**Spellblood Warrior:**

This track grants several Spell-Like Abilities. DCs and other variables are calculated with a Key Ability Modifier (KAM) which you choose upon selecting this track. Your KAM may be either Intelligence, Wisdom, or Charisma.

Note that all spells granted as Spell-Like Abilities by this track, if they have a target, always target yourself and yourself only (unless an explicit exception is made in the circle description), despite anything to the contrary in the spell’s description. For example, The fifth circle ability, Supernatural Offense, grants either Acid Cloud or Fist of the Earth as a Spell-Like Ability. Acid Cloud does not have a target, so the spell’s effect is unchanged. Fist of the Earth, however, has a target of “allies within range,” which is changed to “self.”

**1st Circle – Magic in the Veins (SLA):** There is magic in your blood, flesh, and bones. You gain [Ghostwise sight] 45 ft. Once per [Encounter] as part of a move action, you may treat yourself as under the effects of either Nature’s Power or Flame Blade. Additionally, in an [Encounter], for every Spell-Like Ability granted to you by this track that you activate, you gain a +1 bonus to all saves.

**2nd Circle – Resistant (SLA):** Your use of supernatural energies makes your body more durable. You are constantly under the effect of an Endure Elements spell. Once per [Encounter], as part of a move action, you may treat yourself as under the effects of Resist Energy spell (choose which energy type the spell affects upon activation).

**3rd Circle – Mystical Movements (SLA):** You have learned to control distance, space, and time in otherworldly ways. You land speed increases by a number of feet equal to the number of circles you have in this track times ten. Once per [Encounter], as part of a move action, you may treat yourself as under the effects of either Fly, Haste, or Invisibility.

**4th Circle – Spell Wind (SLA):** You have mastered a few potent incantations, and can use them with the swiftness of the blowing wind. Pick any two spells of 3rd circle or lower, selected the Shaman and Tactician spell lists. Once per [Encounter], you may cast one of these two spells as part of a move action. Unlike the other Spell-Like Abilities granted by this track, the spells you select keep their original target, as opposed to having the target changed to “self.”

**5th Circle – Spirit of Mana (SLA):** One way or another, you have learned to keep yourself from harm using the magical powers available to you. You have [Resistance] to energy and magic damage. Once per [Encounter], as part of a move action, you may treat yourself as under the effects of either Stoneskin, Freedom of Movement, or Greater Invisibility.

**6th Circle – Supernatural Offense (SLA):** Your ferocity as a combatant is fueled by your extraordinary spellcasting abilities. You gain a bonus to damage rolls on attacks equal to the number of circles you have in this track. Once per [Encounter], as part of a move action, you may treat yourself as under the effects of either Acid Cloud or Fist of the Earth.

**7th Circle – Spell Whirlwind (SLA):** Your incantations are earth-shakingly powerful and can be cast in the blink of an eye. Pick any two spells of 6th circle or lower, selected the Shaman and Tactician spell lists. Once per [Encounter], you may cast one of these two spells as part of a move action. Unlike the other Spell-Like Abilities granted by this track, the spells you select keep their original target, as opposed to having the target changed to “self.”