**Shaper** - **Int**

**1 - Entangling ectoplasm** *[Binding] - Range: Close / Effect: Glob of ectoplasmic material / Target: 1 creature / Duration: Encounter / Save: Reflex Partial – Goo you summon* [Entangles] a single creature. A successful Reflex save reduces the Duration to 1 round.

**2 - Shapeshift** *[Arming] - Action: Swift / Target: Self / Duration: Encounter / Save: None -* Grants self a choice of one of the following effects:

a) Obtain a melee or ranged natural weapon with any 3 properties except [Barbed], [Elemental] or [Quick-draw]. The weapon also deals 1 point of extra [Physical] damage per level.

b) Natural Armor which grant +1 Deflection bonus to AC, with the bonus increasing by +1 for every 6 levels you possess

c) Fast Healing equal to 1/2 level (minimum 1) or

d) [fly], [burrow] or [swim] movement mode.

Augment +2 : Grant 1 additional choice.

**3 - Metabolism** - *Range: Melee / Target: 1 creature* - Remove 3 conditions from the following list to ally within melee range - [Battered], [Bleeding], [Blinded], [Burning], [Confused], [Dazed], [Dazzled], [Deafened], [Energy drained], [Exhausted], [Fatigued], [Frightened], [Nauseated], [Paralyzed], [Shaken], [Sickened], [Slowed], [Stunned].

Augment +1: Remove 1 additional condition.

Augment +3: Use this power on yourself even if a condition listed would otherwise prevent you from doing so.

**4 - Concealing Amorpha** *[Ward] - Range: Melee / Target: 1 creature / Duration: Encounter -* Grants a 50% [Miss Chance] to target. This effect does not stop line of sight, line of effect, or allow the use of the Stealth skill.

**5 – Shaped Wall** *[Force] - Range: Close / Effect: Closed circular wall, 10 feet tall. Shape is a spread with a radius of 10 ft per 5 character levels you possess originating from target square within range; then remove all squares from the spell’s area of effect within another spread with a radius of 10 ft per 5 character levels you possess minus 5 ft originating from the same square. / Duration: Encounter / Save: None* –

You create a large circular cage. The cage is translucent, but grants cover to creatures on attacks made through the wall, this does not block line of effect or line of sight. For each creature, the first time each [Round] that creature enters or exits a square of the effect, it is subject to an effect based on the material of the Wall. When you cast this spell, a successful Reflex save allows a creature within its area of effect to gain [Immunity] to damage and effects from this spell until end of turn and move 5 ft.

You are allowed your choice of material upon casting:

a) Ectoplasm – Creatures are slowed for 2 rounds

b) Light – Creatures are blinded for 2 rounds

c) Crystal – Creatures take 3 damage per level.

Augment +2: [Warp] Effects can no longer bypass the wall.

**6 - Hail of Crystals** - *Range: Medium / Effect: Large ball of sharp Crystalline material/ Target: 20 ft Spread / Save: Reflex Partial – You throw a Ball of Sharp crystals, which then explodes and shreds enemies near it. Dealing* 2d4 per level damage in a 20 foot Spread which causes creatures in the area to begin [Bleeding] and [Burning]. A successful Reflex save negates the [Bleeding] and [Burning] conditions and reduces damage by half

**7 - Astral construct** - *Range: Close / Effect: 1 large Semi-sentient construct / Duration: 1 round / Save: None - You* summon a Large size construct that has [Immunity] to all damage for 1 round. It will immediately deal 3 slams to an enemy you choose attack within its 20 foot reach. It has an attack bonus equal to yours +5. It cannot critically hit with these attacks and damage will equal to 10d6 + your Intelligence Modifier in [Physical] damage per slam, gaining any bonus damage you receive to your powers on each slam. The Construct can make 1 attack of opportunity per round and dissipates at the start of your next turn. Multiple successful slams on a single creature in a single round will also apply additional effects.

1 successful slam inflicts [Battered] condition for 2 rounds.

2 successful slams inflicts [Shaken] condition for 2 rounds

3 successful slams inflicts [Dazed] condition for 1 round.