



*Spheres Apocrypha:
The Apex
Shifter*

THE APEX SHIFTER (SHIFTER ARCHETYPE)

"The difficulty that comes with being every kind of species and creature is the unavoidable sensation of cannibalism during breakfast, lunch, and dinner."

-Lady Leviathan

Knowledge of Many Shapes: At level 3 the apex shifter gains a talent from the Alteration sphere that she qualifies for. Whenever she rests for 8 hours and regains spell points, she may change which Alteration sphere talent she gained from this feature. This replaces endurance.

Extended Transformation: The apex shifter gains extended transformation at level 4. This replaces lingering transformation and alters extended transformation. Other archetypes can still replace extended transformation and gain the exchanged ability at their normal level.

Rapid Transformation: At level 5 the apex shifter may use the Alteration sphere to apply a shapeshift to herself and only herself as a swift action. Maintaining this effect through concentration only requires a swift action each round. This replaces steal languages.

Greater Transformation: The apex shifter gains greater transformation at level 9. This alters greater transformation. Other archetypes can still replace greater transformation and gain the exchanged ability at their normal level.

Reactive Transformation: At level 8 the apex shifter may use the Alteration sphere to apply a shapeshift to herself and only herself as an immediate action. Maintaining this effect through concentration only is still a swift action each round. This replaces immunity to poison, boundless communication, immunity to disease and endless communication.

Ultimate Transformation: At level 20 the apex shifter can make shapeshifts last on herself without concentration and without spell points. In addition once per turn, she may apply a shapeshift to herself as a free action. This replaces second skin.

The following bestial traits are available to all shifters, but work best with the apex shifter.

SHIFTER BESTIAL TRAITS

Accommodating Form: The shifter chooses one Alteration sphere talent (including the base talent that grants Blank Form) that she possesses that grants traits. When she applies a shapeshift to herself, she can choose one of the traits from that talent that does not cost an additional spell point to apply. That trait does not count towards her maximum amount of traits she may possess on a form. She may select this bestial trait once per every 4 shifter levels she possesses (minimum 1). Each time she does so she selects another talent.

Resistant Shift: When the shifter applies a shapeshift to herself and becomes a size category larger than she was before, she gains stalwart (if she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely) for 1 round per 5 levels of shifter she possesses (minimum 1), or until she applies a new shapeshift to herself (whichever is shorter). When she applies a shapeshift to herself and becomes a size category smaller than she was before, she gains evasion (As the shifter bestial trait) for 1 round per 5 levels of shifter she possesses (minimum 1), or until she applies a new shapeshift to herself (whichever is shorter).

Defensive Shift: When the shifter applies a shapeshift to herself, she can enter total defense as part of that same action. At the beginning of her next turn, she is staggered for 1 round.

Feinting Shift: When the shifter applies a shapeshift to herself, she may make a feint check as part of that same action.

Shifting Style: Requires: At least 1 combat talent not from the Alchemy, Equipment, Tech, or Trap sphere; Knowledge of Many Shapes class feature

When the shifter applies a shapeshift to herself, she may spend an additional spell point to gain a combat talent she doesn't currently possess (excluding the Alchemy, Equipment, Tech, or Trap sphere). She must possess the base sphere associated with the talent in order to gain it. This talent lasts for 1 minute or until she applies a new shapeshift to yourself.

ALTERATION TALENTS

The following is an alternate version of the Elemental Transformation talent designed to embrace more dedicated transformations, and is available as an alternative with GM permission.

DEDICATED ELEMENTAL TRANSFORMATION (TRANSFORMATION)

You may grant the form of a specific elemental with your shapeshift (air, earth, fire, or water), chosen at the time this talent is gained.

Limbs: mutable

Speech: Yes; **Hands:** No

Speed: 30 ft. land speed

Natural weapons: 2 slams (Primary, 1d6, 1d4 small)

AC: +2 natural armor bonus, +1 per 5 caster levels

Special: Darkvision 60 ft., additional limbs or natural weapons cannot be added to this form through traits. The target gains a 25% ability to ignore critical hits and precision damage, which increases by 25% per 5 caster levels to a maximum of 100%.

Choose and gain one of the following packages, depending on which elemental is chosen. You may select this talent multiple times, each time gaining an additional elemental type.

Air

You gain a flight speed of 30 ft with Perfect maneuverability, which increases by 30 ft per 5 caster levels. You also gain the ability to create a Whirlwind (as an air elemental of the same size), and the Air Mastery quality (As a Air Elemental)

The Air package offers the following traits, which you may apply to any form:

- **Flight** speed as granted by the Air Elemental Form.
- **Air Mastery** as granted by the Air Elemental Form.

Earth

You gain Darkvision 60 ft, a 30 ft burrow speed, and Earth Glide. You also gain a +2 Strength bonus, and Earth Mastery quality (As an Earth Elemental)

The Earth package offers the following traits, which you may apply to any form:

- **Earth Mastery** as granted by the Earth Elemental Form.
- **Earth Glide** as granted by the Earth Elemental Form.

Fire

You gain Darkvision 60 ft, a +2 bonus to Dexterity, and the Burn special quality (1d4, increases by 1 die size per 5 caster levels). You also gain Resistance to fire equal to your caster level.

The Fire package offers the following traits, which you may apply to any form:

- **Elemental Resistance** to fire equal to your caster level.
- The **burn** special quality as granted by the Fire Elemental Form.

Water

You gain water breathing and a 30 ft Swim speed which increases by 30 ft per 5 caster levels. You also gain a +2 Constitution bonus, the ability to create a Vortex (as a water elemental of the same size) and Water Mastery quality (As a Water Elemental)

The Water package offers the following traits, which you may apply to any form:

- **Swim Speed** as granted by the Water Elemental Form.
- **Water Mastery** as granted by the Water Elemental Form.

CREDITS

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