



Spheres Apocrypha: Casting Traditions



CASTING TRADITIONS

NEW DRAWBACKS

CHARGED SPELLS

You must prepare a sphere effect into a charge before you can use it yourself. Preparing a charge takes 10 full-round actions (without allowing swift or free actions) in a row that provoke attacks of opportunity. If you are disrupted before you finish your charge, you must start all over to create it, but any spell points invested into its creation are not lost.

You must determine spell points that will be used as part of the charge as well as the talents, feats, class abilities, any other modifiers or variables at the time of casting. Any temporary increase to caster level, ability score or other such modifier must be active during the entire creation process in order to benefit you when expended.

Expending a charge to use the sphere effect takes up the same action as using it regularly, and provokes (or does not provoke) attacks of opportunity as would normally happen with the effect. Spell points invested in a charge are locked and cannot be used for any other purpose until expended in the charge.

A charge remains until you rest and regain spell points, but can be dismissed prematurely as a free action (this wastes the charge). You can maintain a number of charges at once equal to your magic skill bonus plus your casting ability modifier.

This drawback counts as 2 drawbacks for the purposes of determining boons. Temporary talents (such as those granted by the prodigy's adaptation ability) cannot be used as part of a charge.

Incompatible: Diagram Magic, Prepared Casting

EXPENSIVE LOCUS

Resting to regain your magic requires an increasingly expensive locus, requiring you to dedicate more and more of your wealth to sustaining your magical power. This locus, and the way you gain power from it can take multiple different forms depending on what is appropriate for the character concept; from setting up expensive runes and talismans to calibrate your astral self, requiring an expensive laboratory to process your material components, or simply sleeping on a dedicated pile of gold to get in touch with your draconic side.

Whenever you rest to regain your spell points, it must be with a locus with a cost of $50 \text{ gp} \times \text{your magic skill bonus squared}$. The base cost of the locus increases to 100 gp at a magic skill bonus of 10 or higher. This wealth has to be dedicated purely towards fulfilling the locus, with no other utility; meaning that magic items, or equipment you possess cannot count towards this drawback.

Using magic without your locus requires you to make a concentration check ($\text{DC } 20 + \frac{1}{2} \text{ the caster level}$) to produce the desired effect. Failure means time (and any spell points) are spent, but no effect happens. If a locus is lost, stolen, or broken, the caster must create a new locus by securing the necessary items of the requisite monetary value and spending 8 hours bonding with it. At the GM's discretion, however, another caster's locus may be used instead.

MADNESS MANTRA

Your magic fights against you for control. At the end of any round in which you spend 1 or more spell points you must succeed at a Will saving throw with a DC of 10 + 1/2 your magic skill bonus or enter into an enraged state at the beginning of your next turn. While enraged, you gain the antagonized condition, always treating the creature(s) closest to you as your antagonist(s).

The GM may rule that the nature of your power will make you focus specifically on your allies, or beings of great importance to you (for example power that comes from a demon bound inside you may cause you to inflict harm to those you value the most before it can be contained).

When you attempt a Sense Motive check to end the antagonized condition, the skill check is made against your own magic skill defense + your casting ability modifier (minimum DC 15).

Incompatible: Emotional Casting

Antagonized Condition

The antagonized condition appears in *Ultimate Charisma*, published and copyrighted by Everyman's Game, LLC.

An antagonized creature can only target its antagonist (the one who caused the antagonized condition) with hostile actions. A hostile action is any attack or effect that causes direct harm to an opponent in the form of damage, negative conditions, or any other effect that penalizes or hinders a creature. Furthermore, an antagonized creature does not threaten any opponents except its antagonist: it cannot make attacks of opportunity or be used to determine flanking bonuses against other opponents. A creature is no longer antagonized if its antagonist is helpless, unconscious, or cannot participate in combat. If an antagonized creature uses an ability that targets multiple creatures, the antagonist must be chosen among these targets. If an antagonized creature uses an ability that targets an area, its antagonist must be within the ability's targeted area.

On each round after the first, an antagonized creature may attempt a Sense Motive skill check as a swift action to realize the folly of its actions. This skill check is opposed by the antagonist's original antagonize skill check. If the creature succeeds on its Sense Motive skill check, the antagonized condition ends, but the creature suffers a -2 penalty on attack rolls and a -2 penalty to the saving throw DC of its abilities and any spells it casts for 1 minute. These penalties do not apply against the antagonist.

NEW SPHERE-FOCUSED DRAWBACKS

< CREATION

DOWN TO EARTH

Your objects are all rooted to a surface and you cannot *create* objects in mid-air. All your *creations* must be *created* on a surface large enough to hold them. You gain the Created Momentum talent as the bonus talent from this drawback and may still *create* objects with momentum, but this does not allow the object to detach itself from a surface in the process of *creation* (meaning you can only target creatures that are on the surface where the *created* object is going to be).

Incompatible: Limited Creation (*create*)

NEW FEATS

BOTTLED SPELLS (DRAWBACK)

Prerequisites: Charged Spells.

Benefit: You can imbue a consumable item (such as a fluid or an easy to break trinket) with a charged sphere ability.

When you create a charge, you also create a small item such as a pill, pebble, or a pinch of dust in which to store that charge. These items are considered to have negligible cost, and an individual item can only store a single charge. The consumable remains potent until you rest and regain spell points, and possesses an aura as if it were the original target of the effect. Such an item can be dispelled as normal for the effect even in its inactive state. Effects with a duration of 'concentration' cannot be imbued into items.

Any creature, not just yourself, can use the charge by using the item (eating the pill, spreading the dust, throwing the pebble, etc.) This requires the same action as the sphere effect would normally require.

The user is considered the creator of the spell, and can do whatever the creator can with the spell, including dismissing it, moving it (if it can be moved), or any other effect that can take place after the ability has been created. However, the charge still uses your caster level, spell DC, casting ability modifier, concentration and magical skill bonus (determined at the time of the charge's creation).

MAGIC RUNES (DRAWBACK)

Prerequisites: Diagram Magic.

Benefit: You may imbue your diagrams with magic that triggers on a later time.

You can imbue a diagram with a magic sphere effect by spending a spell point (in addition to any spell point costs of the sphere effect itself).

The imbue effect lasts for 1 hour per magic skill bonus or until activated by a trigger specified by the caster at the time it is created (a diagram can only have one trigger). A diagram is considered as intelligent as its caster in relation to detecting and following its triggers, and can see and hear as well as a humanoid could with regular senses and a bonus to Perception equal to your magic skill bonus. The trigger can be one of many things, but the diagram runs the risk of being deceived if the trigger is too complicated. A diagram knows when it has been read, and this information may be used as part of a trigger.

If the spell effect has a target, the diagram must be large enough to encompass all of the targets' area before triggering. When activated, the diagram becomes the center point for the

effect, and it performs its function, and then the ability ends. A diagram can only hold one magic sphere effect and a creature can only be affected by 1 imbued effect in a round, regardless of the number of diagrams triggered.

You can create a hidden imbued diagram by spending an additional full-round action to hide it for every 5 feet it occupies. A hidden diagram can be seen by effects that detect or sense magic, and is detectable as a magical trap. In order for someone to spot one of your hidden diagrams it requires a Perception Check with a DC equal to 25 + 1/2 your magic skill bonus (minimum 1). Disabling the diagram simply requires disrupting it.

POWER OF FRIENDSHIP (DRAWBACK)

Prerequisites: Emotional Casting.

Benefit: While negative emotions can hinder your casting, positive emotions make you stronger.

When under a magical effect that invokes an emotion (spells with the (emotion) descriptor, or charms such as Inspiration or Hostility), and the source of the effect is an ally, you may choose to roll concentration checks twice and take the higher result.



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