

DEBILITATING TALENTS

The following Spheres of Might talents all increase the number of ways you can debilitate and weaken your enemies, ensuring you the edge in combat that decides victory or defeat.

BASIK TALENTS

ALKHEMY SPHERE

DISEASED VENOM (TOXIN)

You may create a poison that causes the target to contract a disease (Fortitude negates). The disease is chosen at the time of creation, selected from the following diseases: bubonic plague, cackle fever, filth fever, leprosy, mind fire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply), and uses your Alchemy sphere save DC instead of the disease's DC. This toxin is considered to be a disease instead of a poison.

Special: With GM discretion, you may select a different disease at the time of creation, instead of the diseases listed.

DISORIENTATING VENOM (TOXIN)

You may choose for your poison to disrupt a creature's ability to focus. As long as the creature is affected by this poison, at the start of their turn, they must succeed a Will saving throw or be unable to spend or regain their martial focus for 1 round.

HAEMOPHILIK VENOM (TOXIN)

Instead of causing fatigue, your poison thins the target's blood greatly. Creatures under the effects of this poison suffer 1 additional point of bleed damage whenever they would take bleed damage. For every 4 ranks in Craft (alchemy) you possess, creatures suffer 1 additional point of bleed damage. Additionally, whenever the creature would suffer a critical hit, the creature suffers an additional 1d4 points of bleed damage.

A creature under the effects of this poison is also considered to be taking bleed damage for the purposes of the *blood control* sphere ability of the Blood sphere.

ATHLETIKS SPHERE

BEWILDERING BLOW (MOTION)

As long as you have martial focus, whenever you would successfully make an Acrobatics check to avoid provoking an attack of opportunity from an enemy when you move through its threatened area of its space, the enemy must succeed on a Will save or become battered for 1 round. If you move more than half your base speed, the battered condition lasts for 1 additional round for every 5 ranks in the skill associated with the package you possess.

SCOUNDREL SPHERE

FLUSTERING ANTICS (TRICK)

Whenever you successfully perform a steal or dirty trick combat maneuver the target must succeed at a Will save or lose their martial focus. On a failed save, you may regain your martial focus as an immediate action.

LINGERING SLIGHT

Whenever you successfully perform a dirty trick combat maneuver against a creature that is currently not affected by a condition inflicted by a previous dirty trick (whether your own or another creature's), you may expend your martial focus to cause the condition caused by the maneuver remain for I additional round after it would be removed.

TRAP SPHERE

BARBED DART (DART)

This dart deals I point of bleed damage per die rolled to the target. This bleed damage cannot be healed unless the dart is removed as a full-round action. The creature can remove the dart as a swift action, but doing so deals 1d6 points of bleed damage.

BLUNT DART (DART)

This thick dart deals nonlethal bludgeoning damage and increases the dart's damage dice by one step.

WARLEADER SPHERE

DISARMING ROAR (SHOUT)

You may expend your martial focus to cause all affected enemies to attempt a Will saving throw. On a failed save, the creature loses their martial focus. This is an instantaneous effect.

WRESTLING SPHERE

TAKKLE

You may attempt a grapple at the end of a charge in place of the normally granted attack. If this grapple attempt is successful, the creature must succeed at a Reflex save or fall prone.

LEGENDARY TALENTS

ALKHEMY

AGING TOXIN (TOXIN)

Prerequisites: Craft (alchemy) 10 ranks, Alchemy sphere.

You may choose for your poison to begin to aggressively age the creature, increasing their age category by I instead of making them fatigued. For each time the creature fails a consecutive saving throw against this poison, it increases their age by I additional category. This poison does not add or remove bonuses to mental ability scores. This poison cannot cause the target to die of old age. The effects of different age categories are cumulative. The effects of this toxin are permanent, but can be removed with the Break Enchantment Life talent, or a similar effect.

Pbysical Penalties
none
-1 to all physical ability scores
-2 to all physical ability scores
-3 to all physical ab ility scores

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