**Amorphous Racial TrackCreature Type: [Aberration]**

**Racial Modifier: +4 CON -2 DEX**

**Size: Choice of Small, Medium, or Large**

**Racial Abilities:** +1 (+1/8 levels) to Vigor checks

**Bonus Feats:** Slow and Steady, By Will Sustained, Senseshift Adept (pick one)

**BAB:** Good

**Saves:** Fort (Good), Ref (Poor), Will (Good)

**12 HP**

**4 Skills**

**KOM:** STR

**KDM:** CON

**1st Circle – Spread the Love EX**: Oh gross. You gain a +1 bonus to your Grapple combat maneuver DC and to saves against the Grapple combat maneuver. In addition, as a move action or part of a move action, if you did not already create a love spread this turn, you may create a love spread with a radius of your [Melee] range originating from you that deals energy damage with the [Acid] descriptor or physical damage, chosen each time you create the spread, equal to your level (minimum of 1), or your level plus half your level at 4th circle, to all creatures besides yourself within the area and inflicts the [Entangled] condition for one [Round] on all creatures besides yourself within the area. A successful Fortitude save (10 + ½ your level + your KOM) negates the [Entangled] condition.

**2nd Circle – The Shape of Yourself to Come EX**: Slowly but surely, you grow thicker and more resilient. You gain [Lesser resistance] to your choice of physical damage, or magic and energy damage. This choice is permanent. At 4th Circle, you instead gain [Lesser resistance] to all damage.

**3rd Circle – Solidify EX**: You learn to harden yourself at the cost of some mobility. At the beginning of your turn, without spending an action, you may choose to reduce your movement speed by half for one [Round]. If you do so, you gain a +2 bonus to all of your saving throws, or a +4 bonus to all of your saving throws at 5th circle, and The Shape of Yourself to Come grants [Resistance] instead of [Lesser resistance] to your chosen damage type(s) for one [Round].

**4th Circle – The Gift That Keeps On Giving EX**: Now that’s just nasty. You gain an additional +2 bonus to your Grapple combat maneuver DC and saves against the Grapple combat maneuver. In addition, as a move action or part of a move action, if you did not already create a love spread this turn, you may create a love spread with a radius of your [Melee] range originating from you that deals energy damage with the [Acid] descriptor or physical damage, chosen each time you create the spread, equal to your (minimum of 1) to all creatures besides yourself within the area and inflicts the [Entangled] and [Sickened] conditions for one [Round] on all creatures besides yourself within the area. A successful Fortitude save (10 + ½ your level + your KOM) negates the [Sickened] condition.

**5th Circle – Loosen Up EX**: You’re a slippery one! You gain [Immunity] to effects with the [Binding] descriptor. If you already have or later gain this [Immunity] through another effect or ability, you instead gain a +2 bonus to all of your saving throws for as long as you have that [Immunity] through that effect or ability.

**6th Circle – Solidus Maximus EX**: You learn the benefits of putting on extra layers! You gain [Fast healing] equal to your level. When you activate your Solidify ability, you gain temporary hit points equal to your level plus your KDM. These temporary hit points are lost at the end of the [Encounter].

**7th Circle – Oh God It’s Everywhere EX**: What a mess. Once per [Round], as a swift action,

you may create a spread with a radius of your [Medium] range originating from you that pulls all opponents in the spread to squares adjacent to you, or as close as possible to adjacent in the event that all adjacent squares are occupied. A successful Fortitude save (10 + ½ your level + your KOM) negates the effect. Immediately after creating that spread, as a free action, you may create a spread with a radius of your [Melee] range originating from you that deals energy damage with the [Acid] descriptor or physical damage, chosen each time you create the spread, equal to your (minimum of 1) to all creatures besides yourself within the area and inflicts the [Entangled] and [Sickened] conditions for one [Round] on all creatures besides yourself within the area. A successful Fortitude save (10 + ½ your level + your KOM) negates the [Sickened] condition.

Passes:

Valixes

gkathellar

Nohwl