



# *Spheres Apocrypha: Cognition Talents*





# COGNITION TALENTS

## FORWARD

*Minds are limited. We can improve them with tools: writing to store information, abacuses for calculation, clocks to measure time. Magic can also supplement the mind, and the disciplines of cognition are a powerful tool indeed. Even now, arcane logicians set the course of kingdoms and mystic sages unearth the secrets of reality.*

—An excerpt from Scholar Radha's *The Forms of Magic*

This supplement for *Spheres of Power* adds a new class of talents to the Mind sphere, (cognition) talents. Instead of influencing the minds of your allies and enemies, (cognition) talents benefit the caster, improving and adding new mental capabilities to their repertoire.

## COGNITION TALENTS

Some talents are marked (cognition). These talents grant you additional mental powers, increasing your ability to analyze and think. All (cognition) talents are personal range, benefiting only the person that uses them.

### ARCANE CALCULATION (COGNITION)

When you use Perception to intentionally search for stimuli (typically a move action), you may measure a single aspect of whatever you perceive. You may calculate this aspect with perfect accuracy depending on how your Perception check compares to the DC to perceive it, requiring higher results to estimate from vague or incomplete information (see the table below).

Alternately, you may focus on a target you wish to attack as a standard action. This allows you to roll twice on the first attack roll you make against them within the next minute and take the better result. If you focus again before making such an attack, you lose the benefits of any previous focus attempts.

### Perception Check ≥

### Examples

DC

Number of seen objects, weight of a held object

DC + 1

Speed of something seen, exact time based on the sun's position

DC + 5

Number of people from their footsteps, distance from a singing bird

DC + 10

Distance from smelled food, number of soldiers milling in an army

### INTUIT KNOWLEDGE (COGNITION)

You may spend a spell point as a full-round action to gain temporary understanding of a subject. This allows you to use half your caster level in place of your ranks in one Knowledge or Profession skill, chosen when you use this ability. This effect grants you the ability to use the skill as if you were trained, and lasts for 1 hour per caster level. Multiple applications of this effect do not stack, the latest effect replaces the previous one.

### MENTAL ARCHIVE (COGNITION)

You construct a magical mental system to perfectly memorize information. By concentrating as long it requires to perceive something (such as the duration of a speech or while reading a book), you can archive it. Once a memory is archived you can concentrate to remember it. This can allow you to notice new details by attempting Perception checks. This does not allow you to use senses or similar abilities that you did not use or possess at the time of memorization (such as a Divination sphere effect, or blindsight).

You can archive a number of memories equal to your casting ability modifier + 1 per 2 caster levels. A single memory can be up to one book (roughly 400 pages or 100,000 words), one hour of sound, or one minute of full sensory experience. Larger works can be archived by using multiple memories. You may memorize the content of magical texts and similar information, but cannot use their magical properties from memory (such as casting from scrolls, scribing spells, or preparing spells from a spellbook). You may unarchive memories as a free action, losing your ability to perfectly recall them. You may permanently archive a memory by spending a spell point; over the next 24 hours, you engrave it perfectly into your memory. You cannot



replenish the spent spell point until the 24 hours are complete. At the end of this time, the memory no longer counts against your archived memories.

### Tracking Memories

Mental Archive allows character to store and replace memories, which can require keeping track of. It is recommended that players keep a clear list of what they have temporarily and permanently memorized.

## PARALLEL COGNITION (COGNITION)

As a standard action you can divide your mental attention to gain two sets of actions each turn, one physical and one mental. Your physical actions are limited to a simple, repetitive task (such as following a road, loading a cart, or digging a hole) or a task that exactly follows detailed instructions (such as playing from sheet music or cooking from a recipe). You cannot effectively engage in combat: you lose your Dexterity bonus to armor class and automatically miss against targets with an AC greater than 10. Your mental actions can be any purely mental actions, such as using magic without verbal or somatic components, attempting Perception, Knowledge, Sense Motive, or similar skill checks. As a standard mental action you can change what task your physical body is assigned to or end this effect.

## POLYGLOT (COGNITION)

As a standard action you may gain a rough understanding of a target's language. You can grasp basic concepts (such as 'danger,' 'help,' or 'wait') but not complex details. This also allows you to communicate in the same language as long as you continue concentrating, though with the same limitation to basic concepts. The effects of this last for as long as you concentrate.

By spending a spell point, you may understand and communicate in a target's language without any limitations and maintain the effect without concentration for 1 hour per caster level. The effects of this talent apply to all mediums of communication (such as spoken, signed, or written) but you only understand the mediums you observe (so you cannot write a language you have only heard, or speak a language you have only read).

## RAPID PROCESSING (COGNITION)

You can analyze information with a glance. As a swift or move action you can read up to 500 words or analyze a complex work of art, value an item with Appraise, get a hunch or sense enchantment with Sense Motive, search for tracks with Survival, or intentionally search with Perception.

By spending a spell point as a swift action you can make passive analysis effortless for 1 hour per caster level. You no longer need to spend an action for any of the following: reading up to 1000 words, analyzing complex art, rolling Appraise to value an item after handling or touching it, rolling Sense Motive to sense enchantment when an enchanted creature passes within close range (this check should be made in secret by the GM), and rolling Sense Motive to make a hunch after one round speaking to them. In addition, you may more rapidly perform tasks that require continual analysis, allowing you to follow tracks at any speed without penalty or perform research in half the usual time.

At a GM's discretion, other similar skill checks and uses can benefit from this talent.

## SHARE COGNITION

As a standard action, you can grant a single target within close range the ability to use a (cognition) talent you possess, using your caster level and casting modifier to determine its effects. For every ten caster levels you possess, you may bestow an additional (cognition) talent (two talents at 10th, three at 20th). They retain this ability for as long as you concentrate, though you may spend a spell point to maintain the effect for 1 hour per caster level. You may spend additional spell points to grant the target a spell pool of equal size that they may only spend on the granted talents. Any unused spell points return to you when the effect ends.

If you possess the Ranged Mind talent, it increases the range of this ability.



# MIND SPHERE-SPECIFIC DRAWBACK

## INWARD FOCUS

You cannot use *charm* effects. You may only select (cognition) talents and talents that augment them, and must select a (cognition) talent with the bonus talent gained from this drawback.

## ADVANCED TALENTS

### EPIPHANY (COGNITION)

**Prerequisites:** Mind sphere (Intuit Knowledge), caster level 5th.

When you attempt an ability or skill check to gain information (such as a Knowledge check, Profession checks to answer questions, or Diplomacy checks to gather information) you may spend a spell point to bend your entire mind to the task. The GM then determines the success or failure of the roll secretly.

If the check is successful, for each five caster levels you possess you learn an additional detail or piece of related information (such as additional rumors about a city or the casting tradition of a magical effect you have identified).

On a failed check you still learn the information a basic success would have revealed. However, the GM may then remove a single detail from the information gained or reveal a piece of false information alongside true information (such as revealing a real ability of a monster and a fake vulnerability during a monster lore check, or telling a player all the rules of etiquette for a situation except for one).

### FLAWLESS PRECISION (COGNITION)

**Prerequisites:** Mind sphere (Arcane Calculation, Rapid Processing), caster level 10th.

By spending 2 spell points as a standard action you may enter a heightened state of mind. In this state you can analyse and measure all aspects of your surroundings effortlessly, allowing you to use the benefits of Rapid Processing as if you had spent a spell point on it. Further, once per round as a free action you may use Arcane Calculation as if you had used Perception to intentionally search for stimuli. Finally, you gain a pool of rerolls equal to your casting ability modifier; you may spend a reroll once per failed attack roll, ability check, skill check, or saving throw to reroll it, always keeping the second result. The effect of this talent last for 1 minute per caster level.

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