You emit sound. It does many interesting things to those around you

Circle 1- Subwoofer SU

You emit a low, but powerful, blast of sound which damaged those who stand too close. As a standard action, you may create a 5 ft radius spread originating from you, dealing damage equal to 1d6 per level plus your KOM to opponents within the area. The radius increases to 10 ft at 5th level, and to your [Close] range at 10th level. A successful fortitude save (DC 10+1/2 level +KOM) halves the damage

Circle 2 - Confusing Blast SU

 You emit a blast of hypersonic noise, causing confusion in those who hear it.

As a standard action, you may create a cone with a length of 10ft plus 5ft per circle of this track originating from you. All opponents within the area are [Confused] for 2 [Rounds]. A successful will save (DC 10+½ level+KOM) negates this effect. This is a [Mind affecting] effect, and creatures who are [Deafened] are [Immune] to this effect.

Circle 3 - Sonic Hammer SU:

 You emit ear-shattering blast of sound focused on a single target. As a standard action, one opponent within [Close] range takes 1d10 damage per level, is [Deafened] for 2 [Rounds] and [Blown away]. A successful fortitude save (DC 10+½ level+KOM) halves the damage and negates the [Blown away] condition.

Echolocation SU: You gain [Tremorsense] out to [Close] range

Circle 4- Sickening Whine SU: You emit a high-pitched whine just on the edge of hearing that drives people around you nuts. At the start of your turn, opponents within [Close] range take your KOM in damage and are [Sickened]. A successful fortitude save (DC 10+½ level+KOM) negates this effect. Creatures who are [Deafened] are [Immune] to this effect.

Circle 5 - Stereo SU: You emit two separate sounds which harmonize together. As a standard action you may target 2 opponents within [Close] range. They each take 1d8 damage per level and are [Deafened] until the end of the [Encounter], then you may move them each up to 30ft towards the other. A successful fortitude save halves the damage and the movement.

Surround Sound SU: You emit a rich, deep sound that envelops you and deflects attacks. Attacks against you have a 20% [Miss chance].

Circle 6- Drop the Bass SU: You emit a chaotic cacophony of noises that is anathema to all that is living. As a standard action, you may create a spread originating from you out to your [Close] range. All opponents in it are [Energy drained] 2 times. Creatures who are [Deafened] are [Immune] to this effect.

Circle 7- Up to Eleven SU: You emit the loudest sound anyone has heard, the pressure of which causes massive destruction. Once per [Encounter], as a standard action, you may create a spread with a radius equal to your [Medium] range originating from you, dealing 6 damage per level and applying the [Deafened] and [Fatigued] condition to all opponents in the spread until the end of the [Encounter]. A successful Fortitude save halves the damage. This is a [Death] ability.