Skunk

Your abilities from this track may inflict [Sickened] on creatures who have [Immunity] to [Sickened], but such creatures do not take the penalty to die rolls normally associated with [Sickened].

C1: Stench Spray SU: As a swift action, you spray noxious chemicals at an opponent within [Close] range. The target must make a fortitude save (DC 10 + ½ level + KOM) or be [Sickened] for 1 [Round].

Additionally, whenever you perform an offensive action against a creature suffering from [Sickened], you ignore an amount of [Resistance] or [Damage Reduction] equal to ½ your level (minimum 1).

C2: Stink cloud SU: you constantly exude a cloud of foul odor. Enemies that end their turn within your [Melee] range must make a fortitude save (DC 10 + ½ level + KOM) or be [Sickened] until the end of their next turn.

C3: Blinding Spray EX: Enemies who fail their save against your Stench Spray are [Blinded] for 1 [Round].

C4: overpowering Stench EX: When a creature who is already [Sickened] fails a saving throw against Stench Spray or Stink Cloud, if it is the first time in this [Encounter] that that creature has been forced to make a saving throw against Overpowering Stench, that creature must make a Fortitude save (DC 10 + 1/2 level + KOM) or be [Nauseated] for as long as Stench Spray or Stink Cloud would make it [Sickened].

C5: Stink Bomb SU: Once per [Encounter], as a move action, you may use Stench Spray against each opponent within [Close] range.

C6: Lungclogger SU: Any effect that would heal an opponent that is not [Sickened] within [Close] range heals 3 fewer points per 2 levels, to a minimum of 1 hit point healed. Any effect that would heal an opponent that is [Sickened] within [Close] range heals 3 fewer points per level, to a minimum of 1 hit point healed. If the healing effect would restore HP to a [Sickened] opponent and remove the [Sickened] condition as part of the same effect or the same action, treat the opponent as [Sickened] for the purposes of this ability.

C7: Silent but Deadly SU: You are an anathema to all that is fresh and pure. Once per encounter, you may create a spread with a radius equal to your [Close] range originating from you that deals damage equal to 5 times your level to all opponents. If an affected opponent is [sickened], this leaves it [Nauseated] and a successful fortitude save (DC 10 + ½ level + KOM) halves the damage. If an affected opponent is not [Sickened], this leaves it [Nauseated] and a successful fortitude save (DC 10 + ½ level + KOM) halves the damage and negates the [Nauseated] condition. This is a [Death] effect.