

Wildborn

+2 ANY PHYSICAL	MEDIUM
[Darkvision] [Ghostwise sight] 45ft	
BONUS FEATS (choose one)	Wake Recon Breakneck Pace

10 HP/LEVEL ANY PHYSICAL KOM	5 SKILLS WIS KDM
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Level	BAB	Fort	Ref	Will	Wildborn
1	+1	2	2	0	On the Prowl
2	+2	3	3	1	
3	+3	4	4	1	I Can Smell You
4	+4	4	4	2	
5	+5	5	5	2	
6	+6	6	6	3	Hungry Like the Wolf
7	+7	6	6	3	
8	+8	7	7	4	
9	+9	8	8	4	More Than They Can Chew
10	+10	8	8	5	
11	+11	9	9	5	
12	+12	10	10	6	First to Feed
13	+13	10	10	6	
14	+14	11	11	7	
15	+15	12	12	7	Never Stop Hunting
16	+16	12	12	8	
17	+17	13	13	8	
18	+18	14	14	9	Bad Moon Rising
19	+19	14	14	9	
20	+20	15	15	10	

This track provides some fury bonuses, which stack with other fury bonuses from this track. At the beginning of your turn, you may choose not to benefit from fury bonuses to attack rolls, damage and save DCs until the beginning of your next turn. Attacks and abilities that benefit from a fury bonus to attack rolls, damage or save DCs cannot also deal [Precision] damage.

1st Circle – On the Prowl^{EX}: You gain a +2 bonus to Awareness and Perception checks. You also gain the Tooth & Claw natural attack.

Tooth & Claw – Melee, range [Melee], [Brutal 2], [Reacting]

2nd Circle – I Can Smell You^{EX}: Your acute senses enable you to penetrate illusions that would fool other creatures. You gain [Immunity] to effects with the [Fignit] descriptor. Whenever you succeed on the combat use of Perception against an opponent, you gain a +3 fury bonus to attack rolls against that opponent until the beginning of your next turn.

3rd Circle – Hungry Like the Wolf^{EX}: You gain [Fast healing] equal to your Key Defensive modifier. Once per [Round], when you hit an opponent against which you succeeded on the combat use of Perception* in the current [Round] with an attack using your Tooth & Claw natural attack, you may make that opponent [Slowed] for one [Round]. A successful Fortitude save (DC 10 + ½ your level + your KOM) negates the [Slowed] condition.

4th Circle – More Than They Can Chew^{EX}: Select one of the following abilities (this choice is permanent):

Bear^{EX}: You gain a fury bonus to your maximum hit points equal to +3 per level. Whenever you deal damage with an attack using your Tooth & Claw natural attack, you gain a fury bonus to that damage equal to your KOM.

Wolf^{EX}: You gain a fury bonus to your maximum hit points equal to +2 per level. Whenever you hit an opponent with an attack using your Tooth & Claw natural attack, that opponent suffers a -1 penalty to AC until the end of the [Encounter]. This penalty stacks with itself, to a maximum of -3.

Tiger^{EX}: You gain a fury bonus to your maximum hit points equal to +1 per level. Whenever you deal damage with a melee attack using your Tooth &

* This track uses some new rules that we haven't rolled out with the main Legend document as of this publication. The following text should be added to the Perception skill:

In a combat encounter, you can make a Perception check as part of a move action to inflict a -2 penalty to an opponent's saves until the beginning of your next turn.

Claw natural attack, if you used the Power Attack combat maneuver this turn, you gain a fury bonus to that damage equal to the penalty applied to your melee attack rolls from the Power Attack combat maneuver.

5th Circle – First to Feed^{EX}: You gain a bonus equal to your character level on initiative rolls.

6th Circle – Never Stop Hunting^{EX}: Whenever you succeed on the combat use of Perception against an opponent, that opponent suffers a penalty to its movement speed equal to half its movement speed until the beginning of your next turn. Additionally, select one of the following abilities (this choice is permanent):

Submission is for the Weak: You gain [Immunity] to [Mind-affecting] effects and the [Stunned] and [Dazed] conditions.

Hunter of Seasons: You gain [Immunity] to the [Fatigued], [Exhausted] and [Prone] conditions.

7th Circle – Bad Moon Rising^{SU}: You just don't know when to stay down. Once per [Scene], if you are killed, you return to life the following [Round] at half of your maximum hit points. You can delay your resurrection any number of [Rounds] or choose not to return at all. Upon your return, you automatically know the location of the opponent that killed you, and until the end of the [Encounter], you ignore any [Miss chance] that opponent may have and gain +5 fury bonus to attack rolls and damage against that opponent.