

# **ARMOR TALENTS**

The following *Spheres of Might* combat talents all increase and augment the power of armor, transforming a armor-clad warrior from a simple obstacle into a truly unstoppable force.

## **BASIK TALENTS**

### ATHLETIKS

#### ARMORED DROP (LEAP)

While wearing medium or heavy armor, you may divert any damage taken from falling to your armor. Damage you redirect this way ignores your armor's hardness, and you are still knocked prone if you would have taken fall damage without this talent. You suffer any damage in excess of your armor's hit points.

### EQUIPMENT

### **STEEL MARTYR**

Whenever a critical hit is scored against you, as an immediate action you may divert the additional damage from the critical hit to your armor. This action is taken after the result of the attack roll is known but before the damage is revealed. You suffer any damage in excess of your armor's hit points.

### **UNSTOPPABLE FORKE**

If you are wearing heavy armor and have martial focus, you lose the battered condition at the end of your turn, even if it would normally last longer, and you no longer suffer a penalty to CMD while battered.

### IMMOVABLE OBJECT

While wearing heavy armor, you gain a +1 competence bonus to your CMD against bull rush, drag, and reposition maneuvers. This bonus increases by +1 for every 4 points of base attack bonus you possess.

#### **UNFETTERING ARMOR**

You may move at your normal speed while wearing medium armor. At +7 base attack bonus you may move your normal speed while wearing heavy armor.

### **STEEL BODY**

While wearing heavy armor and taking the total defense action you gain DR/bludgeoning or piercing equal to 1/2 your base attack bonus. This stacks with any DR/- you may possess.

**Normal:** Typed damage reduction does not stack with untyped damage reduction.

### WRESTLING

### ARMBAR (SLAM)

When you successfully maintain a grapple against a creature you have already pinned, you may expend your martial focus as an immediate action to attempt to damage one of the creatures limbs; the creature must succeed at a Fortitude save or have one of its limbs damaged by you (arms, legs, tentacles, or wings), ending the grapple. The penalties for a damaged limb are identical to the effects of a removed limb from the Limb Ripper talent except as follows:

- The creature suffers no bleed damage.
- Any numerical penalties associated with the limb are halved.
- The condition lasts for 1 round plus 1 round per 4 points of base attack bonus you possess.

### **KHINK IN THE ARMOR (SLAM)**

You may make a melee attack against the target that deals damage as normal, except that it ignores any armor and shield bonuses to armor class the target may have.

# LEGENDARY TALENTS

### EQUIPMENT

### TITAN'S SHIELD (LEGENDARY)

**Prerequisites:** Equipment sphere (Oversized Weapons), base attack bonus +6.

You may wield shields that are one size category larger than you. While wielding a shield that is larger than you, you gain a +I bonus to your CMD. While wielding a tower shield that is larger than you, when you use your tower shield to provide cover, you treat your space as though you were the same size category as your shield. This allows you to provide cover for other creatures.

### IRON WALL (LEGENDARY)

Prerequisites: Base attack bonus +4.

While wearing heavy armor and fighting defensively any creature that strikes you with a natural weapon or unarmed strike takes bludgeoning damage equal to 1/2 your base attack bonus. A creature can only take this damage once per round + one additional time each round per 5 points of base attack bonus you possess.

## **KREDITS**

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