation, AirSchool [Electricity, Minds of the Material Plane and Evocation, AirSchool [Electricity, Minds of the Material Plane and Evocation, AirSchool [Electricity, Minds of the Material Plane and Evocation, AirSchool [Electricity, Minds of the Material Plane and Evocation, AirSchool [Electricity, Minds of the Material Plane and Evocation, AirSchool [Electricity, Minds of the Material Plane and Evocation, AirSchool [Electricity, Minds of the Minds	Time 1 standard action  1 as any that are ethereal, as in  7 / Caster Le  Time 1 standard action  1 oka sthough you're winkin 1 standard action  1 standard action  1 oka sthough you're winkin 1 standard action  1 standard action  1 standard action  2 standard action  2 standard action  3 standard action  3 standard action  4 standard action  4 standard action  5 standard action  5 standard action  6 standard action  6 standard action  6 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes per you select. [SR:Yes (harmless); DC:18 Instantaneous 100 minutes [D] f they were normally visible.  Vel:10  Duration 10 rounds [D] normal in dout of reality at random. 10 rounds normal. [SR:Yes (harmless); DC:19, Fortit Instantaneous	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)  ude negates (harmless)] 120 ft.	CR: CR: CR: CR: CR: CR: CR: CR: CR:
Alter Self S, M] TARGET: You; EFFEC S, M] TARGET: Croature S, F/DF] TARGET: Creature S, M/DF] TARGET: Creature S, DF] TARGET: Creature S, DF] TARGET: Creature S, DF] TARGET: Creature S, M] TARGET: One or more Mane Mane Mane Mane Mane Mane Mane Man	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactendor ure touched; EFFECT: The transmuted creaturery touched; EFFECT: This abjuration grants a cre Ray rays; EFFECT: You blast your enemies with up bility CT: You can see any objects or beings that are You "blink" quickly back and forth between the cress, no two of which can be more than 30 ft. at Bolt e; EFFECT: You release a powerful stroke of electric surface.	School Transmutation (Polymorph)  Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wheet of the season of the dealing 4d6 point divination e invisible within your range of vision, as well  LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation spart; FFECT: The transmuted creatures more Evocation, AirSchool [Electricity, Mectrical energy that deals 10d6 points of election of the Material Plane and Transmutation (PoodSchool)	Time 1 standard action 1 standard action text] 1 standard action text] 1 standard action sonally forceful gaining a +4 e I, FireScht standard action nichever one of five energy tyj 1 standard action ts of fire damage. [SR:Yes] 1 standard action I as any that are ethereal, as i 7 / Caster Le Time 1 standard action d look as though you're winki 1 standard action ve and act more quickly than. MetalSchol standard action tricity damage to each creatu 1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D]  10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes per you select. [SR:Yes (harmless); DC:18 Instantaneous  100 minutes [D] fi they were normally visible.  Vel:10  Duration 10 rounds [D] ng in and out of reality at random. 10 rounds 10 rounds 10 rounds rounds [SR:Yes (harmless); DC:19, Fortit Instantaneous re within its area. [SR:Yes; DC:19, Reflex 100 minutes	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)  ude negates (harmless)] 120 ft. half] Touch	CR:  CR:  CR:  CR:  CR:  CR:  CR:  CR:
Alter Self  , S, M] TARGET: You; EFFECT:  , S, F/DF] TARGET: Creature  , S, F/DF] TARGET: Creature  , S, DF] TARGET: One or more  Name	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactlendor ure touched; EFFECT: The transmuted creaturergy touched; EFFECT: This abjuration grants a creaturergy rays; EFFECT: You blast your enemies with upbillity CT: You can see any objects or beings that are You "blink" quickly back and forth between the res, no two of which can be more than 30 ft. a Bolt	School Transmutation (Polymorph)  Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wheet of the season of the dealing 4d6 point divination e invisible within your range of vision, as well  LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation spart; FFECT: The transmuted creatures more Evocation, AirSchool [Electricity, Mectrical energy that deals 10d6 points of election of the Material Plane and Transmutation (PoodSchool)	Time 1 standard action 1 standard action text] 1 standard action text] 1 standard action sonally forceful gaining a +4 e I, FireScht standard action nichever one of five energy tyj 1 standard action ts of fire damage. [SR:Yes] 1 standard action I as any that are ethereal, as i 7 / Caster Le Time 1 standard action d look as though you're winki 1 standard action ve and act more quickly than. MetalSchol standard action tricity damage to each creatu 1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D]  10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes per you select. [SR:Yes (harmless); DC:18 Instantaneous  100 minutes [D] fi they were normally visible.  Vel:10  Duration 10 rounds [D] ng in and out of reality at random. 10 rounds 10 rounds 10 rounds rounds [SR:Yes (harmless); DC:19, Fortit Instantaneous re within its area. [SR:Yes; DC:19, Reflex 100 minutes	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)  ude negates (harmless)] 120 ft. half] Touch	CR:;;
Alter Self  S, M) TARGET: You; EFFECT:  S, F/DF) TARGET: Creature  S, F/DF) TARGET: Creature  TO SECOND TARGET: Creature  SOUND TARGET: Creature  SOUND TARGET: Creature  SOUND TARGET: Creature  NAME  S, M] TARGET: You; EFFECT:  Lightning  S, M] TARGET: 10 creature  S, M] TARGET: 10 creature  TO Lightning  S, M] TARGET: 10 creature  TO LIGHTNING  NO TARGET: 10 creature  TARGET: TO	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactlendor ure touched; EFFECT: The transmuted creaturer ergy rays; EFFECT: This abjuration grants a cre Ray rays; EFFECT: You blast your enemies with up billity CT: You can see any objects or beings that are You "blink" quickly back and forth between the res, no two of which can be more than 30 ft. a Bolt e; EFFECT: You release a powerful stroke of ele touched; EFFECT: This spell grants the creater	School Transmutation (Polymorph)  Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wheet of the season of the dealing 4d6 point divination e invisible within your range of vision, as well  LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation spart; FFECT: The transmuted creatures more Evocation, AirSchool [Electricity, Mectrical energy that deals 10d6 points of election of the Material Plane and Transmutation (PoodSchool)	Time 1 standard action 1 standard action text] 1 standard action text] 1 standard action sonally forceful gaining a +4 e I, FireScht standard action nichever one of five energy tyj 1 standard action ts of fire damage. [SR:Yes] 1 standard action I as any that are ethereal, as i 7 / Caster Le Time 1 standard action d look as though you're winki 1 standard action ve and act more quickly than. MetalSchol standard action tricity damage to each creatu 1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D]  10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes per you select. [SR:Yes (harmless); DC:18 Instantaneous  100 minutes [D] fi they were normally visible.  Vel:10  Duration 10 rounds [D] ng in and out of reality at random. 10 rounds 10 rounds 10 rounds rounds [SR:Yes (harmless); DC:19, Fortit Instantaneous re within its area. [SR:Yes; DC:19, Reflex 100 minutes	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)  ude negates (harmless)] 120 ft. half] Touch	CR:;CR:;CR:;CR:;CR:;CR:;CR:;CR:;CR:;CR:;
Alter Self S, M] TARGET: You; EFFECT: Companies Alter Self S, M/DF] TARGET: Creature Companies S, DF] TARGET: One or more Companies Companies Name Companies Com	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactlendor ure touched; EFFECT: The transmuted creaturer ergy rays; EFFECT: This abjuration grants a cre Ray rays; EFFECT: You blast your enemies with up billity CT: You can see any objects or beings that are You "blink" quickly back and forth between the res, no two of which can be more than 30 ft. a Bolt e; EFFECT: You release a powerful stroke of ele touched; EFFECT: This spell grants the creater	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wh Evocation, FireSchool [Fire] to 2 searing beams of fire dealing 4d6 point Divination e invisible within your range of vision, as well  LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation apart; EFFECT: The transmuted creatures mon Evocation, AirSchool [Electricity, Metrical energy that deals 10d6 points of election in the Modern of Individuo Ind	Time 1 standard action  1 standard action  text] 1 standard action  1 standard action  sonally forceful gaining a +4 e II, FireSch1 standard action  standard action  ts of fire damage. [SR:Yes] 1 standard action  I as any that are ethereal, as i  7 / Caster Le  Time 1 standard action  d look as though you're winki 1 standard action  we and act more quickly than MetalScho1 standard action  tricity damage to each creatu 1 standard action  and the language of any intel	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes 200 syou select. [SR:Yes (harmless); DC:18 Instantaneous 100 minutes [D] 6 they were normally visible.  Vel:10  Duration 10 rounds [D] 101 rounds 102 reality at random. 101 rounds 101 rounds 101 rounds 102 reality at random. 101 rounds 102 reality at random. 101 rounds 102 reality at random. 103 rounds 104 reality at random. 105 rounds 107 rounds 108 reality at random. 107 rounds 108 reality at random. 108 reality at random. 108 reality at random. 109 rounds 109 rounds 109 rounds 100 round	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch ,Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)  ude negates (harmless)] 120 ft. half] Touch jue or a regional dialect. [SR:No; D	CR:  CR:  CR:  CR:  CR:  CR:  CR:  CR:
Alter Self S, M] TARGET: You; EFFECT: Companies American Self S, M/DF] TARGET: Creature Companies S, DF] TARGET: Creature Companies S, M] TARGET: You; EFFECT: Companies S, M] TARGET: 10 creature Companies Compa	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactlendor ure touched; EFFECT: The transmuted creaturingy touched; EFFECT: This abjuration grants a cre Ray rays; EFFECT: You blast your enemies with up bility CT: You can see any objects or beings that are You "blink" quickly back and forth between the creature of the company of the compa	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wh Evocation, FireSchool [Fire] to 2 searing beams of fire dealing 4d6 point Divination e invisible within your range of vision, as well  LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation apart; EFFECT: The transmuted creatures mos Evocation, AirSchool [Electricity, Metrical energy that deals 10d6 points of election of the material Plane and the Ethereal Plan	Time 1 standard action  1 standard action  text] 1 standard action  1 as any that are ethereal, as if  7 / Caster Le  Time 1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes 200 syou select. [SR:Yes (harmless); DC:18 Instantaneous 100 minutes [D] 6 they were normally visible.  Vel:10  Duration 10 rounds [D] 10 rounds 10 minutes [SR:Yes (harmless); DC:19, Fortit Instantaneous re within its area. [SR:Yes; DC:19, Reflex 100 minutes ligent creature, whether it is a racial tong Instantaneous/1 hour; see text	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch ,Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)  ude negates (harmless)] 120 ft. half] Touch jue or a regional dialect. [SR:No; D	CR:
Alter Self  S, M] TARGET: You; EFFECE  S, F/DF] TARGET: Creature  S, F/DF] TARGET: Creature  CONTROL SECURITY  SOURCE  NAME  N	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactlendor ure touched; EFFECT: The transmuted creaturingy touched; EFFECT: This abjuration grants a cre Ray rays; EFFECT: You blast your enemies with up bility CT: You can see any objects or beings that are You "blink" quickly back and forth between the creature of the company of the compa	School Transmutation (Polymorph)  Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation the becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wheeling the protection from damage of wheeling to to 2 searing beams of fire dealing 4d6 point Divination e invisible within your range of vision, as well the search of the material Plane and the Ethereal Plane and Transmutation the Material Plane and the Ethereal Plane and Transmutation spart; EFFECT: Tate transmuted creatures more the search of the province of the prov	Time 1 standard action 1 standard action text] 1 standard action text] 1 standard action sonally forceful gaining a +4 e I, FireScht standard action nichever one of five energy tyj 1 standard action ts of fire damage. [SR:Yes] 1 standard action I as any that are ethereal, as i 7 / Caster Le Time 1 standard action d look as though you're winki 1 standard action we and act more quickly than MetalScho1 standard action tricity damage to each creatu 1 standard action and the language of any intel 1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes pers you select. [SR:Yes (harmless); DC:18 Instantaneous  100 minutes [D] If they were normally visible.  Vel:10  Duration 10 rounds [D] ng in and out of reality at random. 10 rounds Instantaneous  100 minutes [SR:Yes (harmless); DC:19, Fortit Instantaneous 101 rounds 102 rounds 103 rounds 104 rounds 105 rounds 105 rounds 106 reality at random. 107 rounds 108 rewithin its area. [SR:Yes; DC:19, Fortit Instantaneous 100 minutes ligent creature, whether it is a racial tong Instantaneous/1 hour; see text	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.) ude negates (harmless)] 120 ft. half] Touch gue or a regional dialect. [SR:No; D	CR::
Alter Self S, M] TARGET: You; EFFECT: Company S, M/DF] TARGET: Creature Company S, M/DF] TARGET: Creature Company S, M/DF] TARGET: Creature Company S, M] TARGET: Creature Company See Invisit S, M] TARGET: You; EFFECT: Company S, M] TARGET: 10 creature Company S, M] TARGET: 10 creature Company S, M] TARGET: 10 creature Company S, M] TARGET: 120-ft, line Company S, M] TARGET: Living creature Company S] TARGET: Living creature Company S] TARGET: Living creature Company S] TARGET: Living creature Company Name	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactlendor ure touched; EFFECT: The transmuted creaturery trouched; EFFECT: This abjuration grants a creaturery rays; EFFECT: You blast your enemies with upbility CT: You can see any objects or beings that are You "blink" quickly back and forth between the resolution of which can be more than 30 ft. a Bolt e; EFFECT: You release a powerful stroke of ele touched; EFFECT: This spell grants the creature touched; EFFECT: Your touch deals 5d6 points.	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wh Evocation, FireSchool [Fire] to 2 searing beams of fire dealing 4d6 point Divination e invisible within your range of vision, as well  LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation apart; EFFECT: The transmuted creatures mos Evocation, AirSchool [Electricity, Metrical energy that deals 10d6 points of election of the material Plane and the Ethereal Plan	Time 1 standard action  1 standard action  text] 1 standard action  1 as any that are ethereal, as if  7 / Caster Le  Time 1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes 200 syou select. [SR:Yes (harmless); DC:18 Instantaneous 100 minutes [D] 6 they were normally visible.  Vel:10  Duration 10 rounds [D] 10 rounds 10 minutes [SR:Yes (harmless); DC:19, Fortit Instantaneous re within its area. [SR:Yes; DC:19, Reflex 100 minutes ligent creature, whether it is a racial tong Instantaneous/1 hour; see text	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch ,Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)  ude negates (harmless)] 120 ft. half] Touch jue or a regional dialect. [SR:No; D	CR::  CR::
Alter Self S, M] TARGET: You; EFFECT: Companies S, F/DF] TARGET: Creature Companies S, DF] TARGET: One or more Companies S, M] TARGET: You; EFFECT: Companies Name Companies Companies M/DF] TARGET: 10 creature Companies M/DF] TARGET: 10 creature Companies M/DF] TARGET: 10 creature Companies M/DF] TARGET: Creature Companies M/DF] TARGET: Creature Companies M/DF] TARGET: Creature Companies	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactlendor ure touched; EFFECT: The transmuted creaturery trouched; EFFECT: This abjuration grants a creaturery rays; EFFECT: You blast your enemies with upbility CT: You can see any objects or beings that are You "blink" quickly back and forth between the resolution of which can be more than 30 ft. a Bolt e; EFFECT: You release a powerful stroke of ele touched; EFFECT: This spell grants the creature touched; EFFECT: Your touch deals 5d6 points.	School Transmutation (Polymorph)  Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. (SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wh Evocation, FireSchool [Fire] to 2 searing beams of fire dealing 4d6 point Divination e invisible within your range of vision, as well  LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation apart; EFFECT: The transmuted creatures more Evocation, AirSchool [Electricity, Mectrical energy that deals 10d6 points of election of the Material Plane and the School Givination [WoodSchool] ure touched the ability to speak and underst.  Necromancy ints of damage. [SR:Yes]  LEVEL 4 / Per Day: School Conjuration (Creation) frubbery black tentacles to appear, burrowing	Time 1 standard action 1 standard action text] 1 standard action text] 1 standard action sonally forceful gaining a +4 e I, FireSchri standard action nichever one of five energy ty; 1 standard action ts of fire damage. [SR:Yes] 1 standard action I as any that are ethereal, as i 7 / Caster Le Time 1 standard action d look as though you're winki 1 standard action ve and act more quickly than. Verall Standard action tricity damage to each creatu 1 standard action and the language of any intel 1 standard action  1 standard action  6 / Caster Le Time 1 standard action 1 standard action 1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes bes you select. [SR:Yes (harmless); DC:18 Instantaneous 100 minutes [D] f they were normally visible.  Vel:10  Duration 10 rounds [D] ng in and out of reality at random. 10 rounds rormal. [SR:Yes (harmless); DC:19, Fortit Instantaneous re within its area. [SR:Yes; DC:19, Reflex 100 minutes ligent creature, whether it is a racial tong Instantaneous/1 hour; see text  Vel:10  Duration 10 rounds [D] Duration 10 rounds [D] Duration 10 rounds [D] ning for any creature in the area. [SR:No	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch ,Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.) ude negates (harmless)] 120 ft. half] Touch jue or a regional dialect. [SR:No; D Touch  Range Medium (200 ft.)	CR:
Alter Self S, M] TARGET: You; EFFECT S, F/DF] TARGET: Creature Conditions S, F/DF] TARGET: Creature Conditions S, F/DF] TARGET: Creature Conditions S, M/DF] TARGET: Creature Conditions See Invisit S, M] TARGET: You; EFFECT: Conditions Conditions S, M] TARGET: 10 creature Conditions Conditions Conditions Name Conditions Condition	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactendor ure touched; EFFECT: The transmuted creaturery touched; EFFECT: This abjuration grants a cre Ray rays; EFFECT: You blast your enemies with up bility CT: You can see any objects or beings that are You "blink" quickly back and forth between the research of the properties of the properties of the creature enemies are provided by the creature of the properties of the creature of the provided by the creature of the properties of the creature of the properties of the creature of the provided by the creature of the properties of the creature of the provided by the provid	School Transmutation (Polymorph)  Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wheet of the search of the sear	Time 1 standard action 1 standard action text] 1 standard action text] 1 standard action sonally forceful gaining a +4 e I, FireScht standard action nichever one of five energy ty; 1 standard action ts of fire damage. [SR:Yes] 1 standard action I as any that are ethereal, as i 7 / Caster Le Time 1 standard action d look as though you're winki 1 standard action ve and act more quickly than. 1 standard action tricity damage to each creatu 1 standard action and the language of any intel 1 standard action  1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes pers you select. [SR:Yes (harmless); DC:18 Instantaneous 100 minutes [D] If they were normally visible.  Vel:10  Duration 10 rounds [D] ng in and out of reality at random. 10 rounds rounds [SR:Yes (harmless); DC:19, Fortit Instantaneous re within its area. [SR:Yes; DC:19, Reflex 100 minutes ligent creature, whether it is a racial tong Instantaneous/1 hour; see text  Vel:10  Duration 10 rounds [D] ning for any creature in the area. [SR:No 10 rounds	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch ,Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)  ude negates (harmless)] 120 ft. half] Touch gue or a regional dialect. [SR:No; D Touch  Range Medium (200 ft.)	CR:
Alter Self S, M] TARGET: You; EFFEC S, M] TARGET: You; EFFEC S, M/DF] TARGET: Creature S, M/DF] TARGET: Creature Soe Invisit S, M] TARGET: You; EFFEC Name SI TARGET: You; EFFEC Name S, M] TARGET: You; EFFECT: Contact Side Side Side Side Side Side Side Side	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactlendor ure touched; EFFECT: The transmuted creaturery touched; EFFECT: This abjuration grants a creaturery ray; EFFECT: This abjuration grants a creaturery ray; EFFECT: You blast your enemies with upoility CT: You can see any objects or beings that are You "blink" quickly back and forth between the resonance of the properties of t	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation e becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eaturel limited protection from damage of wh Evocation, FireSchool [Fire] to 2 searing beams of fire dealing 4d6 poin Divination e invisible within your range of vision, as well  LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation expart; EFFECT: The transmuted creatures mon Evocation, AirSchool [Electricity, Methods and Underst. Necromacy ints of damage. [SR:Yes]  LEVEL 4 / Per Day: School Conjuration (Creation) frubbery black tentacles to appear, burrowir Enchantment (Compulsion) [Mind pell causes confusion in the targets, making)	Time 1 standard action  1 as any that are ethereal, as i  1 standard action  1 as any that are ethereal, as i  1 standard action  1 standard action  2 look as though you're winki 1 standard action  2 standard action  3 standard action  4 standard action  5 standard action  6 cach creatu 1 standard action  1 standard action  1 standard action  2 standard action  3 standard action  4 standard action  5 standard action  6 cach creatu 1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes 110 mi	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch , Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)  ude negates (harmless)] 120 ft. half] Touch gue or a regional dialect. [SR:No; D  Touch  Range  Medium (200 ft.)	CR:
Alter Self S, M] TARGET: You; EFFECE S, M] TARGET: Creature S, F/DF] TARGET: Creature S, M/DF] TARGET: Creature S, DF] TARGET: Creature S, DF] TARGET: Creature S, DF] TARGET: Creature S, M] TARGET: One or more See Invisit S, M] TARGET: You; EFFECE S, M] TARGET: To creature S, M] TARGET: To creature That Delay Effect: All Creature That Delay Effect: Creature That D	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactlendor ure touched; EFFECT: The transmuted creaturery tray: The	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of whe Evocation, FireSchool [Fire] to 2 searing beams of fire dealing 4d6 poin Divination e invisible within your range of vision, as well  LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation apart; EFFECT: The transmuted creatures mos Evocation, AirSchool [Electricity, Metrical energy that deals 10d6 points of electory Divination [WoodSchool] ure touched the ability to speak and underst Necromancy ints of damage. [SR:Yes]  LEVEL 4 / Per Day: School Conjuration (Creation) frubbery black tentacles to appear, burrowir Enchantment (Compulsion) [Mind pell causes confusion in the targets, making to	Time 1 standard action  1 as any that are ethereal, as in  1 standard action  1 standard action  1 standard action  1 standard action  2 standard action  3 standard action  4 look as though you're winking 1 standard action  2 standard action  3 standard action  4 standard action  5 cricity damage to each creature 1 standard action  5 cricity damage of any intel 1 standard action  6 / Caster Le  Time 1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes 20 sey you select. [SR:Yes (harmless); DC:18 Instantaneous 100 minutes [D] 6 they were normally visible.  Vel:10  Duration 10 rounds [D] 10 minutes [D] 5 they were normally visible.  Vel:10  Duration 10 rounds [D] 10 minutes [SR:Yes (harmless); DC:19, Fortit Instantaneous 100 minutes 101 minutes 102 minutes 103 minutes 104 minutes 105 minutes 107 minutes 108 minutes 109 minutes 109 minutes 100 minutes 100 minutes 100 minutes 100 minutes 100 minutes 101 minutes 102 minutes 103 minutes 104 minutes 105 minutes 105 minutes 107 minutes 108 minutes 109 minutes 109 minutes 109 minutes 100 min	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch ,Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)  ude negates (harmless)] 120 ft. half] Touch jue or a regional dialect. [SR:No; D  Touch Range Medium (200 ft.)  Medium (200 ft.)  Long (800 ft.)	CR:
Alter Self S, M] TARGET: You; EFFEC S, M] TARGET: Creature Cond Self S, F/DF] TARGET: Creature Cond Self S, M/DF] TARGET: Creature Cond Self S, M/DF] TARGET: Creature Cond Self S, M] TARGET: One or more Cond Self S, M] TARGET: You; EFFECT: Cond Self S, M] TARGET: You; EFFECT: Cond Self S, M] TARGET: 10 creature Cond Self S, M] TARGET: 10 creature Cond Self S, M] TARGET: Creature Cond Self S, M] TARGET: Coreature Cond Self S, M] TARGET: Creature Cond Self S, M] TARGET: Coreature Cond Self Con	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactlendor ure touched; EFFECT: The transmuted creaturery touched; EFFECT: This abjuration grants a creaturery ray; EFFECT: This abjuration grants a creaturery ray; EFFECT: You blast your enemies with upoility CT: You can see any objects or beings that are You "blink" quickly back and forth between the resonance of the properties of t	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of whe Evocation, FireSchool [Fire] to 2 searing beams of fire dealing 4d6 poin Divination e invisible within your range of vision, as well  LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation apart; EFFECT: The transmuted creatures mos Evocation, AirSchool [Electricity, Metrical energy that deals 10d6 points of electory Divination [WoodSchool] ure touched the ability to speak and underst Necromancy ints of damage. [SR:Yes]  LEVEL 4 / Per Day: School Conjuration (Creation) frubbery black tentacles to appear, burrowir Enchantment (Compulsion) [Mind pell causes confusion in the targets, making to	Time 1 standard action  1 as any that are ethereal, as in  1 standard action  1 standard action  1 standard action  1 standard action  2 standard action  3 standard action  4 look as though you're winking 1 standard action  2 standard action  3 standard action  4 standard action  5 cricity damage to each creature 1 standard action  5 cricity damage of any intel 1 standard action  6 / Caster Le  Time 1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes 20 sey you select. [SR:Yes (harmless); DC:18 Instantaneous 100 minutes [D] 6 they were normally visible.  Vel:10  Duration 10 rounds [D] 10 minutes [D] 5 they were normally visible.  Vel:10  Duration 10 rounds [D] 10 minutes [SR:Yes (harmless); DC:19, Fortit Instantaneous 100 minutes 101 minutes 102 minutes 103 minutes 104 minutes 105 minutes 107 minutes 108 minutes 109 minutes 109 minutes 100 minutes 100 minutes 100 minutes 100 minutes 100 minutes 101 minutes 102 minutes 103 minutes 104 minutes 105 minutes 105 minutes 107 minutes 108 minutes 109 minutes 109 minutes 109 minutes 100 min	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch ,Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)  ude negates (harmless)] 120 ft. half] Touch jue or a regional dialect. [SR:No; D  Touch Range Medium (200 ft.)  Medium (200 ft.)  Long (800 ft.)	CR::
Alter Self  S, M] TARGET: You; EFFEC  S, F/DF] TARGET: Creature  Eagle's Spl  S, M/DF] TARGET: Creature  TO SCORCHING  S, F/DF] TARGET: Creature  SOCIETY  SOCIETY  Name  SEE Invisib  S, M] TARGET: You; EFFECT:  Lightning  S, M] TARGET: 10 creature  MARGET: Creature  S, M] TARGET: Creature  S, M] TARGET: Creature  S, M] TARGET: To creature  DIMENSION  TARGET: TO CONTUSION  S, M/DF] TARGET: All creature  DIMENSION  TARGET: You and toucher	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactlendor ure touched; EFFECT: The transmuted creaturingy touched; EFFECT: This abjuration grants a cre Ray rays; EFFECT: You blast your enemies with up bility CT: You can see any objects or beings that are You "blink" quickly back and forth between the rest, no two of which can be more than 30 ft. at Bolt et touched; EFFECT: This spell grants the creature; EFFECT: Your touch deals 5d6 points tacles us spread; EFFECT: This spell causes a field of the starters in a 15-ftradius burst; EFFECT: This spell causes a field of the control of the	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of wh Evocation, FireSchool [Fire] to 2 searing beams of fire dealing 4d6 point Divination e invisible within your range of vision, as well LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation apart; EFFECT: The transmuted creatures mon Evocation, AirSchool [Elice] Divination [WoodSchool] ure touched the ability to speak and underst. Necromancy ints of damage. [SR:Yes]  LEVEL 4 / Per Day: School Conjuration (Creation) frubbery black tentacles to appear, burrowire Enchantment (Compulsion) [Mind pell causes confusion in the targets, making Conjuration (Teleportation)  EFFECT: You instantly transfer yourself from	Time 1 standard action  1 as any that are ethereal, as in  1 standard action  2 standard action  3 standard action  3 standard action  4 standard action  5 standard action  1 standard action  1 standard action  2 standard action  3 standard action  4 standard action  5 standard action  1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes poes you select. [SR:Yes (harmless); DC:18 Instantaneous 100 minutes [D] f they were normally visible.  Vel:10  Duration 10 rounds [D] ngi in and out of reality at random. 10 rounds rounds re within its area. [SR:Yes; DC:19, Fortit Instantaneous re within its area. [SR:Yes; DC:19, Reflex 100 minutes ligent creature, whether it is a racial tong Instantaneous/1 hour; see text  Vel:10  Duration 10 rounds [D] ning for any creature in the area. [SR:No 10 rounds [D] ning for any creature in the area. [SR:No 10 rounds [D] Listantaneous [SR:Yes; DC:20, Will negates] Instantaneous other spot within range. [SR:No and yes other spot within range.	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch ,Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)  ude negates (harmless)] 120 ft. half] Touch jue or a regional dialect. [SR:No; D  Touch Range Medium (200 ft.)  Medium (200 ft.)  Long (800 ft.)	CR:rCR:rCR:rCR:rCR:rCR:rCR:rCR:rCR:rCR:r
Name	CT: You can assume the form of any Small or oughts haped emanation; EFFECT: You detect surfactlendor ure touched; EFFECT: The transmuted creaturingy touched; EFFECT: This abjuration grants a cre Ray rays; EFFECT: You blast your enemies with up bility CT: You can see any objects or beings that are You "blink" quickly back and forth between the rest, no two of which can be more than 30 ft. at Bolt et touched; EFFECT: This spell grants the creature; EFFECT: Your touch deals 5d6 points tacles us spread; EFFECT: This spell causes a field of the starters in a 15-ftradius burst; EFFECT: This spell causes a field of the control of the	School Transmutation (Polymorph) Medium creature of the humanoid type. Divination [Mind-Affecting] e thoughts. [SR:No; DC:18, Will negates; see Transmutation re becomes more poised, articulate, and pers Abjuration, AirSchool, EarthSchoo eature limited protection from damage of whe Evocation, FireSchool [Fire] to 2 searing beams of fire dealing 4d6 poin Divination e invisible within your range of vision, as well  LEVEL 3 / Per Day: School Transmutation the Material Plane and the Ethereal Plane and Transmutation apart; EFFECT: The transmuted creatures mos Evocation, AirSchool [Electricity, Metrical energy that deals 10d6 points of electory Divination [WoodSchool] ure touched the ability to speak and underst Necromancy ints of damage. [SR:Yes]  LEVEL 4 / Per Day: School Conjuration (Creation) frubbery black tentacles to appear, burrowir Enchantment (Compulsion) [Mind pell causes confusion in the targets, making to	Time 1 standard action  1 as any that are ethereal, as in  1 standard action  2 standard action  3 standard action  3 standard action  4 standard action  5 standard action  1 standard action  1 standard action  2 standard action  3 standard action  4 standard action  5 standard action  1 standard action	Duration 10 minutes [D]  Concentration, up to 10 minutes [D] 10 minutes nhancement bonus to Charisma. [SR:Yes 100 minutes poes you select. [SR:Yes (harmless); DC:18 Instantaneous 100 minutes [D] f they were normally visible.  Vel:10  Duration 10 rounds [D] ngi in and out of reality at random. 10 rounds rounds re within its area. [SR:Yes; DC:19, Fortit Instantaneous re within its area. [SR:Yes; DC:19, Reflex 100 minutes ligent creature, whether it is a racial tong Instantaneous/1 hour; see text  Vel:10  Duration 10 rounds [D] ning for any creature in the area. [SR:No 10 rounds [D] ning for any creature in the area. [SR:No 10 rounds [D] Listantaneous [SR:Yes; DC:20, Will negates] Instantaneous other spot within range. [SR:No and yes other spot within range.	Personal  60 ft.  Touch ; DC:18, Will negates (harmless)] Touch ,Fortitude negates (harmless)] Close (50 ft.)  Personal  Range Personal  Close (50 ft.)  ude negates (harmless)] 120 ft. half] Touch jue or a regional dialect. [SR:No; D  Touch Range Medium (200 ft.)  Medium (200 ft.)  Long (800 ft.)	CR:p

## Caleb Tillinghast

Human
RACE
27
AGE
Male
GENDER
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
5' 10"
HEIGHT
165 lbs.
WEIGHT
green
EYE COLOUR
oily
SKIN COLOUR
black,
HAIR / HAIR STYLE
PHOBIAS
1
PERSONALITY TRAITS
INTERESTS
INTERESTS
SPOKEN STYLE / CATCH PHRASE
SI OREN STILL / CATCITITIONSE
RESIDENCE
LOCATION
None
REGION



Nethys DEITY Humanoid Race Type

# Race Sub Type Description: Biography: