



*Spheres Apocrypha:  
Light  
Talents*

# Light Talents

## Basic Talents

### Fenestrate (light)

You can create bright light that makes everything and everyone within the area of the bright light translucent enough that they can be seen through. This includes creatures, objects, structures, and even the ground itself. Objects are not invisible, however, and seeing through them is difficult. Objects that grant cover still grant concealment, but any creature using such an object to hide receives a -10 penalty to their Stealth. Magical fog effects are countered by this Light talent the way magical darkness can be countered by Light talents. Effects based on light (such as most Light sphere abilities) can pass through to affect other objects, but other effects are still stopped by solid objects.

This light can be placed on a single structure to make it translucent. If the structure larger than the area of the glow, then only part of the structure is made translucent.

### Halo Effect (lens)

You may place a lens upon a creature that subtly controls light around them. This is a powerful aid to communication, and can be used to communicate basic ideas and emotions to anyone who can see the creature. In addition, the creature gains a +2 circumstance bonus to bluff and diplomacy checks against creatures that can see them with conventional or low-light vision, with a +1 increase every 4 caster levels. At the GM's discretion, this bonus may also apply to certain types of performance checks as well.

#### Lenses

Lens talents are talents that do not create light, but instead bend it or alter its properties. The caster may place a lens as a standard action on any target within the same range as their glow. This requires a melee or ranged touch attack on unwilling targets. A lens lasts as long as you concentrate, but you may spend a spell point to allow a lens to remain for 1 hour per caster level without concentration.

### Inner Sun (light)

You grant a creature that you have caused to glow brightly a weapon of light they may wield as a weapon. The weapon can be shaped into any melee weapon the holder is proficient with as a swift action, and initially appears as whatever weapon they choose. On a hit, does an additional 1d4 fire damage + 1d4 damage for every 4 caster levels that you possess.

The weapon can not harm invisible or translucent enemies or structures, and passes through them harmlessly. At the GM's discretion, creatures that are reflective can also have a 50% miss chance against attacks with this weapon. If the creature deliberately lets go of the weapon, it disappears. Otherwise, the creature can not be disarmed.

### Precious (light)

You may spend a spell point to create bright light on an object 2 or more sizes smaller than yourself, that compels those who see it to try and acquire it. Those who see the targeted object spend their turn frantically trying to acquire the precious object. They will not automatically become violent, and affected creatures will not attempt to acquire the precious object if attempting to do so would be obviously fatal, would inflict serious injury upon them, or be against their alignment or nature. They will not ignore enemies either, but their priority will be to acquire the precious object. They will try to acquire the object by direct and immediate means (not by bribery) and they won't stop just if they lose sight of the object. A creature might attack someone to acquire the object, but only if it is someone they might consider attacking anyways, and most likely they will try to grab the object and run rather than fight in a prolonged conflict.

If the creature manages to acquire the precious object, they hold it in their hands and admire it as a standard action on their turn, doing whatever is required to keep it other than letting it go.

Each creature gets a Will save to negate the effect when they first see the precious object, and a new save whenever they spend a standard action admiring the object. You are immune to this effect, but your allies are not.

This is a mind-affecting compulsion effect.

## Revelation (light)

You may place a glow on a source of written information, such as a book, to cause it to reveal any information deliberately recorded in it. Anyone who takes even a moment to examine the light (a free action) can read the entire body of work, regardless of length, damage to the text or language barriers - the observer does not even need to be able to read. Even erased text can be read.

If information is recorded with a magical protection that prevents detection or understanding, the caster may make a Magic Skill Check against the Magic Skill Defence of the caster to determine if the information can be detected or understood.

Once absorbed, the information can be retained as reading any other book can, and for a period of 1 hour after reading, the information remains especially clear. During this time, any creature making a knowledge check on a topic relevant to the written work receives a +2 circumstance bonus to the check, with +1 increase every 4 caster levels.

This ability may be used on objects with no visible writing, in order to reveal hidden messages. The light can allow a person to read a magical scroll, but does not necessarily allow them to cast or copy it. Observing the light does not trigger magical effects that occur in response to an object being read.

## Shining Arsenal (light)

You may place a glow on a weapon, a piece of armor or a shield. When placed on a weapon, it does full damage to incorporeal creatures. If placed on a shield or piece of armor, you may apply its full bonus to AC against the melee attacks of incorporeal creatures.

In addition, you can use this ability to duplicate the effect of any single metal or material, chosen when this ability is used. The glowing object does not gain the material properties of the material, but creatures vulnerable to the material you have selected are vulnerable to a weapon made of the material as well.

## Solar Strike

When you hit a creature with an attack, you may use a swift action to make it glow. As part of this action, you may spend a spell point to make the creature glow brightly instead.

# Feats

## Afterglow

**Prerequisites:** Light sphere.

**Benefits:** When you affect a creature with a positive energy ability (such as with Channel Energy, Fervor, Lay on Hands, or most Life sphere abilities), you may cause them to glow. You must spend a separate action to cause them to glow brightly.

## Crimson Flash

**Prerequisites:** Light sphere.

**Benefits:** During combat, as a swift action, you may spend a spell point to expel a blast of light seen only by one ally that can see you who has not yet acted in combat. That ally may use your current initiative in place of their own as if they had rolled it. If used during a surprise round, that ally is no longer surprised.

## Lightsong

**Prerequisites:** Bardic Performance class ability, Light sphere.

**Benefits:** When you use your inspiring song class ability, you may cause your allies to glow. You may control which of your allies glow and may change which allies are glowing whenever you maintain your song, but you may not cause this glow to glow brightly.

When you start your performance, you may choose a (light) talent you possess that can be applied to a glow that is not bright, and apply it to your glowing allies.

# Credits

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