

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

Creative Director: Adam Meyers Author: Benjamin Sunshine Editor: Johannes Luber Layout: Rachel Meyers Art: Gennifer Bone Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder® Roleplaying Game. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder® Roleplaying Game and the Pathfinder® Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder® Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Spheres Apocrypha: Casting Traditions 2 and all other Drop Dead Studios product names and their respective logos are trademarks of Drop Dead Studios in the U.S.A. and other countries.

All Drop Dead Studios characters, character names, and the distinctive likenesses thereof are property of Drop Dead Studios. This material is protected under the copyright laws of the United States of America. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

Open Game Content: All material — including but not limited to art, place and character names, character and setting descriptions, background, and new class descriptions— is Product Identity. All other content is considered Open Game Content

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free,

non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this license. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Spheres of Power © 2014, Drop Dead Studios; Authors: Adam Meyers, Tyler Keene, Ryan Ricks, Owen Stephens

Spheres of Might © 2017, Drop Dead Studios; Authors: Adam Meyers, Michael Sayre, Andrew Stoeckle, N. Jolly

Pathfinder Roleplaying Game Pathfinder Unchained. © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Beyers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Spheres Apocrypha: Armor Talents © 2020, Drop Dead Studios; Authors: Benjamin Sunshine