Circle 1: Ignition SU: You have learned to start fusion in your body. As a swift action, you can become ignited until the end of the encounter. While ignited, you shed light out to [close] range, clearly illuminating the squares in the area. Opponents in this area are [Dazzled] for 1 [Round] at the beginning of their turn if they are in this radius. A fortitude save(DC 10 +1/2 your level + your KOM) negates this effect. This is a [Light] effect of the highest circle you posses from this track.

Circle 2- Solar furnace SU: You are empowered by your internal reaction. You gain fast healing equal to your KDM while ignited. If this fast healing would increase your hp above its max, you gain the extra as temporary hp, up to 2x your level above your normal limit. This temporary hp expires at the end of the [Encounter].

Circle 3: Don’t look into the sun SU: Once every other [Round], as an immediate action, you can cause an opponent attacking you that is within your ignition area to be [Blinded] for 1 [Round]. A fortitude save (DC 10+1/2 your level + your KOM) negates this effect.

Additionally, the light from ignition extends to [Medium] range

Circle 4 - Heart of a star SU: While [Ignited], the first time each [Round] than an opponent hits you with a melee attack, that opponents takes 1 point of damage with the [Fire] descriptor for each level you posses and starts [Burning].

Circle 5 - Red Giant SU: While ignited, your size becomes [Large] (if you are not already [Large] or [Huge], you gain the normal +5 ft bonus to your move-ment speed, +2 bonus to saves against combat maneuvers, and 5 ft bonus to your [Melee] range associated with the [Large] size). While ignited, you do not suffer any of the normal penalties of being [Large], even if you’re normally [Large]. Whenever you would move as the result of an offensive action an opponent takes, you may choose not to move instead

Additionally, the light from ignition extends to [Long] range

Circle 6 -Supernova SLA: Once per [Encounter], when ignited, as a standard action, you can create a spread with a radius equal to your [Medium] range originating form you , dealing 5 damage with the [Fire] descriptor per level and applying the [Blinded] condition. A successful fortitude save (DC 10+1/2 your level+ your KOM) halves the damage and negates the [Blinded] condition. This is a [Death] ability.

Circle 7 - Schwarzschild radius SU: Your mass has collapsed into a black hole. While ignited,a ll opponents within [Close] range must make a fort save (DC 10 + ½ level+KOM) or be [Blown away] towards you. Opponents that would pass through your square due to this movement take your level in damage, which ignores all [Resistances] and [Immunities].

Additionally, the light from ignition extends to [Extreme] range