Polymorph Track

KOM Any Mental

Shifting Forms

You may shift into three Forms. Once per [Round], you may shift between forms, or stop shifting and return to your default state as a move action. Whenever you gain a circle in this track that offers a choice of abilities, pick one ability for each Form. This choice is permanent. You may use any ability from any Form, but if you are not in a Form that possesses that ability, it costs an additional swift action to use, even if it normally does not have an action cost. If the ability normally does not have an action cost, it may be used once per [Round], and lasts for one [Round]. For example, if you were in a form that possessed Vicious and you wanted to use Valorous, you could do so, but it would require you to spend a free action and a swift action. You could also switch Forms as a move action to a Form that possessed Valorous and you could use as a free action in that form, but Vicious would now cost a free action and a swift action to use. You may take the same ability for more than one Form. If you you do not have access to an ability in any of your Forms you still have access to it, but it always costs an extra swift action to use as if it was possessed by a different Form. Shifting Forms causes you to lose the benefits of all abilities that were activated in your old Form.

1st Circle – ShapeshifterSU: You gain the ability to shift into three different Forms. When you gain this circle, each Form gains a natural attack, a bonus to a skill, and a size. These choices are permanent.

* Each Form gains a [Melee] natural attack, called a Form Weapon, that possesses any 3 properties of your choice, except for the following: [Barbed], [Point-blank], or [Quick-draw].
* All Forms gain a +1 item bonus per circle of this track you possess to one of the following skills: Acrobatics, Athletics, Stealth, or Vigor.
* Each Form may be Small, Medium, or Large.

In addition, you gain 1 Temporary HP per level you possess whenever you shift Forms. All bonuses apply only while you are in that Form. If you have any feats or abilities that has a prerequisite that depends on size, a fly speed, etc. and you shift out of a Form that grants that prerequisite and cannot meet it otherwise, you lose access to that feat or ability until you meet the prerequisite again.

2nd Circle – Various Forms: Select one ability for each Form you possess. If you want to use an ability from this circle that your current Form does not possess, it requires spending an extra swift action.

ViciousSU: Your Form Weapons gain a bonus to damage equal to the number of circles you possess from this track. This benefit lasts until the start of your next turn.

ValorousSU: You gain [Lesser resistance] to one of the following: physical damage, [Acid], [Cold], [Electricity], or [Fire].

VelocitousSU: You may gain a 5 ft. bonus to move speed for every circle of this track that you possess. In addition, you also gain a +2 to Reflex saves. These benefits last until the start of your next turn.

3rd Circle – Refined Forms: Select one ability for each Form you possess. If you want to use an ability from this circle that your current Form does not possess, it requires spending an extra swift action in addition to its normal cost.

RepugnantSU: You may have your all attacks with your Form Weapons inflict [HP reduction] equal to your level in addition to the normal damage they deal. The [HP reduction] happens after the damage has been dealt.

RavenousSU: Your attacks with your Form Weapons now heal you for half the damage you deal with them, up to your Key Offensive Modifier in HP per hit.

RapidSU: You may move up to 20 ft. as a free action, once per [Round]. This movement provokes attacks of opportunity.

4th Circle – Advanced Forms: All Forms permanently gain the effects of *endure elements*, as the spell, and it may not be dispelled or removed in any way. In addition, select one ability for each Form you possess.

AvianSU: You gain the flight movement mode.

AquaticSU: You gain the swim movement mode and the ability to breath under water.

AnimalisticSU: You gain the burrow movement mode.

5th Circle – Transcendent Forms: Select one ability for each Form you possess. If you want to use an ability from this circle that your current Form does not possess, it requires spending an extra swift action in addition to its normal cost.

TraumaticSU: Once per [Round], as a free action if you are in this Form, or either a move or swift action in addition to the normal swift action cost if you are not in this Form, you may have all attacks you make inflict [Vulnerability] to all damage from your Form Weapons for one [Round]. This benefit lasts until the start of your next turn.

ToughSU: Once per [Round], as a free action if you are in this Form, or either a move or swift action in addition to the normal swift action cost if you are not in this Form, you may gain a 20% [Miss chance] and [Lesser resistance] to physical damage. This benefit lasts until the start of your next turn.

TemporalSU: Once per [Round], as a free action if you are in this Form, or either a move or swift action in addition to the normal swift action cost if you are not in this Form, you may gain the effects of the spell *haste* for one [Round], and inflict the [Slowed] condition for one [Round] on the first creature you hit with your Form Weapons during the [Round] in which you use this ability. A successful Fortitude save (DC is 10 + ½ your character level + your Key Offensive Modifier) negates the [Slowed] condition. This benefit lasts until the start of your next turn.

6th Circle – Supreme Forms: Select one ability for each Form you possess. If you want to use an ability from this circle that your current Form does not possess, it requires spending an extra swift action in addition to its normal cost.

StalwartSU: Once per [Round], as part of a move action if you are in this Form, or a move action in addition to the normal swift action cost if you are not in this Form, you deal your character level + Key Offensive Modifier in damage to every creature within [Melee] range and reduce the speed of all creatures hit by 20 ft. for one [Round]. You are also able to reposition yourself to anywhere within your [Melee] range. Movement from this ability does not provoke attacks of opportunity.

StoutSU: Once per [Round], as part of a move action if you are in this Form, or a move action in addition to the normal swift action cost if you are not in this Form, you may gain one point of temporary hit points per character level every time you hit an opponent with an attack until the start of your next turn.

SwiftSU: Once per [Round], as part of a move action if you are in this Form, or a move action in addition to the normal swift action cost if you are not in this Form, you may gain a 50% [Miss chance] for one [Round] and you do not provoke attacks of opportunity for one [Round].

7th Circle – MorphenomenalSU: You may have all of your Form Weapons damage all creatures within 20 ft. of the creature you attack. In addition, all creatures damaged by your Form Weapons suffer a 20 ft. penalty to move speed for one [Round], lose [Flying] and [Swimming], and lose the fly and swim movement modes for one [Round]. In addition, you may shift between Forms as a swift action.

Passes

VertigoCharades

Geigan

valixes

PirateRob

gkathellar

Anzyr

chris`

Greenish