You may select Charisma, Wisdom, or Intelligence as your Key Ability, which will be referred to as such throughout the track.

This track uses Proxies, which are an extension of yourself and how characters with this track use their abilities. Proxies take many forms, but they have a few basic rules. All Proxies follow these rules unless otherwise specified.

Proxies are not creatures and therefore may not be designated as allies or opponents.

As a standard action, you may create any number of Proxies, up to the number of circles you possess in this track, within your [Medium] range. You can create Proxies of any type you have access to, delete any number of your Proxies you control as a standard action, or convert any number of existing Proxies into a single other type of Proxy as a swift action. You may only have a number of Proxies equal to the number of circles you possess in this track active at any given time.

Proxies occupy a single square. Creatures can move into and out of squares occupied by Proxies, but if a creature ends a movement in a square occupied by a Proxy, it is immediately shunted to the last unoccupied square it was in.

Whenever you move, each of your Proxies can move up to an equal number of squares. As a free action once per [Round], you may cause any number of your Proxies to use or cease to use the Burrow, Fly or Swim movement modes so long as you possess the movement mode in question, gaining or losing relevant conditions. Proxies never provoke attacks of opportunity for these actions. Effects that would trigger as a result of movement trigger as normal but only as a result of the movement of either you or a single Proxy that you can normally act through per movement.

Proxies must maintain Line of Effect to you and remain within your [Medium] range. If a Proxy fails to satisfy both of these requirements at any time, it is immediately relocated to a square adjacent to you, of your choice. Movement and effects with the [Teleport] descriptor are exceptions in that if at the end of one of those effects the Proxy would not be within [Medium] range or Line of Effect, then the movement is simply cancelled(which may result in them appearing next to you anyway if you moved and the Proxy didn’t).

While you have at least one Proxy, your Line of Sight extends from your own square and the squares of all your proxies. Unless otherwise specified, Proxies do not block Line of Sight or Line of Effect.

Proxies can vary vastly in appearance, from hovering turrets to futuristic holographic computer displays, however all Proxies are essentially an extension of yourself and obvious to anyone observing them. Neither the Stealth skill nor the [Invisible] condition ever prevent creatures from gaining Line of Sight to your Proxies, and a Proxy’s true nature is always obvious to all observers.

1st Circle - Nos, ProxyEX: You gain the ability to create Mirror Proxies and Observer Proxies.

Mirrors: The most basic type of Proxy, Mirror Proxies represent you abroad. You may take any action as if you were standing in a space occupied by one of your Mirror Proxies. Likewise, actions and effects targeting or otherwise affecting your Mirror Proxies target or affect you through the Proxy instead. However, Mirrors are extensions of a singular creature, and thus no matter how many of your Mirrors would suffer a single effect, it affects you only once. Effects that force creatures to move or prevent them from moving (including conditions like [Blown away] or [Checked]) are exceptions, and affect you and each Mirror independently. You still make a single save for yourself and all your Mirrors against such effects.

Observers: Useful for keeping an eye on your friends. When first created or converted, an Observer attunes to an ally within your [Medium] range. Once attuned, an Observer can freely move outside of your [Medium] range and break Line of Effect with you. Instead, it must maintain Line of Effect to the attuned ally and remain within that ally’s [Medium] range. If the Observer fails to satisfy both of these requirements at any time, it is immediately relocated to a square adjacent to that ally, of your choice. Whenever that ally moves, you can direct the Observer to move an equal number of squares, and you can communicate with that ally through the Observer regardless of distance. Only you and the attuned ally can ever have Line of Sight to the Observer Proxy, and creatures can end their movements in the same space as an Observer Proxy without being shunted out as normal.

2nd Circle - FirewallSU: You gain the ability to create Firewall Proxies. Unlike other Proxies, Firewalls are immovable, take a standard action to convert proxies into them, and occupy a 15 ft long by 5 ft wide line. If converted from another type of Proxy, it must occupy one of the squares the Firewall occupies. Firewalls cannot be placed in occupied squares, and they function different from regular walls in that a Firewall blocks a square itself, and blocks passage for [Flying], [Swimming], and [Burrowing] creatures as easily as it does others. For those not standing in Firewalls they block line of effect beyond, but not inside their spaces. Allies may move through Firewalls freely, but opponents can only voluntarily move into a square occupied by one of your Firewalls if they make a successful Fortitude save (DC 10 + ½ your level + your KAM), and the first time each [Round] that an opponent starts its turn in or moves into a square occupied by one of your Firewalls, it takes [Electricity] damage equal to your level.

3rd Circle - Buffering...SU: When an [Encounter] starts, you begin to generate 3 temporary hit points per Proxy you control at the beginning of your turn each [Round] until the end of the [Encounter]. Temporary hit points gained from this ability stack with themselves up to a total of thrice your character level, though they still don’t stack with other sources.

4th Circle - HackEX: You gain the ability to create Malware Proxies. If a Malware Proxy you control is adjacent to an opponent at the end of your turn, you may cause that opponent to become [Entangled] until the beginning of your next turn unless it makes a successful Fortitude save (DC 10 + ½ your level + your KAM). Each of your Malware Proxies can use this ability once per [Round] and you may only inflict this save on any given opponent once per [Round]. In addition, choose one of the following abilities. You gain that ability. This choice is permanent.

Worm: If a Malware Proxy you control is adjacent to an opponent at the end of your turn, you may deal damage equal to your KAM to that opponent. Each of your Malware Proxies can use this ability once per [Round], and if a single opponent takes damage from multiple Malware Proxies at the same time, this damage is dealt as a single total, rather than a number of separate instances.

DDoS: If an opponent has failed a save from the Hack ability in the previous [Round] then each subsequent [Round] that your Malware is adjacent to them at the end of your turn, the Fortitude save that they inflict will have different effects upon failure based on the last condition inflicted on them by this ability and the number of Malware adjacent to them. The requirements and results of these additional effects are listed below.

[Entangled] & 2 adjacent Malware: The creature becomes [Entangled] and [Slowed].

[Slowed] & 4 adjacent Malware: The creature becomes [Entangled], [Slowed], and [Nauseated].

[Nauseated] & 6 adjacent Malware: The creature becomes [Paralyzed].

If the last save inflicted by Malware was succeeded against or the last condition inflicted was [Paralyzed], then the next save inflicted by Malware on that opponent will only inflict [Entangled] on a failed save as normal.

Trojan: Once per [Round], when two Malware Proxies you control are adjacent to an opponent at the end of your turn, that opponent gains [Vulnerability] to all damage for one [Round]. A successful Fortitude save (DC 10 + ½ your level + your KAM) negates the [Vulnerability].

5th Circle - Synch: You gain one of the following abilities. This choice is permanent.

GridlockEX: As part of a swift action, you may exchange squares with any one of your Mirror, Malware, or Port proxies. Alternately, you can exchange the squares of any two of your Proxies that are not Firewalls or Observers. This is a [Teleport] effect that does not provoke attacks of opportunity. Three times per [Encounter], you may charge your proxies with a move action before making any exchange of squares. After the exchanging is complete a chain reaction is set off, creating a number of lines equal to your number of proxies that deal 4 [Electricity] damage per level to all within the squares they run through. These lines may be of any length as long as they start and end in the square of a Proxy within [Medium] range of yourself, and each Proxy may only have one start and end of a line in their square. Multiple lines overlapping the same squares do not deal additional damage.

Cloud ComputingEX: Twice per [Encounter], if you would use a SU, SLA, or Spell that is an Area of Effect ability with an instantaneous duration, instead of targeting that ability normally, you can create a duplicate of its effect centered on or originating from the space occupied by every Proxy you control within [Medium] range. If multiple instances of the ability overlap, they still affect any creatures caught in their area only once, and if the ability has a maximum number of affected creatures, this does not allow you to supersede that maximum.

LAN EX: Once per [Encounter] in place of an attack action, you may take a single melee attack through each one of your Mirror, Port, Jack, and Bug Proxies that you can currently act through. These attacks may not crit and any effect that would activate as the result of a hit only activates on the first attack you make. You may not take a [Bonus attack] in the [Round] that you activate this ability.

Shut DownSLA: Once per [Encounter] you may focus fire through your Proxies for a single deadly blast. As a standard action, all Mirror, Port, Jack, and Bug Proxies you can currently act through fire on a single target within your [Medium] range, dealing damage equal to your character level for each Proxy that contributed to the blast. A successful Reflex save (DC equal to 10 + ½ your level + your Key Offensive Modifier) halves the damage and prevents that attack from reducing your target below 1 hit point. This is a [Death] effect.

6th Circle - SLICeEX: The Temporary HP generated by your Proxies each [Round] at the beginning of your turn increases to 4 per Proxy and now stacks with itself up to a total of six times your character level. In addition, you gain upgrades to your Mirror and Observer Proxies' functionalities.

Upload: You can now create Jack Proxies. Jack Proxies are identical to Observer Proxies, except that if the Jack is within [Medium] range of and has Line of Effect to you or a Proxy that is not an Observer, Jack, or Bug then you may take any action as if you were standing in a space occupied by the attuned ally. You do not control or affect the movement of the attuned ally and you do not otherwise control their actions in any way.

Download: You can now create Port Proxies. Port Proxies are identical to Mirror Proxies, except that if an ally has Line of Effect and is within [Medium] range of the Proxy they may take any action as if they were standing in a space occupied by the Port. They do not control or affect the movement of the Port and they do not otherwise control your actions in any way.

Intrusion: You can now create Bug Proxies. Bug Proxies are identical to Jack Proxies, except that they attune to opponents instead. Bugs are not created like other proxies in that you may only create one a [Round] or convert another Proxy into one once per [Round] though you may make this conversion as a part of any other Proxy conversion that you make that turn. Once created the Bug will attempt to attune to an opponent in [Medium] range. If the opponent fails a Will save (DC 10 + ½ your level + your KAM) then the Proxy attunes and follows them around undetectably as would a Jack. They are not aware of this unless you speak to them or act through them as you would through a Jack. If the attunement fails then the Proxy will immediately convert into a Jack that attunes to you. Once upon discovery of the Jack and once for every time you take an action from their space they may repeat the Will save to expel the Bug. They may also attempt to expel as a standard action that provokes attacks of opportunity. You do not control or affect the movement of the attuned opponent and you do not otherwise control their actions in any way.

7th Circle - Version 9000EX: You and your Proxies may add the [Teleport] descriptor to any movements they make. Your Firewall Proxies may now be any length between 5 ft and 30 ft that is divisible by 5. The Temporary HP generated by your Proxies each [Round] at the beginning of your turn increases to 7 per Proxy and now stacks with itself up to a total of seven times your character level.

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