



Spheres Apocrypha: Pugilists

PUGILISTS

This apocrypha is a collection of new Barroom, Boxing, and Duelist sphere options as well as the Barfighter Striker archetype. This book requires materials found in *Spheres of Might*.

CHARACTER OPTIONS

BARFIGHTER (STRIKER ARCHETYPE)

"The scariest person in the room is the one who finished their drink already. They don't have anything to lose."

Full Glass, Empty Glass: The barfighter must choose the Barroom sphere as a bonus sphere with the first talent she gains from this class. The barfighter cannot possess a drawback which removes the *hard drinker* ability or removes her ability to gain the drunk status or select (drunk) talents. If she already possesses such a drawback, she has to buy it off instead.

In addition, Barroom sphere talents the barfighter possesses count towards her unarmed damage progression.

Fuel for the Fight (Ex): The barfighter can gain tension in the following ways:

- **Drunken Momentum:** Whenever the barfighter would gain the drunk status, she gains 1 tension. The barfighter may gain tension this way even if she already has the drunk status.

This ability replaces the maneuvering momentum tension.

Pub Crawl (Ex): At 1st level, the barfighter gains the following tension technique:

1 Tension

- **Staggering Step:** The barfighter may spend a swift action to increase all movement speeds she possesses by 10, ignores difficult terrain, and may take 5-foot steps in difficult terrain until the beginning of her next turn.

3 Tension

- **Inebriated Maneuver:** The barfighter may spend a swift action to make a combat maneuver check of her choice, rolling twice and taking the higher result. The barfighter does not provoke an attack of opportunity when performing a combat maneuver this way.

This ability replaces the light step and rapid pummel tension techniques but otherwise counts as the light step and rapid pummel tension techniques for the purposes of prerequisites and striker arts.

Blood Alcohol Content (Ex): At 3rd level, the barfighter's passionate love of drinking has granted her inhuman tolerance. The barfighter gains immunity to the sickened condition and cannot gain an addiction towards alcohol. This allows the barfighter to consume any number of alcoholic beverages each day without being sickened after drinking more than 1 plus double her Constitution modifier.

At 9th level, the barfighter gains immunity to all diseases, including natural and supernatural diseases. She also gains immunity to the nauseated condition.

This ability replaces drill knuckle.

Special: If using the Inebriation rules found in *Pathfinder Player Companion: Inner Sea Taverns*, the barfighter is also immune to any penalties from being tipsy, drunk or soused and cannot become passed out no matter how many drinks she consumes.

Revelry (Ex): At 7th level, the barfighter's inebriated heroics slowly become less far fetched. As long as the barfighter has the drunk status, she gains DR $\frac{1}{2}$ against nonlethal damage equal to her barfighter level and a +1 morale bonus on attack and damage rolls. At 12th level, and every 5 levels thereafter, the morale bonus granted by this ability increases by +1.

This ability replaces pummeling punisher.

Drunken Angel's Apotheosis (Ex): At 20th level, the barfighter treats each point of tension she possesses as a separate instance of the drunk status. Whenever the barfighter would expend the drunk status to use a (drunk) talent, she may instead spend 1 point of tension. If the barfighter possesses the punch drunk striker art, she can immediately swap it for another striker art.

In addition, the barfighter may use her hard drinker ability from the Barroom sphere as a free action once per round.

Striker Arts: The barfighter gains exclusive access to the following striker arts:

Barfighter's Favored Weapon: This striker art functions as the favored weapon striker art for all purposes, except if the barfighter selects improvised weapons, she may treat any improvised weapon, not only improvised weapons wielded as light melee weapons, as though it were her unarmed strike for how much damage it deals and striker class features (but not for combat spheres and talents); a weapon used with this talent has its critical multiplier reduced to x2.

This alters the favored weapon striker art.

Learning To Drink: The barfighter gains her choice of one of the following feats as a bonus feat: Drinking Buddy, Drunken God's Blessing, Drunken Sing-Along, Extreme Mood Swings, Hearty Liver, Implacable, Muddled Morals, Read the Room, Tavern Regular*. The barfighter must meet any prerequisites when choosing a feat this way. This striker art can be selected multiple times, each time granting the barfighter another feat of her choice.

These feats were initially published in Pathfinder Campaign Setting: Inner Sea Taverns © 2018, Paizo Inc.; Authors: Kate Baker, Eleanor Ferron, Michelle Jones, Jason Keeley, Luis Loza, Jacob W. Michaels, Joe Pasini, and David N. Ross.

Punch Drunk (requires barfighter 10): Whenever the barfighter would expend the drunk status to use a (drunk) talent, she may instead spend 2 points of tension. The barfighter may only spend tension this way once per round.

BASIC TALENTS

BARROOM SPHERE

STUPORED DROP (DRUNK)

As an immediate action, you fall prone and gain the benefits of the evasion ability until the start of your next turn. At the beginning of your next turn, if you have martial focus, you may stand up as a move action without provoking attacks of opportunity. At 10 base attack bonus, you may use this talent as a free action that can be taken even when it is not your turn and gain improved evasion.

BOXING SPHERE

DIZZYING MAUL (COUNTER)

Whenever you successfully attack with your *counter punch*, you throw the target off balance. If the target attempts to move greater than half its speed during its next turn, the target must succeed at an Acrobatics check with a DC equal to your Boxing sphere DC or fall prone.

In addition, you gain the following new trigger to choose from when you ready a *counter punch*:

- A hostile creature falls prone

DISARMING JAB (COUNTER)

Whenever you successfully attack with your *counter punch*, you can make a disarm attempt against the target as a free action which does not provoke attacks of opportunity. If you successfully disarm the target, you may automatically pick up the item dropped if you have an empty hand, even if you used a weapon to disarm the target.

In addition, you gain the following new triggers to choose from when you ready a *counter punch*:

- A hostile creature uses a consumable item (e.g. a potion, Alchemy sphere *formulae*, etc.)
- A hostile creature activates a magic item (e.g. a wand, spell engine, etc.)

Normal: When you successfully disarm your opponent without using a weapon, you may automatically pick up the item dropped.

PRIZEFIGHTER

When you ready a *counter punch*, you can decide on an additional trigger for your prepared attack.

In addition, you gain the following new triggers to choose from when you ready a *counter punch*:

- A hostile creature fails a saving throw
- A hostile creature attempts a skill check
- A hostile creature expends martial focus
- A hostile creature uses a supernatural ability as a standard action

DUELIST SPHERE

GREATER DISARM

You gain a +1 competence bonus to your disarm combat maneuver checks, as well as to your CMD vs. that maneuver. This bonus increases by +1 for 4 points of base attack bonus you possess. This bonus does not stack with the bonus to this maneuver provided by the Improved or Greater Disarm feats.

Associated Feat: Improved Disarm.

WHISKING DISARM (DISARM)

Whenever you succeed at a disarm attempt against a creature, you may have the disarmed weapon or object land up to 10 feet away from its previous wielder in a direction of your choice. The distance you may have the weapon or object travel before landing increases by 5 feet for every 5 points of base attack bonus you possess.

In addition, creatures you succeed at a disarm attempt against gain the battered condition until the end of your next turn.

Associated Feat: Greater Disarm.

Normal: Disarmed weapons and gear land at the feet of the disarmed creature.

LEGENDARY TALENTS

DISARM NATURAL FEROCITY

Prerequisites: Duelist sphere.

You may perform disarm combat maneuvers against creatures who are not holding a weapon or object.

Whenever you succeed at a disarm combat maneuver check against a creature, instead of disarming a weapon or object held by the target, you may choose to disarm that target's ability to use one natural attack of your choice or the target's ability to make unarmed strikes. The target gains the battered condition until the end of your next turn. As long as the target has the battered condition, the target is treated as though they do not possess the disarmed natural attack or the ability to make unarmed strikes and cannot make attacks or threaten with the chosen weapon.

For the purposes of this ability, unarmed strikes are considered a single weapon, and a creature disarmed of their unarmed strike is unable to make unarmed strikes for as long as they are battered.

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