**Gust mage**

This track is all about tossing people around. You can easily use it for wind control, telekisis, gravity control, or what have you.

All saves in this track are (10+1/2 level + KOM)

First circle – Breeze

Draw closerSLA: As a standard action, you target a creature withing [Long] range]. They must make a fortitude save or be [Blown away] towards you

Cruel TumbleEX- Whenever you cause an enemy to be [Blown away], you can deal damage to them equal to your KOM for every 10ft they tumble. Flying creatures only take your KOM in damage for every 30 ft. A Reflex save negates this if the effect that inflicted [Blown away] had no save. This can only be used on a given opponent once per action.

Second circle-Gust

Choose one of the following abilities:

Knock HeadsSLA: As a standard action, you can cause 2 creatures within [Close] range to be [Blown away]. If they cross paths, they stop at the point of intersection, both take 1d4 damage for each level you possess. A successful fortitude save negates the [Blown away], though one creature hitting the other still does damage even if they did not move.

CurbstompEX: Anytime you successfully attack a [Prone] target, you deal 1d6 [Precision] damage per Gust mage circle you possess, to a maximum of 7d6. only one source of [Precision] damage may be applied to any attack.

Third circle- Gale

Biting zephyrEX: If an opponent you would inflict [Blown away] on is [Immune] to [Blown away] or otherwise able to negate the forced movement, you still inflict damage based on how far they would have gone.

Additionally, Pick one of the following abilites:

Blast of airSLA: At will, as a standard action, you can create a 45ft cone that causes all creatures in it to be [Blown away] from you. A successful reflex save negates this effect.

VortexSLA: Once per encounter, you can deal 1d6 [Force] damage to all creatures in a 15ft radius burst and they will be[Blown away] in a direction of your choice. A reflex save halves the damage and negates the [Blown away] effect.

Push awaySU: Once per [Round], an enemy you strike in melee must make a reflex save or be [Blown away] in a direction of your choice.

Fourth circle- WindstormEX: Enemies that you [Blow away] tumble twice as far.You can also make the opponent lose [Flying], either before or after the forced movement. Regardless of which you choose, the target still ends up [Prone].

Fifth circle- Severe WarningSU: Once per [Encounter], as an immediate action, when hit by a melee attack you can inflict [Blown away] on the creature that hit you.

Sixth circle- HurricaneSLA:Once per [Encounter], as a standard action, you can unleash a burst of enegy around you. All enemies within [Close] range are [Blown away] from you and must make a reflex save or be [Slowed] for 1 [Round]

Seventh circle - Tornado SLA:

Once per encounter, you can create a vortex of wind blowing in towards a point. All enemies within [Close] range of this point must make a reflex save or be [Blown away] towards it. This effect lasts till the end of the [encounter]