Android

M Female-ish SIZE GENDER

5'10" HEIGHT

250 Red WEIGHT HAIR

EYES

White Purple

747	Lawful Ne	ıtral	None	E	GENDER		HEIGHT	weight	x on Ab			EYES	SKI	N	10	AT	b	K	Ш	Ω [八	₹ F	?
AGE	ALIGNMENT		DEITY				HOMELAND	& BACKGRO	OUND OCCUP	PATION					A.30	ROL	EP	LA	OY IUI	ig (JAJI	OE	O
LANGUAGES	Aballonian	, Comn	non, Kas	sathan, \	Vercite, A	ndroffa	an, Triax	dan, Bir	ary, Infe	ernal, <i>i</i>	Abyssal	Celes	stial, Pro	otean	Origina	by Neceros.	Modifie	ed by a	bellius@	yahoo.cor	n. Versio	n 1.0.2012	Ĺ
ABILITY SO	ORE TOTAL	MOD	BASE	ENHANCE	MISC	TEMP			TPOIN							SS RE		_				,	
STR	14	2	14					CURRENT	ГНР		94	10			Nagus		вав 7	8(I		PS FORT	REF 3	7	10
DEX	20	5	18	2				12	Q	F	35	5		Tech	nomancer		2	60	5	1	1	4	5
CON	1 4	2	14					' _	. •														
INT	26	8	18	2	6		NONLETH HP DAM																
WIS		0	10				TEMPORA HP	RY		\perp								L	\bot		\bot	$oxed{igspace}$	╙
CH		-1	10	-2					TOTAL I	HP	129	FAVOR			1	OTALS	9	14	0 0	8	4	11	15
ABILITY SO	CORE &		1			=			CONDITIO	NS & MISC	ELLANEOUS	TRACKING						SK	ILLS TOTAL	RANKS	ABILITY	RANKS TOTAL TRAINED	140 міsc
RACIAL	NOTES				ATTA	CNE 8	DEFE	MCE							*□ ACROBATION *☑ APPRAISE	s •		DEX INT	8 13	2	5 8	3	3
ARMOR CL	LASS TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	ТЕМР	_			*■ APPRAISE *■ BLUFF			HA	-1		-1	3	
AC	21	-10 +	. 4	0	5		2					ARM	OR CHECK PENALTY	0	* ☑ CLIMB •			STR	7	2	2	3	
TOUC	н 17	_ 10₁			5		2				1	Ī	MAXIMUM DEX	8	★☑ CRAFT: me ★☑ DIPLOMAC			INT HA	31 -1	15	-1	3	5
FLAT-F		_10 ₊		0					\vdash	\vdash	╗	าี	SPELL	0%	☑ DISABLE D			DEX	28	15	5	3	5
LAIL	301 14	-104			الكاا					СОМВА	NOTES & M	 ODIFIERS	FAILURE	0 70	*□ DISGUISE*□ ESCAPE AR	TICT A		DEX	-1 5		-1 5		
SAVING TH	ROWS TOTAL	CLA	SS BASE	ABILITY	ENHANCE	MISC	TEMP	+2 BA	B on s						*■ ESCAPE AR	1151 🕶		DEX	13	5	5	3	
FOR	т 10		8	2											☐ HANDLE A	NIMAL	c	НА			-1		
DEC		i		5	iHi										· ∗□ Heal • ∗☑ Intimidat	-		WIS	0 4	2	-1	3	
REF		 	4												KN: Arcana			INT	26	15	8	3	
WIL	L 11		<u> 11 </u>	0_											. ✓ Kn: dunge	-		INT	16	5	8	3	
ATTACK	S TOTAL	DASE AT	TACK BONUS	TEMP	ABILITY	SIZE	MISC								KN: planes			INT	26	15	8	3	
MEL	EE 11	1	9	1	2	5122									✓ KN: engine KN:	ering		INT INT	37	15	8	3	11
DANG	DIFIER	-					\vdash								☐ Kn:			INT			8		
RANG ATTACK MO		<u> </u>	9		5								LINGUISTI			INT	17	1	8	3	5		
СМІ	1 4	9	DE	(5										∗ PERCEPTIO *□ PERFORM:	N		WIS	15 -1	10	-1	3	2
СМІ	28	1	В9в	DODSE &	STP &										PROF: robo	ticist		wis	18	15	0	3	
CIMI	20	=10+	090	DE 4 ECT	DEX										∗ ⊠ Ride •			DEX	10	2	5	3	
					EE A	rc 0 r	- CATILI)EC										WIS	-4		0		-4
				CLASS FE	FEA		FEATUR		EATURES						□ SLEIGHT O ☑ SPELLCRAF			DEX INT	26	15	5 8	3	
Android	l race (Pot	S 6)					Techr	nologist	: (TG-7	')					*□ STEALTH •			DEX	8		5		3
Darkvis	ion 60', lov	v-light	vision				Rapid F	Recovery	- use Na	anite Su	irge to re	move o	condition	(PotS-7)	*□ SURVIVAL			wis	0		0		
Constru	cted (Ex) c	lassific	ation: h	numano	id & cons	truct	Skill F	ocus (I	Knowle	dge(E	nginee	ring))			· ∻☑ SWIM • ☑ USE MAGIO	DEVICE		STR	6 7	5	-1	3	
	ject to fati												e attack ((UM-10)			STR	ı	·	J	·		
Immune	e to diseas	e, slee	p, fear	& emot	ion effec	ts	Arcan	e Accu	racy +I	ntMod	attack	(1 pt) (UM-1	11)			STR	H					
+4 save	e vs mind e	effects.	paralys	sis, pois	son& stu	n	Haste	d Assa	ult (as	haste) (1 pt)	(UM-	12)				STR						
	ale bonus.		<u> </u>						•		, , , ,	•	od (1 pt)	(UM-12)			STR	1					
Emotio	nless (Ex)	-4 on s	ense m	otive			Spell F	Recall (S	u) use p	ts to re	call use	d spell	(pt=lvl) ((UM-12)	MARK A TO SH	OW A CLASS	SKILL. CI D UNTRA	LASS SI	KILLS WI	TH RANKS	GAIN A +	3 TRAINEI APPLIES	BONUS
Nanite S	Surge 1/day	1 rnd	Knowle	dge Poo	l (Su) us	e pts to	learn ur	nknowr	ns spells	(UM-12)	EXPE	RIENCE	n		635,0	000	/ (35,00					
Magus	class (UM	-9) HD	: d8				Impro	ved Sp	ell Con	nbat (Ex) (UN	<i>I</i> I-12)			SLOW LI MEL	JUM Z FAS		BAS		FLY :	SWIM	CLIMB	MISC
Prof: al	l simple & r	martial	weapor	s, light	& med. a	rmor	Fighte	r Traini	ng (Ex)	fighte	r IvI = 1/	2 mag	gus IvI (l	UM-13)	SPEED			30	0				
Arcane	Pool: IvI/2	+Int M	od = 13	points			Rapid	Repair-	use Na	nite S	urge to	neal x	=lvl hp (l	PotS-7)	INIT	9	<u> </u>	=	5	MOD	+	4	MISC
Add +1	to one we	apon f	or 1 mir	nute (1	pt) (UM-	9)	Craft	Techno	logical	Item	(TG-6)				HERO								
Spell cor	Spell combat (Ex) use weapon and cast spell at same tim						Robot's Bane +x=1 all rolls vs robots (TG-6)						SR			D	R						
Point Blank +2 attack & dam (PCR-131)							Technology Adept Point Blank +2 (TG-7)						RESISTAN	ICES									
					ARM	OR &	WEAR	ONS_							POOL PO		13	Arc	cane				_
ARMOR NAME & DESCRIPTION							AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT																
ARMOR SE	cond gener	ation n	eraplast	armor (TG-60) A	C+4+2	2 dodge		4	8	0	0	lt	5.0									
SHIELD																							
			& DESCRIPTION					K MODIFIER				MAGE		CRITIC		TYPE	WEIGH	$\overline{}$			40 & NO	ΓES	
<u> </u>	stol w/ lase	er sight	s (+1) ((x2)		+	+12	2+3+2+2	2	+		3+2+2		x2		F	2.0	\rightarrow		arges			
neural i	inhibitor					1		+9		- 1	10	6+2		l x2	1	l B l	2.0	1 1	TU Ch	arges			

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
laser pistol w/ laser sights (+1) ((x2)	+12+3+2+2	1d8+2+2	x2	50	F	2.0	10 charges
neural inhibitor	+9	1d6+2	x2		В	2.0	10 charges

	FEATS & SPECIAL ABILITIES	USES/DAY	USED	7 6		F	NAM	E SPECI	AL ABILITIES		USES/DAY	USED	
-	estige Class: Technomancer (TG-14)	obir-			 								
\vdash	econdition (Su) - keep 2 timeworn technology w/o glit				┨┞							├──	
⊢	chnical Expertice (Ex) Add Ivl to Craft, Disable, Knowledge (Eng'g) &	Linguistics			┨┞							 	
\vdash	icient Construction (Ex) reduce costs by 25%				┨┞							 	
\vdash	hnical Spell Mastery (Ex) - add 2 spells to list w/ extra cast (Recharge, Des				┨┞								
\vdash	cane Batttery (Su) - use spell slot to power a tech device, 1 cha			┨┞							├──		
⊢	y Technology (Ex) - study technology, make knowledge check, +lvl/2 to attack, save, skills for			┨┞		0.1.1115					├──		
-	cycle Technology (Ex) - distmantle old tech, construct r	new tech			-1 1-	oughness						├──	
Co	mmand Robot (Sp) - issue command to robot 1/day				-1 -	•	nitiative + 4 Ini					├──	
						/letamagic	Feat: Maximiz	ze Spell					
	EQUIPMENT & MAGIC ITEMS						E	QUIPM	ENT &	MAGIC ITEMS	5		
×	Standard adventurer's kit	QTY / USES	WGT N/A	WEIGHT	8	В		ITEM			QTY / USES	WGT N/A	WEIGHT
H	Aballonian Android Spellbook				┨┠						+		
H	/ Ballottiatt / titarola openbook				┨┠	Moonlig	ht harvester				+		
H	laser pistol w/ military laser sights (+3) (TG-25)	2	2.0	4.0	┨┠	_		cts eno	uah mo	onlight/starligh	nt l		
	replacement battery packs (10 charges each)	2	1.0	2.0	┨┠		t to replenish			oringrit/stariigi	+		
H	computer enhanced shooting goggles +10 range, +2 to hit	_	1.0	2.0	┨┠	permign	t to replemen	20 01101	gcs		+		
H	computer crimarised sheeting goggies violatings, v2 to mi	1			┨┠	Force Fi	ield wristband	s - Blue	(TG-45		+		
H	enhanced neraplast armor (TG-60) AC+2+1 dodge				┨┠	_	ges=rnds, Ten			-	+	_	
_	+3 Stealth, +3 Acrobatics				┨┠	140 Char	Jes- mas, ren	iib iib	+0, last i	ilealing-r	+		
	73 Steam, 73 Acrobatics				┨┞						_		
H	neural inhibitor (truncheon) (IG1-60) attacks nervous system	,			┨┠						+		
\vdash	1d6 dam then -1 hit, skill, will, -4 conc, stack w/ each hit	_			┨┠	+					+		
\vdash	Tuo dam then -1 mt, skiii, wiii, -4 conc, stack w each me				┨┠						+		
\vdash					┨┠						+	-	
H					┨┞						+		
H					┨╟						+	 	
H					┨╟						+	 	
H					┨╟						+		
H					┨╟						+		
H					┨╟						+	 	
_					┨╟						+	\vdash	
H					┨┞						+		
H					┨┞						+		
H					┨╟						+	 	
H					┨┠						+		
H					┨┠						+		
H					┨┠						+	-	
	WORN MAGIC ITEM EQUIPMENT	**					BAGS & CO	NTAIN	ERS				
	EQUIPMENT SLOTS FOR MAGIC ITEMS BELT:	光			CONTAI	NEK			VC	DLUME/WEIGHT LIMIT/N	DIES		WEIGHT
H	вору:												
H	CHEST:												
\vdash	EYES:												
H	FEET:			CU	RREN	CY				TREASURE (CARRIED		
\vdash	——————————————————————————————————————	PLATINUM	CARRI			ED WGT N/A	STORED	#		TREASURE			WEIGHT
\vdash		GOLD			\vdash	+		+					+
<u> </u>	HEAD:	SILVER			+	+		+					+
H	EADBAND:	COPPER			+			\Box					
\vdash	NECK:	COLLEK			+	+		LIGHT	MEDIUM	LOADS 8	LIFT LIFT ABOVE	LIFT OFF	DRAG &
\vdash	RING:			'A DDI	ED W	FICHT		LOAD 58	116	LOAD 174	174	GROUND 348	870
<u> </u>	RING:	ARMOR &	CURRENG	$\neg \vdash$	ED W	EIGHT MISC	TOTAL	0	_	MODIFI	ED 0		0
SH	OULDERS:	WEAPONS	-	= 4		MISC		<u> </u>	0	LOAD	0	0	
	WRIST:	9.0	0.0		6.0		15.0	CURREN	IT LOAD	LIGHT 🗹	MEDIUM 🗖	HEA	VY 🔲

			SPEL	LS PER	R DAY			BL	OODLINES &	PATRONS				SPELLS I	PER DAY		
CLAS	ss		Мас	gus		LEVEL	15	bloodline/patron				CLASS				LEVE	L
SAVE	E DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	BLOODLINE/PATRON				SAVE DO	LEVEL	TOTAL CLA	ABILITY SS BONUS	MISC	SPELLS KNOWN
1	7	0	3	5					201111				o				
1	8	ıst	3	5	2				DOMAIN	15			ıst				
1	9	2nd	6	4	2		一	DOMAIN					2nd	\equiv			
2	0	3rd	5	3	2		一	SUBDOMA	IN				3rd				
2	=	4th	2	1	1		一	DOMAIN					4th				i m
F	Ħ	5th	一	П	1	ίΠ	襾	SUBDOMA	IN				5th				
F	Ħ	6th	一		1	imi	襾	DOMAIN					6th				
F	Ħ	7th	一		1		一	SUBDOMA	IN				7th				
F	=	8th	=	H	\vdash	i	Ħ	WIZ	ARD SPECIALI	TV SCHOOL		\vdash	8th		$\dashv \vdash \vdash$		i l I
H	=	9th	=	\vdash			H	SPECIALITY	ARD SPECIALI	TT SCHOOL		\vdash	9th				
CLOSE:	ᆜ	— —	MEDIU	<u></u>	<u> </u>	LONG:	므		Г			CLOSE:] 9	MEDIUM:		LONG:	
25FT + 5FT / 2 LV	6	0	100FT 10FT /	+ 25	0	400FT + 40FT / LVL	1,000					25FT + 5FT / 2 LVL	25	100FT + 10FT / LVL	100	400FT 4 40FT / LV	· 400
		TOTAL	CLAS	S ABILI	ту отн	ER CURP	RENT POINTS	PROHIBITED					TOTAL	CLASS	ABILITY OTH	K CL	IRRENT POINTS
SPE POIN		0				L		PROHIBITED				SPELL POINTS	0			╝┖	
									SPELLS	•							
LEVEL	PREP	USED					1	NAME & DESCRIPTION	SPELLS	,	SCHOOL	D	URATION	RANGE	SAVE	SR	REFERENCE
0			Detec	t Magi	c - ider	ntify and	locate	magic			Divination	on cond	c,1min/lv	60'	none	no	PCR-267
0			Read	Magic							Divination	n 10	min/lvl	personal	none	no	PCR-330
			Ctoro	a la t		if	alaan 1	0	ماده		Divinatio	10	maile /lud	n a ra a n a l			D-4C 20

POIN	ITS	0				PROHIBITED			POINTS 0			JL	
LEVEL	PREP	USED			N	AME & DESCRIPTION	SPELLS	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic	c - identify	and locate r			Divination	conc,1min/lv		none	no	PCR-267
0			Read Magic					Divination	10 min/lvl	personal	none	no	PCR-330
0			Starsight - vi	ew stars a	as if clear, +2	on geography ch	ecks	Divination	10 min/lvl	personal	none	no	PotS-28
0			Detect Radia	ition - det	ect radiation	up to 120'		Divination	10 min/lvl	120'	none	no	TG-8
1			Technomano	cy - Detec	t technologic	al objects		Divination	3 rnd/lvl	60'	none	no	TG-11
1			Feather Fall	- object o	r creature fal	ls slowly		Transmutation	n 1 rnd/lvl	close	will	yes	PCR
1			Magic Missile	e 1d4+1 c	damage +1 m	issile/2 lvls (max s	5)	Evocation	instant	med	none	yes	PCR
1					targets, split o			Transmutation		personal	none	no	UC-236
1					eturning wea			Conjuration	1 min/lvl	close	will	yes	UC-242
1			Shocking Gras	sp - touch	delivers 1d6/lvl	l electric dam (max 5	id6), +3 attack for metal armor	Evocation	instant	touch	none	yes	PCR
1					ext attack rol			Divination	next attack	personal	none	no	PCR
1			Warding Wea	pon - a we	eapon is magio	cally wielded to prot	ect you while you cast a spell	Abjuration	2 rnd/lvl	personal	none	no	UC-248
2			Protection from	om Techr	nology +2 AC	and saves vs tecl	nnology	Abjuration	1 min/lvl	touch	will	no	TG-10
2			Blood Transo	cription - o	consume bloc	od of fallen spell c	aster to learn spell	Divination	24 hrs	touch	none	no	UM-209
2			Bull's Streng	th - +4 St	rength			Transmutation	n 1 min/lvl	touch	will	yes	PCR-251
2			Burning Gaze	e - 1d6 fire	e damage on	creature or object	+ catches fire (1d6 dam/rnd)	Evocation	1 rnd/lvl	30'	fort	yes	APG-208
2			Cat's Grace	+4 Dexte	rity			Transmutation	n 1 min/lvl	touch	will	yes	PCR-252
2			Darkness - 2	0' rad				Evocation	1 min/lvl	touch	none	no	PCR-263
2			Defensive Sh	nock - nex	t creature tha	at touches caster ta	akes 1d6 electric dam/2 lvls	Evocation	1 min/lvl	personal	none	no	UM-216
2			Elemental To	ouch - 1de	6 dam of aid/	cold/electric/fire +	special effects	Evocation	1 rnd/lvl	personal	fort	no	APG-218
2			Fire Breath -	belch up	to 3 cone of	fire, 4d6 first, 2d6	second, 1d6 third	Evocation	1 rnd/lvl	15'	reflex,1/2	yes	APG-221
2			Flaming Sph	ere - 5' sp	ohere, moves	30', does 3d6 fire	dam	Evocation	1 rnd/lvl	medium	reflex	yes	PCR-283
2			Invisibility -	target is ir	nvisible even	until it attacks		Illusion	1 min/lvl	touch	will	yes	PCR-301
2			Levitate - mo	ve yours	elf, another w	villing creature or o	bject 20'/rnd	Transmutation	1 min/lvl	close	none	no	PCR-304
2			Scorching R	ay - attac	k with x=2 ray	ys dealing 4d6 fire	dam each	Evocation	instant	close	none	yes	PCR-33
2			Spider Climb	- move 2	20' vertical su	rfaces, ceilings w	o skill check	Transmutation	n 10 min/lvl	touch	will	yes	PCR-347
2			Planetarium	- project a	an image of t	he night sky base	d on current location	Illusion	conc+3rnd	close	none	yes	PotS-28
2			Semblance of	of Flesh -	make one co	nstruct appear to	be a living creature	Illustion	10 min/lvl	touch	none	no	IG2-75

		0	SPELLS				20	œ.	2
LEVEL 3	PREP	USED	Discharge - drain battery or disable power source for 1d4 rounds	SCHOOL Abjuration	instant	medium	fort	sr no	TG-9
3			Irradiate - 10' radius area with high radiation	Conjuration	instant	medium	fort	no	TG-9
3	1		Recharge - restore 1 charge per level to a battery	Evocation	instant	touch	fort		TG-11
3	•		Aqueous Orb - 10' diameter sphere of water, moves 30', traps creature,2d6 dam/rnd	_	1 rnd/lvl		reflex	yes	APG-202
3				Conjuration Divination	1 min/lvl	medium			PCR-244
3			Arcane Sight - see magic w/in 120', detect IvI and type of spellcasters			personal	none	no	PCR-272
3			Dispel Magic - cause one spellcaster, creature or object to suppress magical ability	Abjuration	instant	medium	none	no	
_			Fireball - 20' rad, 10d6 fire dam	Evocation	instant	long	reflex,1/2	_	PCR-283
3			Fly - fly with move of 60'	Transmutation	1 min/lvl	touch	will		PCR-284
3			Force Punch - deal 1d4/IvI dam and pushed 5/2 IvIs	Evocation	instant	touch	fort	yes	
3			Lightning Bolt - 10d6 electric dam along line of attack	Evocation	instant			_	PCR-304
			Magic Weapon (Greater) +1 attack & dam/4 lvls	Transmutation	1 hr/lvl	close	will	•	PCR-310
3			Monstrous Physique I - Assume monster form: climb/fly/swim 30, darkvision 60, +2 Str, +2 AC	Transmutation	1 min/lvl	personal	none	no	UM-229
_			Versatile Weapon - +1 attack & dam/4 lvls & bypass damage reduction	Transmutation	1 min/lvl	close	will	_	APG-254
3			Vampiric Touch - deal 1d6 dam/2 lvl and gain that many temp hp (max 10d6)	Necromancy	instant,1 hr	touch	none	yes	PCR-364
4			Magic circle Against Technology - protection from technology on all w/in 10' rad	Abjuration	10 min/lvl	touch	will	no	TG-9
4			Make Whole, Greater restores (1d6+1)/lvl to construct	Transmutation	instant	10'	will	yes	TG-10
4			Rebuke Technology - render robot or tech object inert until save made	Abjuration	1 rnd/lvl	medium	fort	yes	TG-10
4			Remove Radioactivity - remove effects of radiation from 1 creature or 20' rad area	Conjuration	instant	touch	fort	yes	TG-11
4			Arcana Theft - touch attack transfers spell from target to caster	Abjuration	instant	touch	none	yes	UM-206
4			Black Tentacles - 1d6+4 in 20' radius + targets grappled	COnjuration	1 rnd/lvl	medium	none	no	PCR-248
4			Detonate - 10d8 dam acid/cold/electric/fire in 30' radius on next round	Evocation	1 rnd,instan	30'	reflex,1/2	yes	APG-215
4			Dragon's Breath - 30' cone or 60' line of acid/cold/electric/fire 1d6 dam/lvl (max 12)	Evocation	instant	30/60'	reflex,1/2	yes	APG-217
4			Elemental Body I - take form of small air/earth/fire/water elemental w/ bonuses	Transmutation	1 min/lvl	personal	none	no	PCR-275
4			Fire Fall - rain of fire 60' rad, all take 5d6 dam & catch on fire, blinded w/in 120' for 1d4+1rnds	Transmutation	instant	long	will	no	APG-222
4			Ice Storm - 20' rad, 40' high, 3d6 bludgeon dam and 2d6 cold dam first round, then snow terrain	Evocation	1 rnd/lvl	long	none	yes	PCR-298
4			Invisibility (Greater) - target is invisible even if it attacks	illusion	1 rnd/lvl	long	will	yes	PCR-302
4			Monstrous Physique II - Assume monster form: climb/fly/swim 60, darkvision 60 et al +4 Str, +4 AC	Transmutation	1 min/lvl	personal	none	no	UM-229
4			Phantasmal Killer - target sees frightening vision, dies of fright, save for 3d6 dam	Illusion	instant	medium	will	yes	PCR-319
4			Shout - cone 5d6 sonic damage and deafened for 2d6 rnds, save halves	Evocation	instant	30'	fort	yes	PCR-343
4			Wall of Sound - 20'long/lvl & 20' high, repels arrows et al & 2d6+lvl sonic dam to pass through	Evocation	conc+1rnd/lv	medium	none	yes	UM-248
5			Gravity Sphere - 30' rad of altered gravity	Transmutation	1 rnd/lvl	medium	none	no	PotS-28
5			Cosmic Ray - IvId6 dam + sickened & cosmic aura that sickens adjacent targets	Evocation	1 rnd/lvl	close	fort	yes	PotS-28
5			Make Whole, Greater- restores (1d6+1) hp/lvl to construct	Transmutation	instant	10'	will	yes	TG-10
5			Acidic Spray - shoot acid from hand 15d6 dam first round, 7d6 second round	Conjuration	instant	60'	reflex,1/2	yes	UM-204
5			Cloudkill - cloud 20' rad, 10' move, slays/no save <=3HD, slays <=6HD, 1d4 Con dam >6HD	Conjuration	1 min/lvl	medium	fort	no	PCR-256
5			Cone of Cold - cone of 15d6 cold dam	Evocation	instant	60'	reflex,1/2	yes	PCR-258
5			Elemental Body II- take form of ??? air/earth/fire/water elemental w/ bonuses	Transmutation	1 min/lvl	personal	none	no	PCR-275
5			Monstrous Physique III - Assume monster form: climb/fly/swim 90, darkvision 60 et al +6 Str, +6 AC	Transmutation	1 min/lvl	personal	none	no	UM-229
5			Firesnake - make snake Ivl squares long, those in path take 15d6 dam	Evocation	instant	60'	reflex,1/2	yes	APG-222
5			Corrosive Consumption - 15 acid dam first rnd, 15d4 2nd, 15d6 third	Conjuration	3 rnds	touch	none	yes	UM-212