

Spheres Apocrypha:

Debilitating

Talents 2





DEBILITATING TALENTS 2

BLOOD SPHERE

COMPLEX CONTROL

Creatures affected by your *blood control* may be affected by both (quicken) and (still) talents at the same time. Additionally, you may spend a spell point when initiating *blood control* on a creature (or creatures if using Mass Control/Mass Blood Magic). Whenever the creature would attempt to end the *blood control* on themselves by using a standard action, the creature must instead use a mental-only full-round action to end the *blood control*.

If you possess Greater Blood Control, you may apply two effects of either type instead of just one when using the talent.

REDIRECT FLOW (QUICKEN, STILL)

You gain the following abilities:

As a (still) effect, whenever the target would move more than half its movement, it must attempt an Acrobatics check against your Blood sphere DC or immediately fall prone. Additionally, the target cannot take 5-foot steps, and suffers a -2 penalty to its CMD against trip, bull rush and reposition attempts.

As a (quicken) effect, the target gains a +10 feet enhancement bonus to all movement speeds. This bonus increases by an additional 5 feet every 5 caster levels you possess. Anytime the target would use this additional movement, it also becomes fatigued for 1 round.

As a (still) effect, the target takes a -2 penalty on Intelligence and Wisdom ability checks, concentration checks, and Intelligence- and Wisdom-based skill checks for the duration of the *blood control*. This penalty increases by 1 for every 5 caster levels you possess.

As a (still) effect, the target takes a -2 penalty to its CMD against disarm attempts. This penalty increases by 1 for every 4 caster levels you possess. You may spend a spell point to also force the target to succeed a Fortitude saving throw at the end of each of its turns or immediately drop one item it is currently holding. If the target fails this saving throw by 5 or more, it instead drops all items it is currently holding.

CREATION SPHERE

KRAKK (ALTER)

You may spend a spell point to disrupt the ground around you. This is an instantaneous effect, and cannot be dispelled once finished. You can only affect materials you can create (i.e., you must possess the Expanded Materials talent to work with materials other than vegetable matter). You cause terrain in a 10-foot radius to suddenly crack and break, making the squares difficult terrain. This radius increases by 5 feet per 5 caster levels. A square can be cleared as a standard action, which provokes an attack of opportunity, or repaired with a spell or effect such as the Repair ability of the Creation sphere to no longer be difficult terrain. If a square would be made of a mineral (stone, metals, gems, etc.), the radius you may affect is reduced by half.

If you possess Distant Creation, you may center this effect anywhere within range.

DEATH SPHERE

SPECTRAL DISTORTION (GHOST STRIKE)

You may spend a spell point to make a *ghost strike* that disrupts the bonds between layered planes. An incorporeal creature hit by this *ghost strike* must succeed a Will saving throw or be considered corporeal for a number of rounds equal to your caster level (minimum r). The creature can attempt another saving throw at the end of their turn to dismiss this effect.

MIND SPHERE

FASCINATE (CHARM)

You distract the target from the world around them.

Lesser Charm: The target suffers a -2 penalty to Perception checks for I round per caster level. This penalty increases by I per 5 caster levels you possess (Will negates).

Greater Charm: The target is fascinated for I round per caster level (Will negates). The fascinated creature does not

immediately break from this condition if they see an obvious threat, but instead receives a new saving throw against this effect. If the creature is damaged while fascinated, the creature immediately breaks free from this effect.

Powerful Charm: This is the same as the greater charm, except that the target is instead fascinated for 1 minute per caster level (Will negates). Additionally, whenever the fascinated creature would receive a new saving throw due to hostile actions or threats directed towards them, the saving throw is made at a -4 penalty. If the creature would be damaged while fascinated, the creature instead receives a new saving throw against this effect.

MENTAL BACKDOOR

If a target would fail their saving throw against one of your *charms*, you may spend a spell point to force them to immediately attempt a second Will saving throw. If they fail this second saving throw, a mental weakness is created with the creatures mind, allowing you to bypass the creature's will easier. For 1 minute per caster level, the creature takes a -2 penalty on Will saving throws made against your *charms*. This penalty increases by 1 for every 10 caster levels you possess.

PROTECTION SPHERE

REACTIVE BARRIER

When you create a *barrier*, you may spend a spell point or increase the casting time by one step (usually from a standard to a full-round action) to allow the *barrier* to react to damage. Upon creating a *reactive barrier*, you may choose one of the following effects to activate whenever the *barrier* would be reduced to o hit points. If you maintain your *barrier* through concentration, you may change the effect as part of the action used to concentrate:

Forceful Rebuke: You may attempt a bull-rush attempt against all enemies within 5 feet of your barrier, using your caster level + your casting ability modifier in place of your CMB. If this attempt would exceed a creature's CMD by 5 or more, the creature must succeed a Reflex saving throw or immediately fall prone.

Explosive Burst: All enemies within 5 feet of your barrier suffer 1d6 points of force damage, plus an additional 1d6 damage per 5 caster levels you possess (Reflex halves).

Fortifying Surge: All allies within 10 feet of your barrier gain DR/- equal to half your caster level for 1 round.

SCOUNDREL SPHERE

SAVAGE TRICKS (TRICK)

Whenever you successfully perform a dirty trick combat maneuver, you may also inflict the battered or fatigued conditions to a creature when selecting a condition to apply to the affected creature.

At 5 ranks in Sleight of Hand, you may expend your martial focus as a free action whenever you successfully perform a dirty trick combat maneuver against an opponent. If you do, you may choose to inflict a greater condition than the original condition chosen, lasting for the normal duration.

Original Condition	New Condition
Battered	Flat-footed
Dazzled	Treat all creatures as if they had concealment (20% miss chance)
Entangled	Suffers the penalties of being grappled (but is not actually grappled)
Fatigued	As fatigued, but -4 penalty to Strength and Dexterity.
Shaken	Frightened
Sickened	Staggered

Associated Feat: Dirty Trick Master.

WARLEADER SPHERE

DISPIRITING ROAR (SHOUT)

When you use this *shout*, all hostile creatures within its radius must succeed at a Will saving throw or have all morale bonuses benefiting them reduced by 1 for the *shout's* duration. This is a mind-affecting fear effect. For every 4 ranks in Diplomacy you possess, the creature's morale bonuses are reduced by an additional 1.

ADVANCED FATE TALENTS

DECLARE FATE (WORD) [CURSE]

Prerequisites: Fate sphere, caster level 15th.

You may spend two spell points to place a *word* on a creature to peer into its near future. Each round, at the end of the creature's turn, the creature must succeed at a Will saving throw or be forced to declare all actions that it will take on its next turn and be unable to change them. If a declared action would become impossible to perform (such as casting a spell on a creature that is no longer within range), that action is lost. You are aware of what actions an affected creature intends to take.

This effect lasts as long as you concentrate, but you may always spend a spell point to allow the effect to endure for 1 minute per caster level without concentration.

LEGENDARY SCOUNDREL TALENTS

DEVASTATING TRICKS (TRICK)

Prerequisites: Sleight of Hand 10 ranks, Scoundrel sphere (Savage Tricks (trick)).

Whenever you use the Savage Tricks talent to inflict a greater condition upon a creature, you may choose to inflict an even more intense condition when expending your martial focus.

Original Condition	New Condition
Battered	Stunned
Dazzled	Dazed
Entangled	Pinned
Fatigued	Exhausted
Shaken	Panicked
Sickened	Nauseated

KEDITS

Creative Director: Adam Meyers
Author: Brad Whittingham
Editor: Johannes Luber
Layout: Rachel Meyers

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