

Spheres Apocrypha: Destruction

Talents





One of the oldest uses of magic is violence. There is no need for a delicate touch or complex techniques when hurling fire, and it is a useful tool for driving away ravenous beasts and deadly monsters. Millennia of refinement and innovation have resulted in an array of destructive magics so numerous that I cannot hope to create a list that encompasses them all.

-An excerpt from Scholar Radha's The Forms of Magic

This is a supplement for Spheres of Power that focuses on providing new basic talents for the Destruction Sphere. These talents are designed to expand available options and tactics through unusual blast shapes, shapes without spell point costs, and additional talents that can improve any destructive blast, regardless of type or shape.

Blast Shape Talents

Branding Jaboo (blast shape)

You may spend a spell point to change your destructive blast into a brand of energy that marks a single target within range without need for an attack roll. When you create this brand, you designate a single class of action that is forbidden, such as weapon attacks, spellcasting, or moving in a general direction. You may choose to forbid a more specific set of actions, but any forbidden activity should be easily stated, and no more broad than the example categories. The GM is the final arbiter of what can be forbidden. At the end of any turn in which the target takes a forbidden action they suffer the effects of your destructive blast unless they succeed on a Will save. The target of a brand automatically knows what actions have been forbidden to them. This brand lasts for one round per level. You may only place one brand on any given target, and attempting to place a brand on an already branded target requires a magic skill check, with success replacing the previous brand with the newest one.

Destructive Maw (blast shape)

You may spend a spell point as a swift action to shape your *destructive blast* into bite attack. This bite attack functions normally in all respects, except instead of dealing damage as a weapon, anything struck by it suffers damage and effects as normal for your *destructive blast*. A Destructive Maw lasts for 1 round per caster level. You only apply (blast type) talents when the Destructive Maw is shaped, rather than with each attack.

Energetic Affliction (blast shape)

You may spend a spell point to afflict a target with your magic, riddling it with destructive energy. This affects one target within range without need for an attack roll. At the start of each of its turns, the target must succeed on a Fortitude save or suffer the damage and effects of your *destructive blast*. The effects of an Energetic Affliction last for 1 round per caster level, or until the target succeeds on two consecutive Fortitude saves against it. Alternately, an afflicted target may attempt to stifle the energy with a full-round action, which allows them to make a Reflex save with a +4 bonus to end the effect immediately.

Energy Nova (blast shape)

You may channel your *destructive blast* outwards without aim or direction, shaping it into a burst centered on you with a radius of 10 ft. + 5 ft. per 5 caster levels. Targets in the area can attempt a Reflex save to take half damage. You may choose to exclude yourself from the area to avoid the effects the blast.

Energy Rift (blast shape)

You may shape your *destructive blast* into a deadly edge, creating a rift in space that expels its energy. Choose the corner of a square, then draw a straight line between that corner and any point within 10 ft. + 5 ft. per 5 caster levels of it. The entirety of this line must be inside your range. Everything within a square the line passes through is affected by your *destructive blast*. Targets in the area can attempt a Reflex save to take half damage.

Mutable Blast (blast shape)

You may give your *destructive blast* any array of strange shapes, as you require. Each time you use Mutable Blast, you create any area you desire out of contiguous 5 ft. cubes, up to a maximum of 5 cubes + 1 cube per 2 caster levels. At least one of these cubes must be in a square adjacent to you. All targets in the area are affected by your *destructive blast*, and can attempt a Reflex save to take half damage.

Other Talents

Damage Control

You may choose to have all damage dealt by a *destructive blast* be nonlethal damage. Damage dealt is calculated as if the *destructive blast* was its original damage type as well as nonlethal (for example, an acid blast would still be subject to acid resistance), but the resulting damage is added to the target's nonlethal damage total and not subtracted from their hit points. When using a (blast type) talent that already deals nonlethal damage, your *destructive blast* damage increases by +I damage per die.

Alternately, you may choose to deal no damage at all, only inflicting secondary effects, such as from (blast type) talents, or only expressing minor, controlled effects of the damage type you would normally deal with your *destructive blast*. For example, you might create a spark with a Fire Blast, drive a nail into wood with the bludgeoning force of a standard *destructive blast*, or make an indistinct sound with a Thunder Blast. These effects should never be powerful, and the GM is the final arbiter of what can be accomplished this way.

Demolition

You can tune your *destructive blast* more towards inanimate objects than creatures. When you use your *destructive blast* this way, you deal +1 damage per die and deal full damage to objects, ignoring any reduction that would normally apply from being an energy attack, ranged attack, ineffective weapon type, or similar effect, though hardness still applies. Anything other than an inanimate object struck by this kind of *destructive blast* only takes half damage from it.

Energetic Response

You can make attacks of opportunity with your *destructive blast*. So long as you can use your destructive blast, you threaten all squares within 5 ft. + 5 ft. per 10 caster levels of yourself with it as either a melee touch attack or ray attack. You may not apply a (blast shape) talent to this use of *destructive blast*, or make use of any effects that would increase its casting time. Using your *destructive blast* this way does not provoke an attack of opportunity.

Spirit Blast

You can choose to have your *destructive blasts* affect spiritual targets. When used this way, your *destructive blasts* extend into the ethereal plane to affect ethereal targets normally, and does not halve damage or suffer a 50% failure chance against incorporeal targets.

Credits

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