**Abomination**

Most Outsiders, like Celestials and Demons, are divine emissaries or embodiments of different planes of existence. Some, however, come from beyond the reaches of reality itself. These madness-inducing creatures, called Abominations, are strange and alien, and are universally despised and feared by mortals.

Ranging from brain-eating, tentacled geniuses to foul, reeking blobs, Abominations take many forms, but all of them share a common race:

**The Abomination**

+2 to any one ability

Size: Varies

[Outsider] type (does not age)

+1 (+1/8 levels) to any one skill

+1 to any one save.

Bonus feats: any

KOM Any Mental, KDM Any Physical

8 HP/level, 6 skills

Good Base Attack Bonus, Fortitude Varies, Reflex Varies, Good Will save\*

\*Abominations may choose either Fortitude or Reflex as their good save. Will is always a good save for Abominations.

A creature with the Abomination race can be either small, medium, or large.

**1st Circle - The Creature:** You gain two of the following abilities:

**Chitinous Skin EX:** You have an insect-like exoskeleton. You gain an item bonus to AC equal to the number of circles you have in this track.

**Endearing SU:** You may look like an adorable bunny on the outside, but underneath the skin, you are a reality-shaking monster. For the first [Round] of an [Encounter], you can treat all creatures you target with attacks as [Flat-footed] for the purposes of resolving those attacks. This is a [Mind-affecting] effect.

**Enfearing SU:** You have yet to meet someone brave enough to look you in the eye. Once per [Round] as a move action, you can force one opponent to make a Will save (DC 10 + ½ your level + your KOM) or become [Shaken] for one [Round]. This is a [Fear], [Mind-affecting] ability.

**Grafter EX:** Unlike other Abominations, you were not born as a monster that laughs in the face of all that is holy and pure. Instead, you are a scientist or mage who has learned to attach severed body parts from various creatures to your own flesh. Between [Scenes], you can reselect the abilities granted to you by this track (although you may never choose to replace this ability).

**Terrible Claws EX:** You gain a natural attack. This attack can be either melee or ranged, and possesses any three properties of your choice, except for [Barbed], [Hold-out], and [Quick-draw]. This ability can be selected multiple times.

**2nd Circle - The Mutant:** You gain one of the following abilities:

**Acidic Skin EX:** The first opponent in a [Round] to come within your [Melee] range must make a Reflex save (DC 10 + ½ your level + your KOM) or become [Burning].

**Alter Appearance SU:** You can change your physical appearance at your whim. As a swift action, you can change your form to resemble that of any other creature of your size. Once per [Scene] for the purposes of one social encounter, you can use this ability to grant yourself a +5 bonus to Bluff checks.

**Gargantuan EX:** You tower over everything in sight. Your size becomes large, if it is not large already. Additionally, you occupy a 10 ft by 10 ft square at 2nd circle, a 15 ft by 15 ft square at 4th circle, and a 20 ft by 20 ft square at 6th circle, and your [Melee] range increases by 5 ft at 3rd circle and again at 6th circle.

**Tentacles EX:** As a swift action, you can force one opponent within your [Close] range to make a Reflex save (DC 10 + ½ your level + your KOM) or take damage equal to your character level and become [Grappled] by you as if by the Grapple combat maneuver.

**Twist Reality SU:** Once per [Encounter], for one [Round], you can add the [Teleport] descriptor to all movement you make for one [Round].

**3rd Circle - The Unnatural:** You gain one of the following abilities, as well as one additional ability made available at 1st circle:

**Callous Carapace EX:** Your skin thickens, forming a hard coating. You gain [Lesser resistance] to physical damage.

**Eldritch Wings EX:** You gain the Fly movement mode.

**Lesser Brain-eating SU:** Om nom nom, gray matter is delicious. As a move action, you can force one opponent who is [Grappled] by you to make a Will save (DC 10 + ½ your level + your KOM) or take damage equal to your character level and become [Fatigued]. This is a [Mind-Affecting] effect.

**Stench EX:** Ew. At the beginning of each [Round], all opponents within [Close] range of you must make a Fortitude save (DC 10 + 1/2 your level + your KOM) or become [Sickened].

**Regeneration SU:** The ability to regrow organs is a useful skill. You gain [Fast healing] equal to your KOM.

**4th Circle - The Monster:** You gain one of the following abilities, as well as one additional ability made available at 2nd circle:

**Alien Mind EX:** You do not understand terror the same way mortals do. You gain [Immunity] to [Fear] effects.

**Arcana Diffusion SLA:** You are such an unholy mockery of nature that even the very act of attempting to break the laws of physics fails in your presence. Once per [Encounter], as a swift action, you may use dispel magic, as the spell.

**Master Grafter EX:** In order to select this ability, you must previously have selected Grafter. You can now choose to give any ability granted to you by this track (excluding this one and Grafter) to an ally. Your ally now benefits from that ability instead of you. Between [Scenes], you may switch which abilities you give to which allies.

**More Tentacles EX:** In order to select this ability, you must previously have selected Tentacles. Your Tentacles ability now deals extra damage equal to your KOM (making the total damage your character level + your KOM) and count as a Grapple combat maneuver for the purposes of determining effects or abilities that would apply to or activate on Grapple combat maneuvers. Additionally, immediately after you activate your Tentacles ability, you can use any one combat maneuver useable as a move action without its associated action cost.

**5th Circle - The Anathema:** You gain one of the following abilities, as well as one additional ability made available at 3rd circle:

**Aura of Insanity SU:** One look at you is enough to drive men mad. At the beginning of each [Encounter], opponents within [Close] range of you must make a Will save (DC 10 + ½ your level + your KOM) or become [Confused]. This is a [Mind-affecting] ability.

**Greater Brain-eating SU:** There’s nothing better than the taste of a fresh cranium. In order to select this ability, you must previously have selected Lesser Brain-eating. You can activate your Lesser Brain-eating ability by spending two free actions. Additionally, once per [Encounter], when an opponent fails their save against your Lesser Brain-eating ability, they become [Dazed] for one [Round]. This is a [Mind-Affecting] effect.

**Shatterproof Shell EX:** You grow a nigh-impenetrable suit of natural armor. You gain [Resistance] to physical damage.

**Stink EX:** Eeeeeeeeew. In order to select this ability, you must previously have selected Stench. Once per [Encounter], when an opponent fails its save against your Stench ability, you can force that opponent to make a second Fortitude save (DC 10 + 1/2 your level + your KOM) or become [Nauseated].

**6th Circle - The Horror:** You gain one of the following abilities, as well as one additional ability made available at 2nd circle:

**All the Tentacles EX:** In order to select this ability, you must previously have selected Tentacles. Whenever you activate your Tentacles ability, you can target all opponents within your [Close] range. Each opponent targeted must make a Reflex save, and any opponent that fails suffers the effects of your Tentacles ability. Additionally, your Tentacles ability now deals extra damage equal to your character level (making the total damage twice your character level, or twice your character level + your KOM if you selected More Tentacles).

**Energy Transfer SU:** You drain the life out of one of your enemies and use it to reinvigorate yourself. Once per [Encounter], after hitting with a successful attack, the opponent hit by that attack becomes [Energy drained] for the duration of the [Encounter], and you immediately gain temporary hit points equal to five times the number of circles you have in this track, unless the target makes a successful Fortitude save (DC 10 + ½ your level + you KOM).

**Incomprehensible Mind EX:** In order to select this ability, you must previously have selected Alien Mind. You gain [Immunity] to all [Mind-affecting] effects.

**Rapid Regeneration SU:** You gain [Fast healing] equal to your character level plus your KOM. If you already have Regeneration, this ability makes the total [Fast healing] you have gained from this track equal to your character level plus twice your KOM.

**7th Circle - The Abomination:** You gain one of the following abilities, as well as one additional ability made available at 3rd circle:

**Arcana Disruption SU:** In order to select this ability, you must previously have selected Arcana Diffusion. At will as a swift action, you may use greater dispel magic, as the spell.

**Impenetrable Cocoon EX:** A whirling wall of strange material surrounds you, deflecting swords and spells alike. Once per [Encounter], as a non-action at the beginning of any [Round], you can activate your Impenetrable Cocoon. For the duration of that [Round], you have [Immunity] to hit point damage.

**Timeless Terror SU:** When people see you, they go running in the other direction (if they don’t collapse dead on the spot). At the beginning of each [Encounter], opponents within [Close] range of you must make a Will save (DC 10 + ½ your level + your KOM) or take damage equal to three times your level and become [Frightened]. This is not a [Fear] or [Mind-affecting] ability, so it bypasses [Immunity] to [Fear] and [Mind-affecting] effects.