**Caustic**

Another secondary energy track, rounding out with Acid.

Circle 1 - Acid SpitSU: As a swift action, you spit acid at an opponent within [Close] range. Make an attack roll; if it hits, it deals it deals your Level+KOM [Acid] damage and the target must make a fortitude save (DC 10 + ½ level + KOM) or be [Sickened] for 1 [Round]

Circle 2 - Acid SlimeEX: Your skin is covered in an acidic slime, which protects you and harms those who touch you. You are immune to [Burning] and at the beginning of your turn, if you are [Grappled] by an opponent, or you are Grappling an opponent, that opponent takes your KOM in [Acid] damage.

Circle 3-Blinding spitEX: Enemies who fail their save against your Acid Spit are [Blinded] for 1 [Round]

Circle 4 -Protective SlimeEX: Your slimes protective abilities increase, giving you [Resistance] to elemental damage.

Circle 5- Acid SpewSU: Once per [Encounter], as a move action, you can affect everyone in [Close] range as if they were the target of Acid Spit. Make a single attack roll and use it to determine which targets are affected.

Circle 6- Armor eaterSU: Your Acid Spit is now so powerful it can eat through the armor and hide of your opponents.Opponents who fail their save against it take a -1 penalty to AC, and have any [Resistances] or DR reduced by 5. This can only affect a creature once per [Round] and stacks up to 3 times. This effect ends at the end of the [Encounter]

Circle 7 - Acid FountainEX: You may use Acid Spew any number of times per [Encounter]