Suggested Racial Changes:

Race Name: Divine Beast

Racial Bonus Feats: Lightbender Adept, To Iron Married, Chatty Bugger.

1st circle – Lancer EX: You gain the Avenging Spear natural weapon, which is a [Melee] weapon with the [Reach] property and two other properties of your choice other than [Barbed], [Hold-out], and [Quick-draw]. In addition, whenever you succeed on an in-combat use of an Interaction skill, you may add 1d6 [Precision] damage per circle of Divine Beast you have access to to attacks made against opponents affected by your skill check for one [Round].

2nd circle – Lessons of Life EX: You gain one of the following abilities of your choice.

Impale EX: You may spend a move action to double your critical threat range for one [Round]. This effect does not stack with abilities from other tracks that increase your critical threat range.

Insight EX: You gain [Tremorsense] out to [Close] range.

3rd circle – Tread in Starlight SLA: You gain access to the following spells as spell-like abilities: *searing light* and *cure serious wounds* (standard version only). Each is usable twice per [Encounter] as a standard action.

4th circle – In Good Grace SU: All conditions and [Binding] effects have their durations reduced by one [Round] when affecting you, to a minimum of 1 [Round]. If a condition would normally persist for an [Encounter], it instead lasts eight [Rounds]. If a condition would normally persist for a [Scene], it instead lasts for the [Encounter]. If a condition would normally persist for a [Quest], it instead lasts for the [Scene]. Permanent conditions are unaltered.

5th circle – Purge the Unclean EX: Any opponent within your [Melee] range at the beginning of your turn takes damage equal to your level. You may use the Bull Rush combat maneuver as a free action against an adjacent opponent damaged by this ability once per [Round]. This does not provoke an attack of opportunity.

6th circle – Embodiment SU: You gain [Lesser resistance] to all damage. In addition, once per [Encounter] as a move action, you can cast the spell *adamant skin* on yourself as a spell-like ability.

7th circle – Power of Innocence SU: Once per [Scene], when you are killed or rendered [Unconscious], your incapacitation triggers an explosion of light in a burst, dealing 1d6 damage per level plus your KOM to all opponents within [Medium] range and inflicting [Blinded] for two [Rounds]. A Reflex save (DC 10 + 1/2 your level + your KOM) halves the damage and negates the [Blinded] condition. One [Round] after this explosion, you are revived at half your maximum HP.

Passes:
VertigoCharades

Nohwl

Timeless\_Error

Geigan

Claudius\_Maximus

Gkathellar

chris`

pangloss