**None So Vile Racial Track**

**Creature Type: [Animal] or [Aberration], chosen upon creation of this creature**

**Racial Modifier: +2 STR or +2 DEX**

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

**Racial Abilities:** Ghostwise Sight 45ft

**Bonus Feats:** Feign Death, Recon, Reaver

**BAB:** Good

**Saves:** Ref (Good), Choice of Fort or Will for other good save

**10 HP**

**5 Skills**

**KOM:** STR

**KDM:** DEX

**1st Circle – Decrepit Birth**: You gain one of the following abilities. This choice is permanent:

**Entrapment EX**: SHOCKWAVES AND WEBS. As a move action, you may create a wedge with a length of 20 ft plus 10 ft per circle of this track you possess that inflicts the [Entangled] condition for the rest of the [Encounter] on each opponent within the area. A successful Reflex save (DC 10 + ½ your level + your KOM) negates the [Entangled] condition. As a move action, a creature may lose this condition inflicted by this ability, or make a successful Fortitude save (DC 10 + ½ your level + your KOM) to lose this condition inflicted by this ability at 4th circle, but doing so provokes an attack of opportunity. In addition, you gain the following natural weapon:

» Nasty Bite: Melee, range [Melee], [Brutal 2], [Traumatizing].

**Jaws of Life EX:** You are born to bite the hand that feeds you. You gain 2 additional HP per level. In addition, you gain the following natural weapon:

» Brutal Bite: Melee, range [Melee], [Brutal 3]

**2nd Circle – Molting EX**: You gain one of the following abilities. This choice is permanent:

**Chitin EX:** You gain [Lesser resistance] to physical damage.

**Scamper EX:** You may take 10 on Acrobatics checks regardless of circumstances, and your move speed increases by 5ft per circle you have of this track.

**3rd Circle – Hunting**: You gain one of the following abilities. This choice is permanent:

**Venom EX:** The first time each [Round] that a creature is hit with your natural weapon gained from this track, that creature becomes [Sickened] and starts [Burning] for the rest of the [Encounter]. Unlike the usual occurrence of [Burning], this application of the condition cannot be removed by spending a move action. Once per [Round] on its turn, without taking an action, a creature inflicted with those conditions from this ability may make a Fortitude save (10 + ½ your level + your KOM). A successful Fortitude save removes the conditions. This is a [Poison] effect.

**Get It Off Me, Get It Off Me! EX:** Resistance isn’t futile, but it hurts. Any time an opponent you are grappling makes a save to use an ability, cast a spell, or remove the [Grappled] condition, they take damage equal to your level.

**4th Circle – Spreading**: You gain [Tremorsense] out to 25 ft, or if you already possess [Tremorsense], you increase its range by 25 ft. You also gain your choice of either the Burrow or Fly movement mode. This choice is permanent.

**5th Circle – Masticate to Dominate**: You grow addicted to the disgust of others. You gain one of the following abilities. This choice is permanent:

**Ravenous EX:** Delicious. Whenever you hit an opponent for the second time in the same [Round] using the natural weapon gained from this track, that opponent gains [Vulnerability] to physical damage for the rest of the [Encounter].

**Snap EX:** You gain [Resistance] to physical damage. Once per [Round], as a swift action immediately after taking an attack action, you may use the Grapple combat maneuver against an opponent within your [Melee] range as a [Bonus Attack].

**6th Circle – Swarming:** You gain [Immunity] to [Mind-Affecting] and [Fear] effects, as well as the in-combat use of the Intimidate skill. You also gain one of the following abilities. This choice is permanent:

**Tarentella StrikeEX:** The first time each [Round] that a creature is hit with your natural weapon gained from this track, that creature becomes [Confused] for two [Rounds] and starts [Bleeding]. A successful Will save (10 + ½ your level + your KOM) negates the [Bleeding] and [Confused] conditions.

**Crush EX:** Whenever you hit an opponent with the Pin combat maneuver, you deal additional damage equal to twice your level to that opponent, and that opponent becomes [Slowed] until it is no longer [Grappled]. A successful Fortitude save (DC 10 + ½ your level + your KOM) negates the [Slowed] condition. This save is separate from the save required to resist the Pin maneuver. You are also no longer [Grappled] when you perform a successful Pin combat maneuver.

**7th Circle – Thriving**: You gain one of the following abilities. This choice is permanent:

**Toxin EX:** Once per [Round], as a swift action, your next hit with the natural weapon granted by this track forces your target to become [Nauseated] for the duration of the [Encounter]. Once per [Round] on its turn, without taking an action, a creature inflicted with the [Nauseated] condition from this ability may make a Fortitude save (DC 10 + ½ your level + your KOM). A successful Fortitude save removes the [Nauseated] condition. This is a [Poison] effect.

 **Spew EX:** Unspeakable SHOCKWAVES from your mouth. Once per [Round], as a part of a move action, you create a wedge with a length of your [Close] range originating from you that inflicts the [Burning], [Entangled], [Slowed], and [Battered] conditions for the rest of the [Encounter] to each creature within the area. Unlike the usual occurrence of [Burning], this application of the condition cannot be removed by spending a move action. At the end of its turn, a creature may make a Fortitude save (DC 10 + ½ your level + your KOM) and take your level in damage. A successful Fortitude save ends the [Burning], [Entangled] and [Slowed] conditions.