**Charged**

While the Elementalist does a good job of covering a elemental specialist who uses various elements with their standard actions, a more secondary elemental role is rarer. Currently, only fire elemental fulfills that role. This track is designed to do roughly the same thing for electricity.

1st Circle - Electrified: As a free action, you can electrify a weapon you are wielding, adding the [Elemental] property with [Electricity] damage to it until you stop wielding it. If it already has the [Elemental] property, you instead switch it to use [Electricity] damage

JoltSU: One per round, you can spend a move action to deal your character level in [Electricity] damage to all opponents in [Melee] range.

2nd Circle - Charge UpSU: On any [Round] you do not use Jolt, you gain a point of charge. When you use Jolt, you add your KOM damage to the attack for each point of charge you have and lose all charge. You cannot have more points of charge than you have circles in this track, and points of charge expire at the end of the [Encounter]

3rd Circle - SpasmsSU: Opponents damaged by Jolt are [Entangled] for 1 [Round].

4th Circle - Bolt of GlorySU: Once per [Encounter], as a move action you can [Teleport] to a square within [Medium] range. All enemies within [Melee] range of the path between your start and end square must make a reflex save (DC 10+ ½ your level + your Key Offensive Modifier) or take 2x your KOM in [Electricity] damage.

5th Circle - RechargeSU: You gain [Fast healing] equal to your character level, and deal an extra 3xKOM with the first Jolt you use in an [Encounter]

6th Circle - Ball LightningSU: Once per [Round] as part of a move action, you can create a ball of lightning in a square adjacent to you. It may move up to 100ft per round on your turn, and if it ends your turn in a creature’s space, that creature takes your KOM in [Electricity] damage and is [Entangled] for 1 round. A creature in melee range of a ball of lightning may discharge it with a move action, destroying it. A ball lightning expires at the end of the [Encounter]

7th circle - OverloadSU: Once per [Encounter] as a standard action, you can supercharge your next use of Jolt. It will deal an additional 4x your level in [Electricity] damage, and everyone damaged by is [Battered] for 3 [Rounds] and must make a fortitude save (DC 10 + ½ your level + your Key Offensive Modifier) or be [Stunned] for 1 [Round].