**Portal Master**

Credits to mystify

Yes, this is inspired by that portal.

Circle 1 - create portal: As a swift action, you may open one end of a portal within close range. If you have 2 ends open, you may relocate one of them to the new location. The portal must be placed on a surface, and you must have line of effect to the location you are opening the portal.

 Treat the two squares adjacent to the portal as adjacent for determining line of effect. This means things can move through the portal and end up in the other square with normal movement, and the portals create line of effect for spells, redefine what a straight line is for charging, etc.

Circle 2 - Whee: If you jump through a portal and land back in your portal, get +1/circle bonus on athletic checks to jump, starting from the portal. If this second jump also lands in a portal, you can increase this to +2/circle bonus. You are also immune to falling damage.

Circle 3- Relocate enemy: If you place a portal under an opponent, they must make a reflex save (10+1/2 level +KOM) or fall through the portal, ending up wherever the portal leads, and are [blown away] in a direction directly out from the portal. The portal must lead someplace for this to have an effect. This is a [Ground] effect.

Circle 4 - Dual portals - you are now much faster at placing portals. After you spend your swift to place once portal, you may place a second portal later in the round as a free action. The range at which you can place portals increases to medium.

Circle 5 - Mass driver: You may use relocate enemy on objects. If the object hits an opponent after leaving the portal, it deals 3xKOM damage.

Circle 6- infinite fall loop - if you place portals oriented vertically, one above the other (such as on a ceiling and floor), then you can build up massive amounts of momentum by leaving an object inside for 1 round before moving the exit portal. The effect this has varies based on the object

 You: If you are the object in the loop, you can expel yourself at extremely high velocities. You gain [Flying] for 3 rounds, and can make a special charge attack from the portal. You can charge at double your normal charge speed, and all damage due to the charge deals 3x damage. If you can make multiple charges in a round, such as from the knight track, this increase only applies to the first.

 Object: The mass driver damage increases to 8xKOM.

 Enemy: You launch the enemy at high speeds, causing brutal damage. They take max falling damage(which is undefined... any suggestions on what this damage should be?). They get an additional reflex save the round they are in the loop to leave it and take half damage.

Circle 7 - Portal Master: People can't believe how fast you can rearrange portals. You may now place nay number of portals after the first swift, up to your limit on free actions. Portals can now be placed at long range.