

Spheres Apocrypha:

Nature

Talents:

Fire





Nature Talents: Fire

Basic Talents

Dragonlung (fire)

Gain a breath weapon. This breath weapon is either a 60-ft line or a 30-ft. cone as chosen at the time it is gained. The breath weapon deals 1d8 fire damage per 2 caster levels, and allows a Reflex save for half damage. The caster uses this breath weapon as a standard action, but must wait at least 1d4 rounds between uses.

Firelord (fire)

When using create fire, you may count your caster level as 5 higher for the purposes of determining the size category of magical fire you can create.

Reflash (fire)

If a non-magical fire within range would become extinguished (through magical or mundane means), you may spend a spell point as an immediate action cause the fire to relight in a 15 ft. radius burst of flame dealing fire damage equal to the largest sized fire you can create. This can be used to re-ignite a character who has caught on fire and extinguished the flames. A successful Reflex save halves the damage and negates catching fire.

Ride the Flames (fire, spirit)

You may use heat waves to push yourself upward, granting a fly speed of 15 ft. + 5 ft. per 5 caster levels, with a maneuverability of clumsy for as long as you concentrate, or for 1 minute per caster level if you spend a spell point. This fly speed only functions on your turn (requiring you to spend separate actions for

movement). If you are not on a surface that can support you on the end of your turn, you glide safely to the ground, at a speed of 60 ft. per round, taking no falling damage. Anyone using ride the flames cannot use its fly speed to hover.

Smokewalk (fire, spirit)

You may spend a spell point to gain the ability to walk on fire or smoke for 1 minute per caster level. Fire and its byproducts (such as smoke) become solid to you, allowing you to move over it as if it were normal ground. You may always choose to sink into the fire or smoke if you so desire, in which case you gain concealment (20% miss chance). While under the effects of Smokewalk, you gain fire resistance equal to your caster level, and the ability to see through smoke and breath in smoke harmlessly.

Trail Blaze (fire, geomancing)

As an instantaneous effect, you may spend a spell point as a standard action create a wave of ash, hot air and smoke in 120-ft. line which reveals a safe path to traverse, allowing creatures to ignore difficult terrain within the affected area for a number of rounds equal to 1/2 your caster level (minimum 1). Creatures who are caught in the area of effect when first cast must make a Fortitude save or become exhausted, creatures that make their saves become fatigued instead.

Wreath of Flames (fire, spirit)

When an enemy within your reach targets you with an attack or a combat maneuver, you may as an immediate action cause flames to erupt from your body toward the triggering enemy, causing fire damage equal to your caster level, Reflex save for half.

Table: Expanded Fire Size

Minimum CL	Fire Size*	Damage per Round	Space
25th	Colossal+	8d6	50 ft square
30th	Colossal++	9 d 6	70 ft square
35th	Colossal+++	rod6	100 ft square

Examples*: 2 adjacent Colossal-sized creatures or objects generally fit within a Colossal- fire; 4 adjacent Colossal-sized creatures or objects generally fit within a Colossal++ fire; 8 adjacent Colossal-sized creatures or objects generally fit within a Colossal+++ fire.

Advanced Talents

Phoenix Resurgence (fire, spirit)

Prerequisites: Nature Sphere, Feed on Flames, Fire Wielder, Wreath of Flames, 1st caster level or higher.

In response to gaining the disabled or dying condition, as an instantaneous effect, you may as an immediate action spend 3 spell points to explode into a ball of flame dealing 1d6 fire damage per caster level to all creatures within 10 ft. +5 ft. per 5 caster levels. At the beginning of your next round, you return to life with 0 hit points and a number of temporary hit points equal to your caster level, which remain for 1 hour.

Wildfire (fire)

Requirements: Nature Sphere, Greater Range x2, 5th Caster Level or higher.

When using affect fire, you may spend 3 spell points to send forth a burst of heat that targets everything within a radius of 1000 ft. + 100 ft. per caster level. Creatures and objects caught within the radius of effect are dealt fire damage equal to the largest fire you can create and catch fire (if they are flammable, such as trees or cloth). A successful Reflex save halves the damage and negates catching fire.



Feats

Heat Absorption

Prerequisites: Nature Sphere, Feed on Fire, 1st caster level or higher.

Benefit: When using Feed on Fire, whenever you would take damage from fire, you are instead healed an amount equal to the fire damage dealt, to a maximum amount equal to your caster level. Any healing that would put the caster's hit points over your maximum instead become temporary hit points which last for I hour.

Juminous Flame (Dual Sphere)

Prerequisites: Light sphere, Nature sphere (fire geomancing).

Benefit: Whenever you use the create fire geomancing ability, you may also cause the fire to glow. In addition, you may maintain concentration of any fire geomancy and the bright light of the glow with a single action.

Phoenix Flight

Prerequisites: Nature Sphere, Ride the Flames, 5th caster level or higher.

Benefit: When using Ride the Flames, your fly speed increases by 30 ft. and you may maintain your fly speed outside your turn. In addition, you may use Ride the Flames to hover, provided you possess the required feats or abilities or make the required skill checks.

Credits

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