### Incorporeal

Ghosts, banshees, and the darkest of templars all slowly fade from corporeal existence even as they plot their vengeance. This track models all such unbodied creatures.

**1st Circle - UnbodiedEX:** As a swift action, you can become [Faded], passing partly out of the physical world. While [Faded], you gain [Lesser Resistance] to physical damage, but are [Vulnerable] to [Force] effects. You may cease to be [Faded] as a swift or move action.

New text: You gain [Lesser resistance] to physical damage. Once per [Round], as a move action, you can become [Faded] or stop being [Faded]. While [Faded], your [Lesser resistance] to physical damage becomes [Resistance] and you are [Concealed], but are [Vulnerable] to [Force] effects. When you stop being [Faded], all opponents within [Close] range take [Cold] damage equal to your KOM.

**2nd Circle - Fade AwaySLA:** While [Faded], as a standard action, you may activate *invisibility*, as the spell. At 4th circle, this becomes *greater invisibility*.

New text: Select one of the following abilities (this choice is permanent):

* IntangibleSU: Once per [Round] per circle you possess from this track, when an opponent who is not [Concealed] or [Fully concealed] makes an attack against you, if you are not [Flat-footed], you may make a Will save and use the result in place of your AC against that attack if the result is higher than your AC. While [Faded], you get a +2 bonus on saving throws against combat maneuvers. This bonus improves to +4 at 5th circle.
* From the ShadowsSU: While not [Faded], you add [Cold] damage equal to your KOM to all of your attacks and get a +1 bonus on attack rolls. While [Faded], all of your weapons gain the [Magnum] property.

**3rd Circle - Phase ShiftSU:** While [Faded], you pass through solid objects. You therefore may not interact with these objects in any way. You perceive the composition, size, and edges of all objects you pass through, but gain no ability to see through objects beyond what you otherwise possess.

New text: Select one of the following abilities (this choice is permanent):

* Fade AwaySU: When you become [Faded], you automatically activate *invisibility*, as the spell. At 5th circle, this becomes *greater invisibility*.
* Phase ShiftSU: When you become [Faded], you add the [Warp] descriptor to any of your movements while you remain [Faded].

**4th Circle - Willing PossessionSLA:** Once per [Scene], while [Faded], as a standard action, you may occupy the body of a willing creature within [Close] range. Your host may act normally, and you may activate any ability that does not require an attack roll. You cannot be targeted, but your Willing Possession may be dispelled. Your host's [Damage reduction] and [Resistance] are applied to any incoming damage, then you both take half of the result. Your own [Resistance] and [Damage reduction] may not be applied to this damage.

**5th Circle - Flash of DarknessSLA:** You can spend a move action to [Teleport] a distance equal to twice your move speed. If you do so while [Faded], creatures you pass through take damage equal to twice your level and must make a Fortitude save (DC 10 + ½ your level + your KOM) or become [Slowed] for one round. You may use this ability more than once per [Round] if you have extra move actions to spend, but can only force 1 save per [Round] on any one creature.

New text:

Select one of the following abilities (this choice is permanent):

[ability name goes here]SU: The first time each [Round] that you move into and out of a square that is adjacent to an opponent, that opponent takes damage equal to twice your level and must make a Fortitude save (DC 10 + ½ your level + your KOM) or become [Slowed] for one [Round]. (this needs to affect all opponents you pass by but only affect each one once, wording help pl0x)

**6th Circle - Horror, ManifestEX:** When you are not [Faded], creatures who begin their turn within [Close] range of you must make a Will save (DC 10 + ½ your level + your KOM) or become [Frightened]. This is a [Mind-Affecting] effect.

New text:

Horror, ManifestEX: When you stop being [Faded], creatures within [Close] range of you must make a Will save (DC 10 + ½ your level + your KOM) or become [Frightened] for the next two [Rounds]. This is a [Mind-Affecting] [Fear] effect.

**7th Circle - Hostile PossessionSLA:** Once per [Scene], while [Faded], as a standard action, you may force a single creature within [Close] range to make a Will save (DC 10 + ½ your level + your KOM) or become [Bound] under your control. If the creature fails the save, you occupy the creature’s body and cannot be targeted. You may not order your host to do anything other than move or attack, but may activate any of your abilities that do not require an attack roll. You cannot be targeted, and any attempt to damage you instead damages your host. Your host's [Damage reduction] and [Resistance] are applied to any incoming damage, then you both take half of the result. Your own [Resistance] and [Damage reduction] may not be applied to this damage. However, your Hostile Possession may be dispelled and ends at the end of the [Encounter]. At the beginning of its turn, the creature under your control may make a will save ((DC 10 + ½ your level + your KOM) If it succeeds, it is no longer [Bound] and you no longer occupy its body and are placed in the closest unoccupied square. This is a [Mind-Affecting] effect.

### Conditions

**[Bound]**

A [Bound] creature cannot take any independent action, and does not get a turn. However, it does recognize one or more other creatures as its controller, and it acts when ordered to by its controller(s). Orders usually take a Swift action, but exceptions do exist.

All [Bound] creatures may be ordered to Attack and Move. Most also have some special abilities they may be ordered to use. Depending on how the [Bound] condition came about, the controller may not be able to use all of the abilities that the creature would be able to use if free.

Ordering an Attack is a Swift action. The creature makes a single attack against the specified target. If a target provokes an Attack of Opportunity from the [Bound] creature, its controller may use an Immediate Action to order the [Bound] creature to take it. This counts as the controller's attack of opportunity for the round, and cannot be used if they have already made one.

Ordering [Bound] creatures to Move up to their movement speed is a Free action.

If all of a [Bound] creature's controllers die, it loses the [Bound] status.

*Credit to DW - used by permission.*

Review passes:

Secret Admirer

gkathellar