Entropic Being

Your very existence sucks the warmth and movement from the universe. Though you can suppress the effect at times to protect your allies, you see no reason to do so for your enemies.

Pick a mental ability modifier to be your Key Ability Modifier (KAM) for this track. All save DCs for this track are equal to (10 + 1/2 your level + your KAM).

1st Circle - Aura of Fatigue SU: You radiate an aura of fatigue. At the beginning of your turn, all opponents in [Melee] range are entitled to a Fortitude save to avoid becoming [Fatigued] for one [Round].

2nd Circle – Sickening Touch SU: As a move action, you may attempt to sicken an opponent with a touch. One opponent within [Melee] range must make a Reflex save or be [Sickened] until the end of the [Encounter]. The opponent may make a Fortitude save at the beginning of their next turn, and every turn thereafter, to negate the [Sickened] condition. This is a [Negative] ability.

3rd Circle – Aura of Cold SU: You radiate an aura of cold. At the beginning of your turn, all opponents within [Melee] range must make a Fortitude save or take 1 point of damage per level you possess.

4th Circle – Enfeebling Blast SU: As a move action, you may make a ranged attack against an opponent within [Close] range. If it hits, the opponent takes a -2 penalty to attack rolls for the [Encounter]. In addition, they take a -2 to one save (your choice) for the [Encounter]. This can be used multiple times to penalise multiple saves, but the attack roll penalty does not stack. This is a [Negative] ability.

Additionally, your Aura of Fatigue extends to [Close] Range.

5th Circle – Aura of Decay SU: You radiate an aura of decay. Any effect that would heal an opponent within [Medium] range heals 2 fewer HP per level [who] possess, to a minimum of 1 HP.

6th Circle – Energy Drain SU: Four times per [Encounter] as a move action, you can drain the energy of an opponent within [Melee] range, inflicting the [Energy drained] condition. This is a [Negative] ability.

Additionally, your Aura of Cold extends to [Close] range.

7th Circle – Aura of Exhaustion SU: You radiate an aura of exhaustion. At the beginning of your turn, all opponents within [Melee] range must make a Fortitude save or become [Exhausted] for one [Round].

Additionally, your Aura of Fatigue extends to [Medium] range.