This creature comes from beyond conventional reality, and its very presence causes it to break down

Circle 1- Twisted Presence: You may select one of the following fluctuations per circle of this track you possess. Each fluctuation may be activated once per [Encounter] as a free action, and you may only activate one fluctuation per [Round].

Difficult terrain: The area around you becomes hard to traverse- the air thickens, the ground melts into a goo, random appengages form out of nearby surfaces, etc. Create a 30ft spread that lasts for 1 [Round]. The area is considered difficult terrain, even for creatures that are [Flying] or [Swimming]

Swim through the ground: You lose the [Flying] and [Burrowing] conditions if you had either and gain the [Swimming] condition for 1 [Round], even if you are not in liquid.

Sight beyond space: You gain [Tremorsense] out to [Close] range for 1 [Round], and can image the area as a free action.

Questionable presence: Attacks against you have a 20% [Miss chance] for 1 [Round]

Circle 2- Aura of Instability: Your very presence is anathema to common sense. Choose one of the following abilities:

Aura of Fear: The first time each [Round] than a creature moves within your [Close] range or starts their turn within your [Close] Range, they [Shaken] for one [Round]. A successful will save (DC 10+½ level + KDM) negates the [Shaken] effect and makes them immune to this effect for the [Encounter]. This is a [Mind affecting] effect

Aura of Insanity: As a move action, you create as spread with a radius of your [Close] range originating from you. Opponents in it are be [Confused] for one [Round]. A successful will save (DC 10+½ level + KDM) negates this effect. Each opponent may only be affected by this ability once per [Encounter]. This is a [Mind affecting] effect

Circle 3- antireal mind: You are [Immune] to [Confusion], and the DC of social skill checks made against you increases by 3

Circle 4- Fluctuations of reality: Reality breaks down around you. You may select one of the following fluctuations per circle of this track you possess past 3nd. Each fluctuation may be activated once per [Encounter] as a free action, and you may only activate one fluctuation per [Round].

Horrid appendage: You may make melee attacks at [Close] range.You may make

melee attacks against [Flying] creatures when you are not [Flying]. When you hit a creature with a melee attack, it may not be affected by [Teleport] effects for 1 [Round]. This lasts for 1 [Round]

Broken space: All movement you make for 1 [Round] has the [Teleport] descriptor

Nonpresence: You are [Invisible] for 1 [Round]

Unreal Durability: You gain [Lesser resistance] to all damage for 1 [Round]

Circle 5- Eldritch mind-:[Immunity] to effects with the [Mind affecting] descriptor

Circle 6- Unreal reality: Choose one of the fluctuations from fluctuations of reality that you possess. This becomes permanent, and does not count against the number of active fluctuations per [Round]. You may also use 1 fluctuation from Twisted Presence each [Round] without counting against the number of active fluctuations you have.

Circle 7- Counter reality: Your presence causes things to twist and decay. When an opponent begins their turn within your [Melee] range, it takes damage equal to your level+ your KOM and is [Sickened] for 2 [Rounds]