

Ishmael Male Human Brd10Wiz7 NPC

NAME		PLAYERNAME		DEITY		ALIGNMENT
Brd10 Wiz7	132000	Human	Medium	6'2"	200 lbs	Normal
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
17	153000	0	Male			0
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	HP		WOUNDS/CURRENT HP					SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED																																	
STR Strength	18	+4	18	+4	HP hit points	78												Walk 30'																																	
DEX Dexterity	14	+2	14	+2	AC armor class	12	10	:	12	=	10	+	0	+	0	+	2	+	0	+	0		0	+0	0																										
CON Constitution	13	+1	13	+1	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE																																
INT Intelligence	19	+4	19	+4	INITIATIVE modifier	+2	=	+2	+	+0	SKILLS																																								
WIS Wisdom	12	+1	12	+1	TOTAL		DEX MODIFIER	MISC MODIFIER	<table border="1"> <thead> <tr> <th>SKILL NAME</th> <th>KEY ABILITY</th> <th>SKILL MODIFIER</th> <th>ABILITY MODIFIER</th> <th>MAX RANKS</th> <th>20/10</th> </tr> </thead> <tbody> <tr> <td>Craft (Armorsmithing)</td> <td>INT</td> <td>16</td> <td>= 4</td> <td>+ 9.0</td> <td>3</td> </tr> <tr> <td>Craft (Bowmaking)</td> <td>INT</td> <td>17</td> <td>= 4</td> <td>+ 13.0</td> <td>+</td> </tr> <tr> <td>Craft (Painting)</td> <td>INT</td> <td>11</td> <td>= 4</td> <td>+ 7.0</td> <td>+</td> </tr> <tr> <td>Craft (Pottery)</td> <td>INT</td> <td>6</td> <td>= 4</td> <td>+ 2.0</td> <td>+</td> </tr> </tbody> </table>													SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	20/10	Craft (Armorsmithing)	INT	16	= 4	+ 9.0	3	Craft (Bowmaking)	INT	17	= 4	+ 13.0	+	Craft (Painting)	INT	11	= 4	+ 7.0	+	Craft (Pottery)	INT	6	= 4	+ 2.0	+
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	20/10																																														
Craft (Armorsmithing)	INT	16	= 4	+ 9.0	3																																														
Craft (Bowmaking)	INT	17	= 4	+ 13.0	+																																														
Craft (Painting)	INT	11	= 4	+ 7.0	+																																														
Craft (Pottery)	INT	6	= 4	+ 2.0	+																																														
CHA Charisma	15	+2	15	+2	BASE ATTACK bonus	+10/+5																																													

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+6	=	+5	+1	+0	+0		
REFLEX (dexterity)	+11	=	+9	+2	+0	+0		
WILLPOWER (wisdom)	+13	=	+12	+1	+0	+0		

	TOTAL		BASE ATTACK BONUS	+	STAT MODIFIER	+	SIZE MODIFIER	+	MISC MODIFIER	+	TEMP MODIFIER
MELEE attack bonus	+14/+9	=	+10/+5	+	+4	+	+0	+	+0	+	
RANGED attack bonus	+12/+7	=	+10/+5	+	+2	+	+0	+	+0	+	
GRAPPLE attack bonus	+14/+9	=	+10/+5	+	+4	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9	1d3+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0

TOTAL WEIGHT CARRIED/VALUE	0.0 lbs	0.0 gp
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WEIGHT ALLOWANCE					
Light	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS

Blind-Fight	See Text
Craft Rod	See Text
Dodge	See Text
Improved Counterspell	See Text
Leadership	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Skill Focus (Perform (Percussion Instruments))	See Text
Still Spell	See Text
Weapon Focus (Rapier)	See Text

SUBDUAL DAMAGE		DAMAGE REDUCTION			SPEED											
					Walk 30'											
+	0	+	0	+	2	+	0	+	0		0	+	0	0		
	ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		MISS CHANCE	ARCANE SPELL CASTING	ARMOR CHECK PENALTY	SPELL RESISTANCE

SKILLS					MAX RANKS	20/10	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC		
Craft (Armorsmithing)	INT	16	= 4	+ 9.0	+ 3		
Craft (Bowmaking)	INT	17	= 4	+ 13.0	+		
Craft (Painting)	INT	11	= 4	+ 7.0	+		
Craft (Pottery)	INT	6	= 4	+ 2.0	+		
Craft (Shipmaking)	INT	5	= 4	+ 1.0	+		
Craft (Stonemasonry)	INT	13	= 4	+ 9.0	+		
Craft (Trapmaking)	INT	12	= 4	+ 8.0	+		
✓ Diplomacy	CHA	14	= 2	+ 10.0	+ 2		
Knowledge (Architecture and Engineering)	INT	14	= 4	+ 10.0	+		
Knowledge (Dungeoneering)	INT	18	= 4	+ 14.0	+		
Knowledge (Geography)	INT	5	= 4	+ 1.0	+		
Knowledge (History)	INT	14	= 4	+ 10.0	+		
Knowledge (Nature)	INT	17	= 4	+ 13.0	+		
Knowledge (Nobility and Royalty)	INT	14	= 4	+ 10.0	+		
Perform (Act)	CHA	14	= 2	+ 12.0	+		
Perform (Comedy)	CHA	15	= 2	+ 13.0	+		
Perform (Keyboard Instruments)	CHA	14	= 2	+ 12.0	+		
Perform (Percussion Instruments)	CHA	14	= 2	+ 12.5	+		
Perform (Singing)	CHA	15	= 2	+ 13.5	+		
Perform (String Instruments)	CHA	14	= 2	+ 12.0	+		
					=	+	+

BARDIC MUSIC	
Uses per day	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>
Effects (Perform ranks required)	Inspire Courage(3), Countersong(3), Fascinate(3),Inspire Competence(6), Suggestion(9), Inspire Greatness(12)

SPECIAL ABILITIES

Bardic knowledge (+14)
Bardic music 10/day
Countersong (Su)
Fascinate (Sp) - can effect 4 creature
Inspire Competence (Su)
Inspire Courage (Su) +2
Inspire Greatness (Su) - can affect 1 people
Suggestion (Sp)
Summon Familiar

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Sword (Short), Unarmed Strike, Whip
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LANGUAGES

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
At Will	Suggestion	10	Will negates	1 standard action	(CASTERLEVEL) hours or until Close (25 Feet) completed		V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Effect: Compels subject to follow stated course of action.					Target: One living creature				
* =Domain/Speciality Spell									
Bard Spells									

Bard Spells										
LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	6	4	4	4	4	0	0	0	0	0
PER DAY	3	4	4	2	0	0	0	0	0	0

LEVEL 0									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Daze	12	Will negates	1 standard action	10 round	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Humanoid creature of 4 HD or less loses next action.					Target: One humanoid creature of 4 HD or less				
□□□□□	Detect Magic	12	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Ghost Sound	12	Will disbelief (if interacted with)	1 standard action	10 rounds [D]	Close (50 Feet)	V, S, M	No	Illusion (Figment)
Effect: Figment sounds.					Target: Illusory sounds				
□□□□□	Prestidigitation	12	See text	1 standard action	10 hour	10 ft.	V, S	No	Universal
Effect: Performs minor tricks.					Target: See text				
□□□□□	Read Magic	12	None	1 standard action	100 minutes	Personal	V, S, F	No	Divination
Effect: Read scrolls and spellbooks.					Target: You				
□□□□□	Resistance	12	Will negates (harmless)	1 standard action	10 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
Effect: Subject gains +1 on saving throws.					Target: Creature touched				

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Confusion, Lesser	13	None	1 standard action	10 round	Close (50 Feet)	V, S, DF	No	Enchantment (Compulsion)
Effect: One creature is confused for 1 round.					Target: One living creature				
□□□□□	Hypnotism	13	Will negates	1 round	2d4 rounds [D]	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Fascinates 2d4 HD of creatures.					Target: Several living creatures, no two of which may be more than 30 ft. apart				
□□□□□	Identify	13	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
Effect: Determines properties of magic item.					Target: One touched object				
□□□□□	Sleep	13	Will negates	1 round	10 minutes	Medium (200 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Puts 4 HD of creatures into magical slumber.					Target: One or more living creatures within a 10-ft.-radius burst				

LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Blur	14	Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)
Effect: Attacks miss subject 20% of the time.					Target: Creature touched				
□□□□□	Daze Monster	14	Will negates	1 standard action	10 round	Medium (200 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Living creature of 6 HD or less loses next action.					Target: One living creature of 6 HD or less				
□□□□□	Hold Person	14	Will negates; see text	1 standard action	10 rounds [D]; see text	Medium (200 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 10 rounds.					Target: One humanoid creature				
□□□□□	Mirror Image	14	None	1 standard action	10 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
Effect: Creates decoy duplicates of you 8.					Target: You				

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Deep Slumber	15	Will negates	1 round	10 minutes	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Puts 10 HD of creatures to sleep.					Target: One or more living creatures within a 10-ft.-radius burst				
□□□□□	Invisibility Sphere	15	Will negates (harmless) or Will negates (harmless, object)	1 standard action	10 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
Effect: Makes everyone within 10 ft. invisible.					Target: 10-ft.-radius emanation around the creature or object touched				
□□□□□	Major Image	15	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (800 Feet)	V, S, F	No	Illusion (Figment)
Effect: As silent image, plus sound, smell and thermal effects.					Target: Visual figment that cannot extend beyond 14 10-ft. cubes[S]				
□□□□□	Sepia Snake Sigil	15	Reflex negates	10 minutes	Permanent or until discharged; Touch until released or 1d4 days + one day/level; see text		V, S, M	No	Conjuration (Creation) [Force]
Effect: Creates text symbol that immobilizes reader.					Target: One touched book or written work				

* =Domain/Speciality Spell									
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Wizard Spells										
LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	5	4	3	2	0	0	0	0	0

LEVEL 0									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Acid Splash	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Acid]
	Effect: Orb deals 1d3 acid damage.				Target: One missile of acid				
□□□□□	Arcane Mark	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
	Effect: Inscribe a personal rune [visible or invisible].				Target: One personal rune or mark, all of which must fit within 1 sq. ft.				
□□□□□	Dancing Lights	14	None	1 standard action	7 minute [D]	Medium (170 Feet)	V, S	No	Evocation [Light]
	Effect: Creates torches or other lights.				Target: Up to four lights, all within a 10- ft.-radius area				
□□□□□	Daze	14	Will negates	1 standard action	7 round	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Humanoid creature of 4 HD or less loses next action.				Target: One humanoid creature of 4 HD or less				
□□□□□	Detect Magic	14	None	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Detect Poison	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Divination
	Effect: Detects poison in one creature or small object.				Target: One creature, one object, or a 5-ft. cube				
□□□□□	Disrupt Undead	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Necromancy
	Effect: Deals 1d6 damage to one undead.				Target: Ray				
* =Domain/Speciality Spell									

Wizard Spells

Flare	14	Fortitude negates	1 standard action	Instantaneous	Close (40 Feet)	V	Yes	Evocation [Light]
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].				<i>Target:</i> Burst of light				
Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	7 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
<i>Effect:</i> Figment sounds.				<i>Target:</i> Illusory sounds				
Light	14	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<i>Effect:</i> Object shines like a torch.				<i>Target:</i> Object touched				
Mage Hand	14	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
<i>Effect:</i> 5-pound telekinesis.				<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.				
Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Makes minor repairs on an object.				<i>Target:</i> One object of up to 1 lb.				
Message	14	None	1 standard action	70 minutes	Medium (170 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<i>Effect:</i> Whispered conversation at distance.				<i>Target:</i> 7 creatures				
Open/Close	14	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S, F	Yes (object)	Transmutation
<i>Effect:</i> Opens or closes small or light things.				<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed				
Prestidigitation	14	See text	1 standard action	7 hour	10 ft.	V, S	No	Universal
<i>Effect:</i> Performs minor tricks.				<i>Target:</i> See text				
Ray of Frost	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Cold]
<i>Effect:</i> Ray deals 1d3 cold damage.				<i>Target:</i> Ray				
Read Magic	14	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
Resistance	14	Will negates (harmless)	1 standard action	7 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched				
Touch of Fatigue	14	Fortitude negates	1 standard action	7 rounds	Touch	V, S, M	Yes	Necromancy
<i>Effect:</i> Touch attack fatigues target.				<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Rope	15	None	1 standard action	7 rounds	Medium (170 Feet)	V, S	No	Transmutation
<i>Effect:</i> Makes a rope move at your command.				<i>Target:</i> One ropelike object, length up to 85 ft.; see text				
Charm Person	15	Will negates	1 standard action	7 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes one person your friend.				<i>Target:</i> One humanoid creature				
Enlarge Person	15	Fortitude negates	1 round	7 minutes [D]	Close (40 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Creatures size increases to next category				<i>Target:</i> One humanoid creature				
Feather Fall	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 7 rounds	Close (40 Feet)	V	Yes (object)	Transmutation
<i>Effect:</i> Objects or creatures fall slowly.				<i>Target:</i> 7 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart				
Identify	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
<i>Effect:</i> Determines properties of magic item.				<i>Target:</i> One touched object				
Magic Missile	15	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> 4 missiles that do 1d4+1 damage each.				<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart				
Magic Weapon	15	Will negates (harmless, object)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon gains +1 bonus.				<i>Target:</i> Weapon touched				
Protection from Evil	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Shocking Grasp	15	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]
<i>Effect:</i> Touch delivers 5d6 electricity damage.				<i>Target:</i> Creature or object touched				
Silent Image	15	Will disbelief (if interacted with)	1 standard action	Concentration	Long (680 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> Creates minor illusion of your design.				<i>Target:</i> Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Blindness/Deafness	16	Fortitude negates	1 standard action	Permanent [D]	Medium (170 Feet)	V	Yes	Necromancy
<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
Detect Thoughts	16	Will negates; see text	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
<i>Effect:</i> Allows 'listening' to surface thoughts.				<i>Target:</i> Cone-shaped emanation				
Knock	16	None	1 standard action	Instantaneous; see text	Medium (170 Feet)	V	No	Transmutation
<i>Effect:</i> Opens locked or magically sealed door.				<i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level				
Minor Image	16	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (680 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As silent image, plus some sound.				<i>Target:</i> Visual figment that cannot extend beyond 11 10-ft. cubes [S]				
Misdirection	16	None or Will negates; see text	1 standard action	7 hours	Close (40 Feet)	V, S	No	Illusion (Glamer)
<i>Effect:</i> Misleads divinations for one creature or object.				<i>Target:</i> One creature or object, up to a 10-ft. cube in size				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Dispel Magic	17	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	No	Abjuration
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
Fly	17	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject flies at speed of 60 ft.				<i>Target:</i> Creature touched				
Phantom Steed	17	None	10 minutes	7 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
<i>Effect:</i> Magic horse appears for 7 hours.				<i>Target:</i> One quasi-real, horselike creature				
Suggestion	17	Will negates	1 standard action	7 hours or until completed	Close (40 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> Compels subject to follow stated course of action.				<i>Target:</i> One living creature				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Geas, Lesser	18	Will negates	1 round	7 days or until discharged [D]	Close (40 Feet)	V	Yes	Enchantment (Compulsion)
<i>Effect:</i> Commands subject of 7 HD or less.				<i>Target:</i> One living creature with 7 HD or less				
Polymorph	18	None	1 standard action	7 minutes [D]	Touch	V, S, M	No	Transmutation
<i>Effect:</i> Gives one willing subject a new form.				<i>Target:</i> Willing living creature touched				

* =Domain/Specialty Spell