The Jester's Handbook

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Credits

Author: Steven Alpert

Creative Director: Adam Meyers

Interior Art: Rick Hershey, Brett Neufeld, Gary Dupuis

Cover Art: Wilder Surge

Layout: Rachel Meyers

Editing: Johannes Luber

Special Thanks: James Allen, Brad Whittingham, David Spektorov, Wren Rosario

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Introduction

Foreword: A Note From The Author

This handbook is a fine meritage of creative talent and labor, distilled using pure, ethically-harvested rainforest springwater. It is a labor of love, and I hope everyone reading and using its content enjoy it. The contents of this handbook are meant to integrate smoothly with any regular game using *Ultimate Spheres of Power* and *Spheres of Might*. Although many of these talents are puns, jokes, or otherwise a little silly, they work perfectly fine. In all seriousness, or as much seriousness I can muster for a project of this scope, this was a fun and interesting project to work on. It is a unique mental exercise to make sure these are all somewhat witty, while remaining useful, so I hope you enjoy the contents of this book.

A general disclaimer, some of the contents of this book might not fit the setting or game you are offering, and excluding talents, such as Break Dancing in a world without snappy dancing barbarians or Muenster Traits in a setting where cheese monsters do not roam, is a perfectly valid decision.

Sphere Content from "Beyond the Horizon"

Due to a time travel mistake, some mechanics fell out of a portal. Consequently, this book contains options for material that has not been published yet. Please excuse this paradox. Content marked as being "Beyond the Horizon", uses rules or references content which has not been officially printed yet, such as being in open playtest, or is not available whatsoever but may be coming in the future.

Talents marked as being "Beyond the Horizon" are usable once the supporting rules for them are properly released.

Chapter 2
Class Options

Elemontalist (Elementalist Archetype)

Elemontalists are proud warriors of the citric arts, drawing powerful and refreshing might from the most powerful of scurvy deterrents.

Limelife (Su): At 1st level, whenever the elemontalist casts a sphere effect that deals energy damage, the elemontalist can change the damage dealt by that sphere effect to acid. When used to change the damage dealt by a *destructive blast*, this effect changes that *destructive blast's* blast type to the acid blast type group.

Note: For the purposes of this ability, energy damage is fire, cold, acid, electricity, and sonic.

Citric Focus (Su): At 3rd level, the elemontalist adds 1/2 his elemontalist level to all damage dealt with *destructive blasts* from the acid blast type group. At 9th level, this bonus damage increases to become equal to his elemontalist level.

This alters favored element.

Hearty Rind (Ex): At 4th level, an elemontalist's skin becomes thicker, like a hearty citrus fruit. The elemontalist gains a +1 natural armor bonus which stacks with other sources of natural armor. This bonus increases by 1 every 4 levels thereafter. The elemontalist retains the benefits of this ability even while under the effects of a polymorph effect (or other effect that would suppress abilities reliant on the target's natural form).

This ability replaces dodge bonus.

Elemontal Defense (Su): At 5th level, an elemontalist's gains resistance 10 to acid and a +2 bonus on saving throws against disease and poison effects. At 11th level, this resistance increases to 15, and the bonus on saving throws increases to +4. At 17th level, this resistance increases to 20, and the bonus on saving throws increases to +6.

This alters elemental defense.

Sugar, Lemon, and Water: The elemontalist is an innovator, always looking to create the next and greatest mixture. At 6th level, and every 4 levels thereafter, the elemontalist gains an alchemist discovery, using his elemontalist level in place of alchemist level for meeting prerequisites and casting ability modifier in place of Intelligence for determining their effects. His elemontalist level stacks with his alchemist level for the purpose of determining effective alchemist level for qualifying for discoveries.

Fruit Almighty: At 20th level, the elemontalist ascends to the zenith of citrus might. The elemontalist's type changes to plant, and he acquires all plant traits. In addition, the elemontalist gains immunity to acid.

This ability replaces energy body.

Special: When choosing this archetype, a player may not want to be a mighty elemontalist, or lemons just are not in the setting. For example, players may want to be a cool blue raspberry dude, a spicy hot poblanomancer, or an electric currant master.

When choosing this archetype, players can exchange the acid theme and abilities from this archetype for fire, cold, or electricity respectively (sonic is not an appropriate choice for this archetype). Doing so changes all abilities granted by this archetype to that energy type or appropriate blast type group (fire blast type, cold blast type, and electricity blast type respectively).

Knightknight (Mageknight Archetype)

Truly a paragon of martial prowess, the knightknight reigns over the battlefield as lord and conqueror without the need for pitiful magic. Knightknights are often knights.

Class Skills: A knightknight adds Intimidate (Cha) and Knowledge (local) (Int) to her list of class skills instead of Knowledge (arcana) (Int) and Spellcraft (Int).

This alters class skills.

Saving Throws: The knightknight has good Fortitude and Reflex saves, and poor Will saves.

This alters saving throws.

Proficiencies: Knightknights are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters proficiencies.

Combat Training: A knightknight may combine combat spheres and talents to create powerful martial techniques. Knightknights are considered Adept combatants and use their choice of Intelligence, Wisdom, or Charisma as their practitioner modifier.

This replaces casting, spell pool, and magic talents.

Special: This archetype cannot be combined with archetypes which gain or alter magic talents or otherwise retain sphere-casting. If an effect or ability would grant the knightknight a bonus magic talent (such as the Human favored class bonus), the knightknight instead gains a combat talent.

Man-At-Arms (Ex): At 1st level, the knightknight gains Knightly Training as a bonus Equipment sphere talent.

In addition, the knightknight uses her practitioner modifier in place of her casting modifier for all mageknight class features. The knightknight may not select mystic combats that grant magic talents or feats that require casting.

This ability alters mystic combats.

Gallantry (Ex): At 1st level, the knightknight gains a gallantry pool, containing a number of gallantry points equal to her practitioner modifier + 1/4 her knightknight level. This pool replenishes after 30 minutes of rest, or 15 minutes if you have access to reasonably comfortable accommodations (such as a bed, cushions, or other fineries of comfort).

Whenever the knightknight would spend a spell point to use or activate a knightknight class feature, such as a mystic combat, the knightknight may instead expend a number of gallantry points equal to the number of spell points required by that ability.

Knight's Order (Ex): At 1st level, the knightknight chooses an order, as the cavalier class feature, treating her knightknight level as her cavalier level when determining its effects. If the knightknight already has a cavalier order (or gains one later), the knightknight must choose one order to belong to (losing any benefits from a second order she may have belonged to) and her knightknight levels stack with levels of the class that granted the cavalier order when determining the effects and abilities of her order.

The knightknight must follow the edicts of her order, gains the skill benefits of her order, as well as her order's abilities. The knightknight uses her practitioner modifier in place of her Charisma modifier when determining the effects of abilities gained from her order.

This ability replaces draw power and spell critical.

Marked for Justice (Ex): At 3rd level, the knightknight may choose one target within sight to mark as a swift action. The knightknight treats the marked target as though she issued a challenge against the target for the purposes of her order's challenge benefits. This mark lasts for 1 minute. The knightknight may not have more than one creature marked by this ability at a time; applying a second mark causes the first to end.

This ability counts as the cavalier's challenge ability and the mageknight's marked ability for the purposes of other feats, items, and class features.

Special: If the knightknight gains the *challenge* package from the Guardian sphere, she may treat targets of the *challenge* ability provided by Guardian sphere as being marked by this ability. If she would gain the ability to *challenge* multiple targets, such as using the Guardian sphere Mass Challenge talent, the knightknight may only mark one target.

This ability replaces marked.

Monkmentum (Monk and Unchained Monk Archetype)

"Speed. I am speed." - Mantras of Speed, VI

Monkmentum Training (Ex): At 3rd level, the monkmentum gains the Athletics sphere as a bonus talent and must select either the (leap) or (run) package. If the monkmentum already possesses the Athletics sphere, and does not possess the (leap) or (run) package, he instead gains Expanded Training as a bonus talent and must choose the (leap) or (run) package as one of his two choices. If the monkmentum already possesses both the (leap) and (run) packages, he gains a talent of his choice from the Athletics sphere as a bonus talent.

This replaces fast movement.

Speedborne (Ex): At 6th level, the monkmentum gains Store Momentum as a bonus Athletics sphere talent. Instead of being limited to only one stored kinetic energy when using the Store Momentum talent, the monkmentum may store multiple instances of kinetic energy, to a maximum of his practitioner modifier. The monkmentum cannot expend kinetic energy more than once per move action.

Normal: Only one instance of kinetic energy may be stored at any time.

Swift and Strike (Ex): At 12th level, whenever the monkmentum expends stored kinetic energy, he gains a +2 circumstance bonus on all attack rolls he makes until the start of his next turn.

Prestige Class: Magemage

Sometimes, a knightknight realizes the value of magic, and endeavors to become more well-rounded to better engage foes on the field of battle. Not all knightknights become magemages, but those who do walk this path learn to understand the arcane to a greater degree, and better leverage knowledge and mentorship as a tool to hone their edge for battle.

Requirements

To qualify to become a magemage, a character must fulfill all the following criteria.

Skills: Spellcraft 5 ranks.

Special: The character must be a mageknight with the knightknight archetype and possess the mark for justice ability.

Class Skills

The Magemage's class skills are Knowledge (arcana) (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at each Level: 6 + Int modifier.

Hit Die: d8.

Class Features

The following are class features of the magemage prestige class.

Weapons and Armor Proficiency: A magemage gains no additional weapon or armor proficiencies.

Casting: A magemage may combine spheres and talents to create magical effects. A magemage is considered a Low-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature).

Spell Pool: A magemage gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A magemage gains a magic talent at every level, according to **Table: Magemage**.

Aligned Class (Ex): Starting at 1st level, the magemage gains all the class features she would otherwise gain as a mageknight, essentially adding every magemage level to her mageknight level to determine what class features she gains and the effects of her mageknight class abilities. She still retains the Hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the prestige class, but gains all other mageknight class features as well as those of the magemage prestige class.

Don Robes and Magecap (Ex): At 1st level, the magemage may use their practitioner modifier instead of the casting ability modifier associated with their casting tradition. In addition,

Table: Magemage

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Caster Level	Magic Talents
1	+0	+0	+0	+1	Aligned class, casting, don robes and magecap	+0	1 (+2)
2	+1	+1	+1	+1	Sagacity	+1	2
3	+1	+1	+1	+2	Spellwrought mark	+1	3
4	+2	+1	+1	+2	Knowledge is my sword	+2	4
5	+2	+2	+2	+3	-	+2	5
6	+3	+2	+2	+3	Wisdom is my orb	+3	6
7	+3	+2	+2	+4	-	+3	7
8	+4	+3	+3	+4	Might is my scepter	+4	8
9	+4	+3	+3	+5	-	+4	9
10	+5	+3	+3	+5	Magic is my crown	+5	10

the magemage gains Advanced Magic Training as a bonus feat. If the magemage already possesses Advanced Magic Training, she instead gains Extra Magic Talent.

Sagacity (Ex): At 2nd level, the magemage's new policy of learning, and even sometimes reading, before slaying her foes has given her a new outlook on magic. She gains a bonus on all Spellcraft checks equal to 2 + half her magemage level.

Spellwrought Mark (Su): At 3rd level, when the magemage uses her knightknight mark of justice ability, the target suffers a -2 penalty to saving throws against the spells, spell-like abilities, and sphere abilities of the magemage, and the magemage gains a +2 bonus to saving throws against the spells, spell-like abilities, and sphere abilities of the target.

Knowledge Is My Sword (Ex): At 4th level, the magemage learns to leverage her power to her needs. Each day when the magemage regains spell points, she chooses one magic sphere she possesses. Until the magemage rests and regains spell points again, she gains a bonus to her caster level equal to her magemage level when using that sphere. This bonus cannot increase the magemage's caster level with that sphere above her Hit Dice.

Wisdom Is My Orb (Ex): At 6th level, the magemage gains a circumstance bonus on all concentration checks equal to half her magemage level.

Might Is My Scepter (Ex): At 8th level, as long as the magemage has a point of gallantry, her resist magic mageknight ability applies to all saving throws the magemage makes, not just saving throws against spells, spell-like abilities, and magic sphere effects.

Magic Is My Crown (Su): At 10th level, the magemage may treat her weapon as an implement for the sphere selected with knowledge is my sword. The implement's effective enhancement bonus is equal to the weapon's enhancement bonus (maximum +5).

Chapter 3
Basic Sphere Talents

Alchemy Sphere

Improved Liquid Nice (formulae)

Craft DC: 10

You create a flask of pleasant thought distillate that functions as a splash weapon you can use as a ranged touch attack with a range increment of 10 feet. Anyone standing in the square of impact or adjacent squares must attempt Will saves. Creatures who fail their saving throw have their disposition toward you increased by 1 step to a maximum of friendly for 1 minute per rank in Craft (alchemy). This is a mind-affecting compulsion effect.

You can increase the Craft DC for this weapon in increments of 10; each time you do so, the radius increases by 5 feet. You can separately increase the Craft DC for this weapon by an increment of 20 to increase its potency; when you do so, any creature who fails its Will save against this effect instead have their disposition towards you increase to friendly for the duration.

Alteration Sphere

Muensterous Traits (body)

You may add the following traits to your forms:

Cheese Body: The target's body becomes strengthened by artisanal aging techniques, gaining DR 5/slashing. This improves by 1 per 4 caster levels.

Dangerously Cheesy: Whenever a creature damages the target with a melee attack, they are overwhelmed by the pungent smell of cheese. That creature is sickened for a number of rounds equal to your casting ability modifier unless they succeed at a Fortitude save with a DC equal to the caster's Alteration sphere DC. The target gains a +1 circumstance bonus to attack and damage rolls against creatures sickened by this trait. This trait's DC is equal to your Alteration sphere DC.

Spray Fondue: Once per minute, as a standard action the target may spray thick, hot, sticky cheese in a 20-foot cone. Any creature in this cone takes 1d4 points of fire damage per

2 caster levels and is entangled for 1d6 rounds unless they succeed at a Reflex save with a DC equal to the caster's Alteration sphere DC. A creature that succeeds at its save takes half damage and is not entangled.

Holey: At 11th caster level, choose either the *holy* or *unholy* special ability. Any weapon the target wields gains that special ability. This costs an additional spell point.

Athletics Sphere

Store Momentum (leap or run)

As long as you have martial focus, you are always considered to have a running start when attempting an Acrobatics check to jump.

As a move action, you may store kinetic energy. Kinetic energy may be stored indefinitely, but you may only have one instance of stored kinetic energy at any time.

Whenever you move more than 5 feet during your turn using a movement mode corresponding to a package you possess, you may expend this stored kinetic energy to increase your speed with that package by +10 feet, increasing by +10 for every 5 ranks in in a skill associated with a package you possess.

Barrage Sphere

Double Tap (blitz)

You fire an extra piece of ammunition for each attack made. Increase the base damage die dealt by your attacks by one step (e.g. 1d8 increased to 1d10). Abilities that replace the base damage die of the weapon such as the warpriest's sacred weapon do not stack with this talent. At +10 base attack bonus, increase the size of the ammunition's base damage die by two steps instead (e.g. 1d8 increased to 2d6).

Barroom Sphere

Boozehound

As long as you have martial focus, you can sense nearby alcohol or creatures with the drunk condition within 30 feet. This effect functions as blindsense.

In addition, as long as you have the drunk status, whenever you attempt a Perception or Survival check, you gain a +2 competence bonus on that check. This bonus increases by +1 for every 5 base attack bonus you have.

Bear Sphere

Slumbear (bearacteristic)

As a standard action, you may spend a spell point to cause one target creature to fall into a deep, restful slumber for one minute, immediately recovering 1 hit point per level and curing 1 point of ability damage for each ability score as though resting for 8 hours. Each round the target sleeps, they regain 1 hit point + 1 hit point per 3 caster levels (this counts as natural healing). If the sleeping target takes damage or another creature attempts to wake them as a standard action, the target does not automatically awaken, but instead must succeed at a Will save to wake up. An unwilling creature can attempt a Will save to negate this effect, and on a successful save the creature is staggered for 1 round as they resist the urge to curl up and sleep. This is a mind-affecting sleep effect.

Berserker Sphere

Break Dancing

After making a sunder attempt, you may attempt an Acrobatics or Perform (dance) check as a swift action with a DC equal to the target of your sunder's CMD. If you succeed, you may move up to half your speed. This movement does not provoke attacks of opportunity. If you succeed at this check by 10 or more, your sweet moves restore your martial focus.

Blood Sphere

Hemo Goblin

You may spend a spell point to target a creature within *blood control* range that is taking bleed damage, under the effects of your *blood control*, or has less than half their hit points remaining. You summon a hemo goblin, an otherwise ordinary goblin (*Pathfinder RPG Bestiary* pg. 156), into a square adjacent to the target. The hemo goblin gains a bonus to its armor class, attack rolls, saving throws, and skill checks equal to your caster level. The hemo goblin fights the target to the death, and will relentlessly pursue the target if they try to run. The goblin cannot be given commands nor can it be convinced to do anything but attack the target. This sphere effect lasts for 24 hours, until the hemo goblin is killed, or when the target dies, whichever comes first. A hemo goblin disappears when this sphere effect ends or when it dies. A hemo goblin does not leave a corpse.

The hemo goblin has an unnatural sense of where the target is as though it were constantly locating the target's general position with as though using the Divination sphere Dowsing sphere effect and automatically succeeds at Survival checks to follow the target's tracks. A hemo goblin does not automatically locate the target if they are hidden or difficult to find (such as invisibility or a safe house), or traveled a large distance in a short period of time (such as using the Warp sphere True Teleport advanced talent). If you possess the Mass Control talent, you may spend an additional spell point to summon a goblin for each additional valid target.

Boxing Sphere

Passive Fist

As long as you have a readied action to perform a *counter punch*, you may abandon your readied action as a free action (even if it is not your turn) and regain martial focus. Abandoning a readied action with this talent does not grant you additional actions.

In addition, you may forgo selecting an additional trigger in favor of self defense. For each additional trigger you forgo selecting when readying your *counter punch*, you gain a +1 circumstance bonus to your armor class until the start of your next turn.

Brute Sphere

Slapper

You may use a natural weapon, unarmed strike, or weapon held in one hand to perform a *shove*, adding its bonuses to your *shove's* attack roll and its enhancement bonus to your *shove's* damage, as well as damage from appropriate special abilities such as *flaming*, *holy*, etc.

In addition, whenever you successfully perform a bull rush, drag, reposition, or overrun combat maneuver (assuming the target decided to block you and did not simply move out of the way), the target gains the battered condition until the end of your next turn.

Conjuration Sphere

Muensterous Companion (form)

The target gains one of the following traits from the Muenster Traits talent from the Alteration sphere: Cheese Body, Dangerously Cheesy, Spray Fondue.

Dark Sphere

Edge Of Night (darkness)

You may create a *darkness* that is unnaturally edgy. Any creature inside the *darkness* must succeed at a Reflex save or take 1d6 slashing damage per 3 caster levels (minimum 1d6). Creatures who remain within this area of *darkness* must save at the end of your subsequent turns or take additional slashing damage.

If a creature enters this area of *darkness* after it is created, they must immediately save or also suffer this damage. A creature may only be affected by Edge Of Night once per round, regardless of how many times they enter or exit the area that round.

Edgelord (meld)

When the target is shrouded in an area of your *darkness*, their natural coolness is tastefully amplified. They gain a +1 bonus to Intimidate checks +1 per 5 caster levels, and may make Intimidation checks to demoralize an opponent as a move action instead of a standard action. At 10 caster levels, the target may make an Intimidate check to demoralize as a swift action instead.

Death Sphere

Fowl Infestation (ghost strike) [curse]

You may spend a spell point to make a *ghost strike* that permanently curses the target to become plagued by chickens, ducks, or another similar bird of your choice (Will negates). Whenever the target draws a weapon or pulls an item out of a container, they have a 50% chance of drawing a live bird instead. The bird's starting attitude toward the target is hostile, and will react appropriately to being drawn out by its ankles (or other part of its body). A bird's body created by this effect disappears if it dies.

If you spend an additional spell point when casting this sphere effect, the target always draws the same live bird, even if it was killed previously. Drawing this bird causes it to disappear from wherever it was and appear in the target's hands. The bird remembers the target and will behave appropriately, usually becoming angrier with each draw. With enough time, some birds may realize peace was never an option.

Destruction Sphere

Knight's Blast (blast shape)

You may spend a spell point to create a *destructive blast* which sharply turns. You may create up to a close-range line emanating from yourself but excluding yourself which travels half the total distance again at the end of its length at a 90 degree angle. Creatures in the effect are allowed a Reflex saving throw for half damage.

For example, you may fire a *knight's blast* which travels 40 feet forward, then turns 90 degrees and travels 20 feet left, right, up, or down.

Special: If you possess the Energy Leap talent, when you use the Energy Leap blast shape, at the end of your movement, you may spend an additional spell point to move half the total distance traveled again at a 90 degree angle.

Divination Sphere

Alternate Divination: Mind

Divine Cares Given

You may *divine* for a specific subject of interest, chosen when you *divine*. This is similar to reading the surface thoughts of nearby creatures, but only locates creatures with strong opinions about a specific topic or subject chosen when you *divine*, such as politics, war, entertainment, or professional associations. Creatures may have a positive, negative, or uninterested opinion regarding a subject. Only creatures with a positive or negative opinion are located. This effect does not discern what opinion each located creature may hold, only that the creature has an opinion.

For example, *divining* about a specific criminal organization, both members of the organization and opposing factions may hold strong feelings, positive or negative. Unconcerned or uninvolved individuals would not be located by the effect, and a located creature's precise opinion is not made known to you.

Dual Wielding Sphere

Two In The Hand

Whenever you use *dual attack* and successfully strike a creature with your main-hand attack, you may increase your reach by +5 feet when making your off-hand attack. At +10 base attack bonus, your reach increases by +10 feet instead.

Equipment Sphere

Small Arms

You do not take penalties for using weapons sized for smaller creatures. For example, a Medium creature could wield a two-handed weapon sized for smaller creatures in one hand without incurring the penalty for wielding inappropriately sized weapons.

Additionally, you gain a cumulative +1 bonus to Sleight of Hand checks made to conceal a weapon on your person for each size smaller the weapon is sized for. For example, a Medium creature using a dagger sized for Tiny creatures would receive a +2 bonus to a Sleight of Hand check to conceal it on their person.

Normal: Using a weapon inappropriately sized for you incurs a -2 penalty on attack rolls for each size category difference. A weapon smaller than its wielder takes one step less effort to wield in combat for each step smaller they are than the wielder. A Small-sized two-handed weapon can be wielded by a Medium creature as a one-handed weapon. A Small-sized one-handed weapon can be wielded by a Medium creature as a light weapon. See the weapon rules for more details (*Pathfinder Roleplaying Game Core Rulebook* pg. 140).

Fallen Fey Sphere

Pixie Sticks (fey-blessing)

You may activate the following abilities as fey-blessings:

Pixie Stick: For the duration of this fey-blessing, you form a mystical bond with any mostly-wooden weapon (such as a club, quarterstaff, or spear) you wield, or mostly-wooden ammunition such as an arrow or bolt from a ranged weapon you use. You gain a +1 insight bonus on attack and damage rolls when using such a weapon or ammunition. This bonus increases by 1 for every 5 caster levels you possess.

Stick Pixies: You may spend a spell point to summon a creature of the plant type with a CR of no greater than your caster level/3 as a 1-round action. A creature summoned this way gains the fey subtype, and is treated as a fey in addition to any other types it may possess. The creature appears within 30 feet of you and remains and serves you for the duration of your fey-link. The creature obeys your commands, but unless you speak

the creature's language, or are able to speak with plants, only basic communication is possible (attacking an enemy, defending the caster, etc.).

The total Hit Dice of plants called at one time cannot exceed your caster level (temporary increases to caster level such as the thaumaturge's forbidden lore ability or implements of the Fallen Fey sphere do not increase this capacity nor the highest CR creature you may summon). Attempting to summon an additional plant forces you to dismiss a number of existing plants to bring the total under this limit. If a summoned creature expends abilities with a limited use, those abilities are expended for all creatures of the same kind. Likewise, a creature that gains immunity to an ability of a summoned creature gains immunity to that ability originating from all creatures of that type that you summon.

Sugar Sticks: You manifest a tube of sugary-sweet pixie dust for the duration of this fey-blessing. You may consume this pixie dust as a swift action, or feed to another willing creature as a standard action. Consuming the pixie dust restores 1 hit point per caster level. A creature cannot consume pixie dust more than once every 10 minutes.

The tube replenishes itself as a free action for the duration of the fey-blessing, then disappears when it ends. If the tube is not in your possession at the start of your turn, you can summon it to yourself as a move action as long as you have line of sight to it.

Fate Sphere

Axe You A Question (word)

You utter an ominous question towards the target. The target takes damage as though hit by a greataxe appropriately sized to you (Medium 1d12) and is shaken for a number of rounds equal to half your caster level. This damage is not modified by your Strength or any other modifiers you may possess which would otherwise apply to a damage roll.

If you spend an additional spell point when casting this sphere effect, for a number of rounds equal to half your caster level, whenever an effect other than this talent would cause the target to become shaken (such as being demoralized with the Intimidate skill), the target take damage as though hit by a greataxe appropriately sized to you. The target cannot take damage this way more than once per round.

A successful Will saving throw negates this effect. This is a language-dependent fear effect.

Fencing Sphere

Expert Fence

As a swift action, you may choose one edge of your space and create a metaphorical fence for 1 round. That edge is treated as partial cover for attacks targeting you only. At +10 base attack bonus, you may expend martial focus to reduce this to an immediate action. Partial cover provided by this talent does not block line of effect and cannot be used to attempt a Stealth check.

Gladiator Sphere

Pathetic Yelp

As long as you have martial focus, when an enemy successfully deals damage to you, you may perform a *boast* as an immediate action.

Guardian Sphere

Glutton For Punishment

As long as your delayed damage pool is at maximum capacity, you gain DR/– equal to 1/2 your base attack bonus.

As long as you have martial focus, whenever you redirect damage dealt by another creature to your delayed damage pool, you may scream out in pain and attempt an Intimidate check against that creature to demoralize them as an immediate action.

Illusion Sphere

Novel Deception

As a standard action, you may pretend to cast an Illusion sphere effect and attempt a Bluff check. Making a Bluff check in this manner does not provoke attacks of opportunity and does not count as casting a spell. Any creature observing you must attempt a Sense Motive or Spellcraft check (whichever skill that target has a higher bonus with) against a DC equal to your Bluff check or be convinced you cast an illusion. For the next 10 minutes, the next time a creature who failed its check would make a saving throw against one of your illusions, they must roll twice and take the lower result. For every 8 caster levels you possess, creatures must roll twice on an additional saving throw against your illusions during this duration. Creatures who succeed at their check know you were bluffing and are unaffected. This is an extraordinary effect; you can only attempt to deceive the same creature with this talent once every 24 hours.

Note: If it would be impossible for the caster to cast magic, such as while in an anti-magic field, creatures automatically succeed their Sense Motive or Spellcraft check to see through your deception.

Lancer Sphere

Lancealot

When an *impaled* creature loses the *impaled* condition and suffers bleed damage, they treat the weapon's damage dice as though it were 1 size category larger. At +10 base attack bonus, this increases to 2 size categories larger.

Life Sphere

High On Vitality (vitality)

Your Life magic alleviates the target's worries, making them feel lighter. This causes the target to float up to 6 inches above the ground, allowing the target to ignore difficult terrain and ground-based hazards (such as caltrops).

Light Sphere

Rose-Tinted (lens)

The target's vision is tinted a soft-red. As a standard action, the target of this *lens* may fire a blinding burst of light as either a 30-foot cone or 60-foot line centered on the target. Creatures caught in the area of effect must succeed at a Reflex save or be blinded for 1 round, and dazzled for one minute. The target must wait at least 1d4 rounds between uses of this ability.

When using this (lens) talent to fire a blinding burst, the target may end this (lens) talent as a free action to cause creatures who fail their Reflex saving throw to also take 1d4 points of fire damage per caster level.

Mind Sphere

Recommend (charm)

You point out obvious things the target did wrong, hoping they'll do better next time.

Lesser Charm: For 1 round per caster level, whenever the target fails an attack roll, skill check, saving throw, or ability check, at the start of the target's next turn, the target gains a +1 morale bonus on their first roll with that type of check for 1 round.

Greater Charm: This functions as the *lesser charm*, except the bonus increases to +1 + 1 per 4 caster levels and lasts for 1 minute per caster level.

Powerful Charm: This functions as the *greater charm*, except the duration increases to 1 hour per caster level.

What is "Failure": For the purposes of this talent, a failure occurs when an action or roll that carried real risk does not succeed; most checks made in combat can fail, but a target of this sphere effect cannot perform simple skill checks in hopes of failing before attempting a more important check. The GM is the final arbiter of which checks are capable of failure.

Some examples include an attack roll missing a target or provoking an attack of opportunity when using the Acrobatics skill to move through an enemy's threatened area, etc.

Open Hand

Up High, Down Low, Too Slow

If you successfully trip a creature and deal damage to that same creature using an unarmed strike during the same round, that creature gains the battered condition and their movement speed is reduced by 10 feet for as long as the creature is battered. This effect cannot reduce a creature's movement speed below 5 feet. At +10 base attack bonus, the movement speed reduction increases to 15 feet.

Protection Sphere

Helping Hand (succor)

As an immediate action, you may dismiss an *aegis* on a target to allow them to reroll a skill or ability check they just made before the results are revealed. They gain a circumstance bonus equal to 1/4 your caster level (minimum 1) on this roll. The target must take the second result, even if it is worse.

Telekinesis Sphere

Pantomime Cage

You may spend a spell point to trap the target in a box made of telekinetic force. On a failed Reflex save, the target becomes trapped for 1 round per caster level, effectively sealing the target off from all other creatures. The trapped target cannot move from their space except by means of dimensional travel, such as *teleport* from the Warp sphere, but is still trapped even if moved by such an effect. The target treats all other creatures as though they had total cover against it, and all other creatures treat the target as though it has total cover against them. A trapped target may attempt a Reflex saving throw or Escape Artist check as a full-round action with a DC equal to this effect's DC to escape and end this effect. If the target takes damage while trapped, they may attempt a check to escape as a free action which can be taken even if it is not their turn.

Time Sphere

Time Of The Season (time)

You create a temporal bubble which changes the season. Create a sphere with a radius of 10 feet + 5 feet per 2 caster levels centered on a creature, object, or square within reach (or within your Time sphere range, if you possess the Ranged Time talent) and choose one of the following seasons:

Spring: The area becomes a refreshing spring. Additionally, you may spend an additional spell point to make this area burst with overgrowth. If you do, the area becomes difficult terrain (effects which allow a creature to move normally in natural terrain, such as woodland stride, ignore this difficult terrain).

Summer: The area becomes a warm summer. Additionally, you may spend an additional spell point to make this area cause heatstroke. If you do, creatures that enter this area or are inside this area at the end of your turn must succeed at a Fortitude save or take 1d4 nonlethal damage and are fatigued until they recover from this nonlethal damage.

Autumn: The area becomes a tranquil autumn. Additionally, you may spend an additional spell point to make this area filled with rustling leaves and a calming rustic scent. If you do, creatures that enter this area or are inside this area at the end of your turn must succeed at a Will save or be fascinated as long as they remain in this area. This is a mind-affected effect, and creatures who save against this effect cannot be fascinated by this sphere effect for 24 hours.

Winter: The area becomes a frosty winter. Additionally, you may spend an additional spell point to make the area filled with a miniature snowstorm. If you do, the snowstorm obscures all sight in this area, including darkvision, beyond 5 feet. A creature 5 feet away has concealment and creatures farther away have total concealment.

An unwilling creature targeted by this effect can attempt a Will save to negate this effect, and is granted a new saving throw each round as a free action. You must concentrate to maintain this effect, but may spend a spell point to allow it to remain for 1 minute per caster level without concentration.

Special: Weather conditions inside this effect's area are treated as severity 1, generally matching the selected season (winter: Cold 1, spring: Heat 1, summer: Heat 1, fall: Cold 1), allowing creatures inside the effect's radius to ignore current weather conditions. Time Of The Season counts as an opposed *control weather* effect, and changing the weather in an area that includes Time Of The Season's area of effect is treated as opposed casters affecting the same weather category. If Time Of The Season's caster is successful when making a magic skill check in this manner, or an opposed caster is unsuccessful, the weather inside Time Of The Season's area of effect is treated as severity 0. If Time Of The Season's caster is unsuccessful, or an opposed caster is successful, the weather within Time Of The Season's area is unaffected and any season's additional effects (such as spring's overgrowth or summer's intensified heat) are suppressed.

Trap Sphere

False Trigger

When setting a trap, you may choose to make the trap a delayed trap. A delayed trap gains a +1 bonus to any attack roll it may make or DC it may have. This bonus increases by +1 for every 10 ranks in Craft (traps) you possess. The first time a trap would trigger, the trap does not trigger and makes an audible, obvious noise (such as a click).

War Sphere

What Is It Good For? (totem)

You create a *totem* that amplifies the futility of war. Enemies within this *totem* do not gain bonuses to attack rolls or to AC due to battlefield positioning, such as flanking, higher ground, or cover.

Warleader Sphere

Inside Voice

Whenever you perform a *shout*, you may reduce the radius of that *shout* to a minimum of 5 feet.

Whenever you perform a *shout*, creatures not within your *shout*'s radius must succeed at a Perception check against your Warleader sphere DC or be unaware that you performed a *shout*. This effect's DC is subject to sound-based Perception modifiers, such as distance to the source (the *shout*'s area of effect) and obstructing objects such as closed doors and walls.

Warp Sphere

Timed Warp

When you *teleport*, you may choose to delay the effect for up to a number of rounds equal to your caster level. The *teleport* does not come into effect immediately and instead takes place at the start of your turn after the chosen number of rounds occur. You must decide on any variables and pay any additional spell points for this *teleport* effect (e.g. distance, direction, etc.) when you delay the effect. When the delayed *teleport* occurs, if the target location is not valid, the effect fails and does not occur. For example, a *teleport* can fail if you do not pay an additional spell point for Unseeing Teleport and, when the delayed *teleport* occurs, the *teleport* would move you to a space you do not have line of sight for.

If you spend an additional spell point when delaying a *teleport* with this talent, you may cast and delay a second *teleport* effect which must be delayed at least one additional round longer than the first *teleport* you delayed.

Weather Sphere

This Sparks Joy (mantle, storm)

When a creature bearing your *mantle* is in an area of Precipitation and Wind severity level 4 or higher, they gain a +2 morale bonus on attack rolls, damage rolls, and Will saving throws, plus 1 for each category above storm.

This Does Not Spark Joy (shroud, precipitation)

You place this *shroud* on a target creature, dampening their spirits. Any morale bonus affecting the target is suppressed for the duration of this talent. If you spend an additional spell point when casting this *shroud*, any morale bonus affecting the target is instead applied as a penalty (for example, a +1 morale bonus to attack rolls would become a -1 penalty).

Wrestling Sphere

Tag Team (slam)

You force the target of your grapple to provoke an attack of opportunity from one other ally threatening the target with a +2 circumstance bonus on their attack roll, breaking your grapple. If the target takes damage from the attack of opportunity, you regain martial focus and may move up to 10 feet. This movement does not provoke an attack of opportunity.

Chapter 4

Advanced, Exceptional, and Legendary Talents

Beastmastery Sphere

Lions And Wardrobes

Prerequisites: Disguise 1 rank, Beastmastery sphere ((handle animal) package).

You may use Handle Animal to teach an animal a unique trick:

Civilized (DC 20): The companion can commingle with humanoid society, and is able to behave autonomously and appropriately in complex social situations, such as bowing to a monarch when appropriate, attending a dinner party, or generally behaving like a polite person in any given scenario. This is not intelligence, it is simply learned mannerisms that conveniently allow an animal to react to both simple and complex social situations, and react appropriately to questions and conversations as though it understood languages the handler possessed at the time they taught the animal this trick.

In addition, when attempting a Disguise check to alter an animal's appearance, the Disguise check takes no penalties due to different gender, race, age, or size category. Disguising an animal in this way may be as simple as putting a hat on a bear to applying full makeup and costumery to a salamander. An animal disguised this way does not automatically draw attention to itself, though it may draw suspicion if it does not behave appropriately to a situation. You may substitute your Handle Animal bonus in place of your Disguise bonus when attempting this check.

Example: A bear disguised as a human noble and taught the Civilized trick could attend a nobleman's dinner party, not draw suspicion to itself while disguised as a noble, and even engage in basic social etiquette.

Communication Sphere

Failure To Communicate (approach, utility)

Prerequisites: Linguistics 5 ranks, Communication sphere (Veiled Dialogue (utility)).

Adopting this *approach* is a swift action. Until you adopt a new *approach*, you distract all other creatures from communicating using any language, causing affected creatures to shout nonsense or make distracting gestures instead of their intended speech. Each other creature within 60 feet of you is unable to use or understand any language or provide somatic components for spellcasting until it leaves this *approach*'s radius or this *approach* ends. A creature may attempt a Will saving throw as a standard action. You cannot affect a creature with this *approach* for 24 hours after they successfully save against this effect. This is a visual and auditory effect. Creatures are only affected by this *approach* as long as they can see or hear you. This is a supernatural effect.

Beyond the Horizon: Communication sphere and exceptional talents have not been released yet.

Creation Sphere

Create Minds Think Alike

Prerequisites: Creation sphere (Exquisite Detail), Enhancement sphere (Bestow Intelligence (enhance)), caster level 5th.

You may *create* a statue or similar object which is a perfect likeness of yourself or another creature, even if you could not ordinarily succeed at a Craft check to *create* an object of that complexity. This statue may be any size you choose, to a maximum of the largest object size you could *create*. An object *create*d this way is still a statue, and while details can be as close to accurate

as possible, the object is not mistaken for a real creature without additional disguises.

When you *enhance* a target using the Bestow Intelligence talent to grant an object intelligence, you may spend an additional spell point to grant the target object an imprinted duplicate of your mind. The target gains all your mental traits and quirks, such as your memories and mannerisms. This allows the target to use either its normal skill ranks and modifiers, if it possesses any, or the your skill ranks and modifiers, whichever is better. The target does not gain any other abilities because of this effect. The target's starting attitude is friendly towards you, as normal, and the target is aware of the circumstances of its sentience and how you *create*d it, but its attitude may change.

Destruction Sphere

Grandmaster

Prerequisites: Destruction sphere (Knight's Blast (blast shape)).

When using the Knight's Blast blast shape, instead of firing a straight line with a single 90 degree turn, you may instead change direction up to 90 degrees a number of times equal to your caster level provided that the total distance traveled is not greater than close-range plus half the distance.

Duelist Sphere

Bloody Hell (bleed)

Prerequisites: Duelist sphere, Great Focus, base attack bonus +15.

Whenever you deal bleed damage to a creature, you may expend two martial focuses to attempt to send the target to hell, or heck, or somewhere. If you do, that creature must succeed at a Will save or be transported to another plane that is strongly-aligned with evil (e.g. Hell, Abaddon). If the target succeeds at their saving throw, the cosmic energy you attempted to exploit backlashes and you suffer 6d6 fire damage and are fatigued. This is a supernatural effect; you can only use this talent against the same creature once every 24 hours.

Enhancement Sphere

Alternative Energy

Prerequisites: Enhancement sphere (Energy Enhancement (enhance)), caster level 5th.

When *enhancing* a weapon with Energy Enhancement, you may choose sonic damage. At 10th caster level, you may choose force damage. Treat these choices as though they were the *flaming* weapon special ability, but instead dealing sonic or force damage respectively.

Leadership Sphere

Two Day Shipping

Prerequisites: Leadership sphere (Messengers (followers)).

Whenever you send a written message or item with your Messengers talent, if it would take more than two days for your messenger to reach its destination, it arrives at the end of that second day, regardless of any remaining distance, as long as the destination is reachable by normal travel.

If you possess the Merchants talent, your messengers can obtain items from anywhere they could deliver a message or item to in no more than two days.

If you possess the Teleportation legendary talent, your messengers can reach any destination on the same plane as you in no more than two days.

If you possess the Planisphere legendary talent, your messengers can reach any destination on any plane in no more than two days.

Mana Sphere

What's Yours Is Ours

Prerequisites: Mana sphere (Soulmate (manabond)), caster level 1st.

When you create a *manabond* using the Soulmate talent, whenever the recipient of this *manabond* benefits from magical healing, a consumable item (such as a potion, alchemical item, etc.), or food, you may choose to clone the benefits of that effect for yourself, as though you were the target of that effect. You may not redirect effects shared to you by the recipient of this bond to other creatures.

Special: The benefits of food shared by this effect can allow one creature to eat, and two to benefit.

Nature Sphere

Peace And Love (spirit)

Prerequisites: Nature sphere, Mind sphere.

You learn to manipulate the most elusive natural element, the heart. You project a 30-foot aura which penalizes hostile actions. All enemies within close range take a -1 penalty on any attack rolls they make. You may suppress or resume this ability as a free action. This ability ceases to function if you are stunned, paralyzed, unconscious, dead, or otherwise incapacitated. This is a mind-affecting compulsion effect. At caster level 10, and every 10 thereafter, the radius of this aura increases by 30 feet.

If you spend a spell point as a free action, you may empower this aura to punish those with wicked hearts for 1 round per caster level. While the aura is empowered, whenever a creature taking a penalty from this aura deals damage to you or an ally inside this effect's radius, that creature must make a Will saving throw or take 1d6 nonlethal damage per 4 caster levels

(minimum 1d6). A creature can only take damage from this effect once per round; a creature that is immune to nonlethal damage takes lethal damage instead.

Scoundrel Sphere

Hot Pocket (trick)

Prerequisites: Sleight of Hand 10 ranks, Scoundrel sphere.

When you gain this talent, designate a container in a specific location (such as a safe or crate in a specific warehouse). This container becomes your "hot pocket". You may spend 8 hours studying a container to designate it as your new hot pocket. If a hot pocket is substantially moved, such as to another building or generally more than 30 feet, it stops being your hot pocket until you spend time to designate it as your hot pocket again.

Whenever you successfully perform a steal combat maneuver, you may expend martial focus to teleport the stolen item to your hot pocket. Your hot pocket must be on the same plane as you when you teleport it with this effect. When you possess 15 or more ranks in Sleight of Hand, you may teleport objects to your hot pocket even if it is not on the same plane as you. This is a supernatural effect.

Scout Sphere

Eye Spy

Prerequisites: Perception 10 ranks, Scout sphere (Great Senses).

As a full-round action, you may concentrate on any creature that you successfully used the *scout* ability on within a number of miles equal to your ranks in Perception. You perceive that creature's surroundings as if you were standing where that creature was. While you may use that *scouted* creature's special senses (i.e. darkvision, etc.) you must use your own Perception skill if attempting a check.

Shield Sphere

Perfect Turtle Mimicry (stance)

Prerequisites: Shield sphere (Flexible Cover), base attack bonus +10.

While in this stance, choose one edge of your space. That edge is treated as cover as though using the Flexible Cover talent. This cover applies along the edge of your space even while moving, but the cover is always along the edge of your space you chose when assuming this stance. You must be wielding a shield to benefit from this stance.

While in this stance, you may expend martial focus as an immediate action to gain improved cover against attacks from every direction until the start of your next turn (improved cover provides a +8 AC bonus and +4 Reflex save bonus as well as improved evasion against attacks which this Reflex save bonus applies). When you lose the benefits of improved cover granted by this talent, you immediately exit this stance.

Beyond the Horizon: (Stance) talents have not been released yet.

Sniper Sphere

I Miss You My Darling

Prerequisites: Stealth ranks 10, Scout sphere (Track The Scene), Sniper sphere.

Whenever you miss your target when performing a *deadly shot*, you may expend martial focus as a free action. If you do, you designate that target as your prey. While following the tracks of your prey, you may take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your prey, and automatically confirm the first critical threat you make against your prey. This effect ends when you confirm a critical threat against your prey, or 24 hours pass, whichever comes first. A creature cannot be designated as your prey more than once every 24 hours.

You may not have more than one creature designated as your prey at any time, and may dismiss this effect at any time as a free action.

Tech Sphere

It Just Works

Prerequisites: Craft (mechanical) 5 ranks, Tech sphere (any one (gadget)).

You are able to breath function into your damaged and beyond repair creations. Any non-drone *gadgets* in your possession with the broken condition function as if they did not have the broken condition. You may spend a charge from a destroyed non-drone *gadget* (a *gadget* with 0 hit points or less is destroyed) in your possession to allow it to function and work as if fully repaired for 1 minute as long as it remains in your possession.

You must have physical pieces of the destroyed object to use it in this manner. A *gadget* that leaves your possession is affected normally by the broken and destroyed conditions.

Normal: A broken or destroyed *gadget* counts against your maximum number of prepared *gadgets* until it is abandoned and disassembled for a new *gadget*. You may always abandon any *gadget* you've crafted during a 15/30 minute crafting period to craft a new *gadget*. An abandoned *gadget* does not function in any capacity once it is abandoned, and is no longer considered a *gadget*.

Trap Sphere

A Better Mouse Trap (snare)

Prerequisites: Craft (traps) 5 ranks, Trap sphere.

When triggered, this trap releases a rat swarm (*Pathfinder RPG Bestiary* pg. 232) in the square it was triggered. The swarm is hostile and attacks the creature which triggered the trap or any other nearby creature if unable to attack the target. A swarm summoned by this effect remains for 1 minute per rank of Craft (traps) you possess before mysteriously disappearing. For every 10 ranks in Craft (traps) you possess, an additional swarm is released in the nearest adjacent square to the creature who triggered the trap.

If you possess the Bee Keeper Beastmastery talent, you may expend martial focus when placing this trap to choose an animal or vermin swarm with a CR equal to or less than 1/2 your ranks in Craft (traps) to be released when the trap triggers.

Choosing a swarm is subject to GM discretion.

Warp Sphere

Time Warp

Prerequisites: Time sphere, Warp sphere (Distant Teleport, True Teleport, Unseeing Teleport), caster level 20th.

You may spend 5 spell points to *teleport* to a point backwards or forwards in time, up to 100 years per caster level, appearing at that point in time at a location of your choice within your *teleport* range, as though using True Teleport.

To see how accurate the teleportation is, consult **Table: Mishap** found on True Teleport. Your familiarity with the destination time is relative, and knowledge of the destination time may be determined by succeeding on a DC 30 Knowledge (history) check. Succeeding on this check means the caster is treated as the destination time as having been "viewed once", and for every 5 you exceed the DC, you are treated as having an additional step of familiarity with the destination time and location. A "false destination" result when using this talent would be teleporting to a nonexistent location at a specific point in time, such as a mythical city that does not exist.

This talent is otherwise modified normally by Warp sphere talents. For example, possessing Mass Teleport allows you to *teleport* to a point in time with other creatures.

Note: Time travel is complex. For example, a caster who interacts with the past and returns to their own time may not return to their own original timeline, but instead a parallel universe branching from actions and changes which occurred when the caster interacts with the past. Such changes are ultimately up to GM discretion, and incorporating time travel, whether traveling into the past or future, should be done with caution.

Chapter 5
Player Options

Alternate Racial Traits

Goblin

Hemo Goblin Straggler

A goblin who came into being through a Hemo Goblin sphere effect, yet for some inexplicable reason never disappeared (such as their target never dying, a mishap, etc.), is left with a small fragment of the magic that brought them into being. The goblin gains Basic Magic Training in the Blood sphere as a bonus feat at 1st level. This replaces skilled.

Casting Traditions

Caffiend

Caffiends are an odd blend of addicts and savants who draw strength from their love of coffee, tea, or other caffeine-laden drinks.

Casting Ability Modifier: Intelligence
Drawbacks: Material Casting (coffee or tea), Rigorous Concentrating, Witchmarked (scent of coffee or tea).
Boons: +1 spell point per odd level in a casting class.

Feats

Extra Blended Training Talent (Champion)

Prerequisites: Casting class feature, martial focus.

Benefit: You gain one additional magic or combat sphere, or one talent from a magic or combat sphere you possess.

Special: You may take this feat multiple times. The effects stack.

Localized Changes (Dual Sphere)

Prerequisites: Time sphere (Time Of The Season (time)), Weather sphere.

Benefit: While concentrating on Time Of The Season, instead of choosing a season's additional effects (such as spring's overgrowth or summer's intensified heat) you may adjust the weather inside the effect's area as though using *control weather*. You cannot choose a season's additional effects if you adjust the weather inside Time Of The Season's area. If you spend a spell point to allow Time Of The Season to continue without concentration, any weather severity changes you made continue for Time Of The Season's duration.

Note: Changes to weather inside the area of effect should generally match a season's normal weather, such as winter having Cold and snow and summer having Heat, subject to GM discretion. Generally speaking, wind is appropriate in any climate, but Cold, Heat, Precipitation, and Aridity will vary by season, or whatever may be appropriate for that region.

Suggested weather conditions (for each season):

Winter: Cold, Precipitation.
Spring: Heat, Precipitation.
Summer: Heat, Aridity.
Fall: Cold, Aridity.

Tactical Warping (Champion)

"Teleporting behind them. They never expect that."

Prerequisites: Fencing sphere, Warp sphere, character level 8th.

Benefit: Whenever you *teleport* into a square adjacent to a creature, you may attempt to feint that creature as a swift action.

If you possess the Emergency Teleport talent, when a creature attacks you during a round you successfully feinted that creature, you may *teleport* using the Emergency Teleport talent without spending an additional spell point.

Thunderbolts And Lightning, Very Very Frightening (Champion)

As a wise inventor once said.

Prerequisites: Gladiator sphere, Weather sphere (Storm Lord).

Benefit: You may attempt an Intimidate check as a free action against creatures who can see and hear you that fail their Reflex save against a lightning bolt controlled with the Storm Lord talent.

While in an area of weather severity level 3 or higher, you gain a +2 competence bonus on Intimidate checks. This increases to +4 while in an area of weather severity level 6 or higher.

Magic Items and Treasures

Barbarian's Furry

"Oho? What's this?" -Yarsgall, the Furred King

Aura faint Alteration; CL 6th

Slot weapon; Price 18,500 gp; Weight 10 lbs.

Barbarian's furry is a +2 battleaxe adorned in furs and skulls which brings out the inner beast of its victims. Twice per day, when the wielder of *barbarian's furry* deals damage to a creature with an attack action, the wielder can choose to activate its secondary effect. The target must succeed at a DC 13 Will save or be affected by a *shapeshift*, gaining the Animalistic Transformation and Bestial Mind trait, and must succeed at an additional DC 13 Will save or be affected by the Bestial Mind trait. This *shapeshift* lasts 6 minutes. The *barbarian's furry's* ability cannot be used alongside other strike talents.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons and Armor, Craft Marvelous Item, Alteration sphere (Animal Mind, Animalistic Transformation (transformation), Transforming Strike), Beast Soul (drawback) Fleshwarper (drawback); **Cost** 9,250 gp

Cordial of Mother's Endurance

This soothing drink warms the coldest nights.

Price 10 gp; **Weight** —

Category Alchemical Remedies

This pungent drink warms the body and dull's the mind. Commonly made from distilled and fermented potatoes, but occasionally grains. Consuming this cordial grants you a +2 alchemical bonus on saving throws against nonlethal cold damage or cold environments (such as Cold severity caused by the Weather sphere) for 4 hours. This cordial is also treated as an alcoholic drink for the purposes of the Barroom sphere.

When crafting this cordial, the crafter may substitute ranks in Profession (brewer) (or a similar skill related to the creation of alcohol) when creating this item.

Construction

Craft (alchemy) DC 15

Judge Mint

"The taste of judgement is bittersweet. And refreshing." -Judge-King Sandalphon

Aura faint Fate; **CL** 3rd

Slot none; **Price** 600 gp; **Weight** 0.1 lbs.

Judge mints can be consumed to grant the benefits of one *consecration* centered on the target with a 20-foot radius for 1 minute. If the *consecration* has conditions or decisions which are normally made when cast, they are made when the *judge mint* is consumed (such as choosing an alignment for the Divine Pressure consecration). These mints are oddly refreshing, but can make the consumer feel odd things such as a heightened sense of purpose, guilt, or responsibility.

CONSTRUCTION REQUIREMENTS

Distill Compound, Fate sphere (any (consecration) talent); **Cost** 300 gp

Ring of Vitaelity

This bloodstained ring pulses with life when those around it bleed.

Aura moderate Life; **CL** 8th

Slot ring; **Price** 17,000 gp; **Weight** 0.1 lbs.

This worn, steel ring is coated in a heavy patina. The wearer of this ring reduces any bleed damage taken by 3.

When worn by anyone with vitae, the first time the wearer would gain vitae each round, they gain 1 point of temporary vitae. Temporary vitae must always be spent first. Temporary vitae not spent before the end of the wearer's next turn is lost.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Life sphere (any (vitality) talent); **Cost** 8,500 gp

Beyond the Horizon: The vitae resource has not been released yet.

Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

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The Jester's Handbook

Welcome to the Jester's Handbook, a supplement for both the Spheres of Power and Spheres of Might systems filled with terrible puns, horrible references, and other excruciating jokes.

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(Warning: Due to a time travel incident, this book contains some content for products that haven't been written yet. So... consider it a sneak peak?)