

		<u>Self Change</u>		
Level	Spell	Area of Effect	Duration	Range
1)	Gas Lungs	Caster	1 min/lvl	Self
2)	Stretch I	Caster	1 min/lvl	Self
3)	Featherlight	Caster	1 min/lvl	Self
4)	Soften	Caster	1 min/lvl	Self
5)	Water Lungs	Caster	1 min/lvl	Self
6)	Density I	Caster	1 min/lvl	Self
7)	Change Shape	Caster	1 min/lvl	Self
8)	Pressure	Caster	1 min/lvl	Self
9)	Stretch II	Caster	1 min/lvl	Self
10)	Change Size I	Caster	1 min/lvl	Self
11)	Merge	Caster	1 min/lvl	Self
12)	Flatten	Caster	1 min/lvl	Self
13)	Density II	Caster	1 min/lvl	Self
14)	Penetrate	Caster	1 min/lvl	Self
15)	Changing Lungs	Caster	1 min/lvl	Self
16)	Stretch III	Caster	1 min/lvl	Self
17)	Mimic Attribute	Caster	1 min/lvl	Self
18)	Statue	Caster	1 min/lvl	Self
19)	Passing	Caster	1 min/lvl	Self
20)	Change Size II	Caster	1 min/lvl	Self
25)	Stretch IV	Caster	1 min/lvl	Self
30)	Duplicate	Caster	1 min/lvl	Self
35)	Modify Body	Caster	1 min/lvl	Self
40)	Change Size III	Caster	1 min/lvl	Self
45)	Adaption	Caster	1 min/lvl	Self
50)	Mimic State	Caster	1 min/lvl	Self

1. Gas Lungs - Casters lungs are modified to breathe any gaseous substance safely.
2. Stretch I - Caster can elongate their arms, legs and neck by 100%.
3. Featherlight - Casters body becomes as light as a feather. Caster can float to the ground. However, treat as -2 size for damage purposes.
4. Soften - Caster's body becomes soft and pliable. +50 to contortions. Caster can squeeze through an opening of at least 12".
5. Water Lungs - Casters lungs are modified to breathe in water.
6. Density I - Casters body increases in density and weight (but not size). Treat as +1 size for taking damage.
7. Change Shape - Caster can change their shape (but not mass) to any general form desired. Can be used in conjunction with Change Size. Duplicating a specific race, animal or creature is based on casters skill.
8. Pressure - Caster can resist changes to pressure by +-1 Atmosphere/lvl.
9. Stretch II - Caster can elongate their arms, legs and neck by 200%.

10. Change Size I - Caster can reduce or enlarge their body +-1 size category.
11. Merge - Caster can merge into any non-animate material (of at least equal mass). Caster cannot sense out of the object.
12. Flatten - Caster's body is flattened into 2 dimensions.
13. Density II - As Density I, but treat caster as +2 in size for taking damage.
14. Penetrate - Caster can merge and extend their hand into and through, up to 1' in depth any inanimate material and feel. (for instance through a chest wall or door).
15. Changing Lungs - Caster's lungs will change to breathe in any environment.
16. Stretch III - Caster can elongate their arms, legs and neck by 300%.
17. Mimic Attribute - Caster can duplicate a PHYSICAL attribute and functionality of a creature. (Claws, poison fangs, whip tail, acid spit etc).
18. Statue - Caster will appear as a stone figure. They retain all their senses but will appear to be a statue.
19. Passing - As Merge, but Caster can move through inanimate material at 1'/rnd.
20. Change Size II - Caster can reduce or enlarge their body +-2 size category.
25. Stretch IV - Caster can elongate their arms, legs and neck by 400%.
30. Duplicate - As Change Shape, but a specific race or creature can be copied if familiar to the caster. All physical abilities will be conferred, but not magical abilities.
35. Modify Body - Caster can add a functional extremity (tail, arm, wings etc)
30. Change Size III - Caster can reduce or enlarge their body +-3 size category.
45. Adaptation - Caster's body instantly adapts to survive in any environment.
50. Mimic State - Caster's body takes on the attributes of any material touched but still functions normally....(fire, steel, iron, wood, water etc)