Shifters are always changing and always adapting to any particular situation that may arise. They naturally have their limitations. Shifting into a form that one might find terrifying leaves the other pretty indifferent, so it always takes shifters a few rounds, to really get started and when worse comes to worst, they can naturally rely on their shifting to get out of combat, changing into a small animal and leaving the scene.

[Shift]: Shifting is a free action, usable 1 per [round] at 1st Circle, 2 times per [round] at 3rd Circle, 3 times per [round] at 5th Circle and 4 times per [round] at 7th Circle. Every time a shifter uses a [shift] effect he gains one [shift] token. These tokens can be used on various abilities within the track and using them takes a move or a partial move action, if unused they last till the end of the [encounter].

All abilities in this track are Ex unless otherwise noted.

1st Circle *Shifter Traits*:

You gain +3 bonus on all checks with the Bluff skill. A shifter also has a natural weapon with three weapon properties, determined at character creation. A shifter may [shift] to change the weapon properties of the weapon granted by this track and he may do so only with the weapon properties granted by this track. You may use a [shift] token in the following way:

 Like a mouse: You may immediately make a Stealth check, as if you were out of line of sight from all opponents. You gain +3 bonus to this check.

2nd Circle Shifting body: A shifter may [shift], to change his size to either [small] [average] or [large]. Each time a shifter gains a [shift] token, he gains +1 item bonus to his attack bonus or AC, chosen when he gains the [shift] token. This ability stacks to a maximum of shifter circles he has available. You may use a [shift] token in the following way:

 Merciless attacker:

 Gain additional [precision] damage to your attacks equal to your KOM till the end of the [encounter]. This stacks with itself up to 1 time at 2nd Circle, 2 times at 4th Circle and 3 times at 6th Circle.

3rd Circle Roam the Land: A shifter may [shift] to gain one of the following movement modes: Fly, Burrow or Swim. Movement modes gained through a [shift] are lost at the end of the [Encounter]. Each time a shifter gains a [shift] token, he adds 15 feet to his move speed for 1 [round]. You may use a [shift] token in the following way:

 Quicker than the eye: You may add the [teleport] descriptor to all your movement for 1 [round].

4th Circle Swift shifting: You may now use [shift] tokens as a swift action. Each [round] a shifter gains a [shift] token, he gains Fast healing equal to his level for 1 [round]. You may use a [shift] token in the following way:

 The oncoming storm:Till the end of this [round] you gain a [bonus attack], you can replace it with the Bullrush, Charge or Trip combat maneuver, they also gain these effects:

 Bullrush: After successfully moving into an opponents previously occupied space, that opponent is [blown away] as if he were [Flying].

 Charge: After successfully hitting an opponent,if he fails a Fortitude save(DC=10+1/2 your level+KOM) that opponent is [Fatigued] for 2 [rounds].

 Trip: After successfully hitting, if your opponent fails his reflex save, he also becomes [checked] in all directions.

5th Circle See the unseen(ex): A shifter may [shift] to gain one of the following vision modes: [Tremorsense], [Blindsight] out to [Close] range. Vision modes gained through a [shift] are lost at the end of the [Encounter]. You may also use a [shift] token in one of the following ways:

 Harden the body:

 Gain twice your level Temporary HP till the end of the [encounter].

 Fearful transformation:

 Opponents within [close] range must make a Will save(DC=10+1/2 your level+KOM) or be [Shaken] till the end of the [Encounter]. This ability stack with itself.

6th Circle Hardened Body(ex): A shifter may [shift] to gain [lesser resistance] to one of the following damage types: Physical, Magic or Energy; this stacks up to [resistance]. Resistances gained through a [shift] are lost at the end of the [Encounter]. You may also use a [shift] token in one of the following ways:

 Terror: Creatures within the shifters [melee] range must make a Will save(DC=10+1/2 your level+KOM) or become terribly [confused] for 1 [round]

 Deadlier: You may force all opponents within [close] range to make a Reflex save(DC=10+1/2 your level+KOM) or become [Battered] for one round.

7th Circle Deadliest creature in town:

A shifter may [shift] to instill [vulnerability] to all damage to an opponent within [close] range for 1 [round].

You may also use a [shift] token in one of the following ways:

 A thousand cuts: Until the end the [round] you inflict [Energy drained] to opponents you hit with a [melee] attack. A successful Fortitude save (DC 10 + 1⁄2 your level + your KOM) negates the [Energy drained] condition.