### Force of Nature [Racial Track]

Some creatures prefer raw elemental force to carefully studied and constructed magic. Unlike the academics who arrogantly call themselves “true mages”, these creatures burn every drop of energy they have in the pursuit of unlimited power. A few may have good intentions, but all are wild and unruly of spirit and many enjoy leaving wreckage and chaos in their wake.

#### Racial Traits

#### [Primordial] type

Abilities: +2 to any.

Bonus Feat: Senseshift Adept, The Earth Cracks, Arcantric Accuracy

Miscellaneous: [Darkvision], +1 racial bonus to a single type of saving throw

Special: Creatures with this track may choose another race that is not associated with a racial track and use all traits of that race instead of the ones above.

#### Class Statistics and Track Features

10 hit points/level

Any two good saves

Poor BAB

6 skill points per level

KOM any mental, KDM any physical

All abilities in this track are extraordinary. If there are multiple options under any circle, you must choose between the options when you gain that circle. This choice is permanent.

#### 1st Circle – Wild: You add your KOM to damage for spells, spell-like, and supernatural abilities.

**2nd Circle – Shielded:** Choose one of the following benefits:

Option One: Item bonus to Armor Class equal to your circles in Force of Nature and a +3 item bonus to a saving throw of your choice.

Option Two: +3 item bonus to two saving throws of your choice.

**3rd Circle – Destructive:** Choose one of the following abilities. This choice is permanent.

Option One: You gain a bonus equal to 5 ft per circle you possess from this track to the lengths of wedges and lines you create and to the radii of spreads you create. For example, this ability would increase the radius of an Elementalist’s 3rd-circle fireball by 15 feet.

Option Two: You gain a +2 bonus to the DC of all spell, spell-like, and supernatural abilities you activate.

Option Three: Casting spells and activating spell-like abilities no longer provoke attacks of opportunity.

**4th Circle –** **Adaptive:** Choose one of the following benefits:

Option One: Your spells, spell-like, and supernatural abilities ignore up to half your level in [Resistance].

Option Two: You gain a +15 ft bonus to your movement speed and your movement no longer provokes attacks of opportunity.

**5th Circle – Persistent:** Choose one of the following benefits:

Option One: Each [Encounter], the first [Dispelling] effect made against a spell you cast or a spell-like ability you activate fails. At 7th circle, the second [Dispelling] effect made against a spell you cast or a spell-like ability you activate fails.

Option Two: You gain [Lesser resistance] against all damage.

**6th Circle – Resurgent:** Once per [Encounter], as a swift action, you can activate a spell, spell-like, or supernatural ability of no higher than 5th circle that would normally be activated as a standard action. At 7th circle, you can activate an ability of no higher than 6th circle in this way. This ability is a [Surge] effect and counts both as a use of this ability and as a use of the ability you activate.

**7th Circle – Vengeful:** Once per [Scene], if your hit point total would be reduced to 0 or below, your hit points are instead reset to half your normal maximum and you can immediately activate any spell or spell-like ability of 6th circle or lower that is an offensive action. This activation requires no action expenditure and does not count against limits on activating that ability.