**Envested**

10 hp/level

KOM STR

KDM CON

choose any 2 saves to be your good saves

5 skills

good BaB

The Envested have obtained the use of a set of powerful items which give them powerful abilities.

Envested Abolition

You have been entrusted with a weapon of great renown

1st Circle- Abolition EX:As a swift action, or part of another swift action, you may summon a melee or ranged weapon of your choice to your hand. This weapon has three weapon properties of your choice, and is a Lesser item of your design with enchantments as normal for a magic weapon of its type (see Chapter XIII). These choices are permanent. This weapon, called your Abolition, does not count against your normal limit of attuned magic items. When you gain your 4th circle in Envested Abolition, redesign this weapon as a Greater item, and when you gain your 6th circle, redesign it as a Relic. While wielding your Abolition, you count as having a Good Base Attack Bonus (equal to your level). You may only have a single Abolition in existence at a time, and may cause it to disappear as a free action.

2nd Circle-Empowerment EX: As a free action, you may cause all attacks made with your Abolition to deal additional damage equal to half your level. Choose [Fire],[Cold],[Electricity], or [Acid] damage when activating this ability; the extra damage has this descriptor. This is an [Arming] effect

3rd Circle- Swift Destruction EX: You can take a [Bonus attack] whenever you take an attack action. Once per [Round], you may move 5ft without provoking an attack of opportunity, even if it is not your turn, but you cannot interrupt other character’s actions.

4th Circle- Encircling Might EX: As a free action, you may apply an [Arming] effect to Abolition that cause an opponent to be [Slowed] for 1 [Round] the first time they are struck with Abolition in a [Round]. A successful fortitude save (DC 10 + ½ level + KOM) leaves the opponent [Entangled] for 1 [Round] instead.

5th Circle- Glory Incarnate EX:

You cain the following abilities. You may use one of them once per [Round]

Penetrating Abandon: If you would make one or more ranged attacks during your standard action, you may add the [Volley] descriptor to a single one of those attacks; this attack with the [Volley] descriptor is applied against all opponents in a line with a length equal to your [Medium] range.

Debilitating blow: You may replace one attack from your attack action made with your Abolition with the Bull Rush, Disarm, or Trip combat maneuver. The Disarm and Trip combat maneuvers are made with the same attack bonus as the replaced attack.

6th Circle- Doombringer EX: As a free action, you may apply an [Arming] effect to Abolition that causes an opponent to be [Energy Drained] the first time they are hit with Abolition in a [Round]. A successful will save (DC 10+½ level+KOM) instead inflicts [Shaken] for 1 [Round]

7th Circle- Abolishment of All Things EX: All damage dealt by attacks made with abolition ignores[Immunity] and cannot be mitigated, reduced, or redirected by other abilities or effects.

Envested Aegis

You have been granted the use of a revolutionary new shield

1st Circle- Aegis EX: A shield irises into your arm at the first hint of danger .This is a Lesser item of your design with enchantments as normal for magic shield of its tier (see Chapter XIII), but does not count against your normal limit of attuned magic items. When you gain your 4th circle in Envested Aegis redesign this shield as a Greater item, and when you gain your 6th circle, redesign it as a Relic. In addition, any weapon you wield gains the [Guardian] property

2nd Circle- Bash EX: As a move action, you may deal damage equal to your level plus your KOM to up to one opponent per circle of this track you have within your [melee] range. At 10th level, this may be within your [Close] range. Opponents damaged by this ability are [Dazzled] for 1 [Round].

3rd Circle- Recoil EX: For each opponent, the first time each [Round] that opponent hits you with a melee attack, that opponent takes 1 point of damage per level you possess.

4th Circle - Energy Reflection EX: You may use one of the following abilities once per [Encounter]

Redirection EX: As an immediate action after being missed by a ranged attack, or an ability that requires a ranged attack roll, you may make a ranged attack roll against an opponent within [Close] range. If it hits, that opponent is subjected to the attack or ability that missed you.

Blowback EX: As an immediate action after being hit by a melee attack, you may cause your opponent to be [Blown away] and drop their weapon as if disarmed. A fortitude save (DC 10 + ½ your level + KDM) negates this effect.

5th Circle-Dweamerguard EX:Once per [Encounter], if you make a successful saving throw against an offensive action that would normally have a lesser effect on a successful save, you instead ignore the effect entirely

6th Circle-Dazing bash EX: Twice per [Encounter], after damaging an opponent with Bash, you may spend a swift action [Daze] that opponent. A successful fortitude save (DC 10+½ level + KDM) negates this effect.

7th Circle-Preemptive Blockade EX: You are constantly under the effects of Foresight, except you cannot take 20 on your d20 roll.

Envested Bulwark

You have received a boon in the form of formidable armor at your beck and call

1st circle- Bulwark EX:With a dramatic gesture and shouted command, a suit of incredible armor snaps into existence and covers your body. This provides a +2 item bonus to Vigor, and is a Lesser item of your design with enchantments as normal for magic armor of its tier (see Chapter XIII), but does not count against your normal limit of attuned magic items. When you gain your 4th circle in Envested Bulwark redesign this armor as a Greater item, and when you gain your 6th circle, redesign it as a Relic.

2nd Circle-Aggrandized armor EX: Your armor enhances your physical prowess. Your speed increases by 10ft and you gain a bonus to your maximum hit points equal to your level. Once per [Encounter], as a free action, you may increase your speed by 10ft per circle of this track you posses for 1 [Round]

3rd Circle-Thrusters EX: You gain the Fly movement mode

4th Circle – Mitigation EX: Select one of the following abilities (this choice is permanent):

Cold Iron Plating: You gain [Resistance] to energy and magic damage.

Adamant Plating: You gain [Resistance] to physical damage.

5th Circle- Active Camo EX: You are always [Concealed], and if another ability would make you [Concealed] you are instead [Fully Concealed]

6th Circle- Soul Shield EX: You gain [Immunity] to [Paralyzed], [Stunned], [Dazed], [Nauseated], and [Slowed].

7th Circle – Adamant defense EX: Once per [Encounter], as a swift action, you can begin an unbreakable defense. Until the beginning of your next turn, you gain [Immunity] to damage, [Binding] effects, and if you would be moved as the result of an offensive action an opponent takes, you may choose not to move instead.