



Spheres Apocrypha: Racial Martial Talents



Martial Talents

Listed below are a selection of talents with associated feats with racial requirements. While the talents themselves still count as their associated feats, selecting any of the listed talents does not require you to be of any specific race.

In addition, when you wield a torch as a weapon it is considered a club that deals an additional 1d4 fire damage on a successful hit if the torch is lit.

Associated Feat: Fire Hand, Burn! Burn! Burn!.

Athletics Sphere:

Knockdown Tumble (motion)

When you successfully make an Acrobatics check to avoid provoking an attack of opportunity from an opponent when you move through its threatened area or its space, you can expend your martial focus to try to knock them down. The opponent must succeed on a Reflex save or be knocked prone.

Associated Feat: Tangle Feet.

Barrage Sphere:

Shove and Shoot

When you make a barrage special attack action, you may forgo making your first ranged attack and instead make a Bull Rush combat maneuver as a free action against a creature within your natural reach. This does not provoke an attack of opportunity. Your barrage penalty to attack rolls also applies to your CMB with this combat maneuver.

Associated Feat: Stabbing Shot.

Equipment Sphere:

Cavalry Ready

You treat all one- or two-handed melee weapons as if they had the brace special feature.

Associated Feat: Let Them Come.

Goblin Heritage (Discipline)

You gain proficiency with the the brutal bola, dogslicer, garrote, horsechopper, light flail, machete, sap, shortbow, spiked chain, swordbreaker dagger and torch.

Gladiator Sphere:

Punish the Meek

Whenever you use an attack action to deal damage to a creature that is currently demoralized by you, extend the duration of the demoralization by one round.

Associated Feat: Demoralizing Lash.

Vengeful Boast

You may perform a boast as a immediate action even when it is not your turn whenever an ally you can perceive and is within the range of your boasts takes damage from an enemy attack that results in the ally being at or below half their maximum hit points.

Scout Sphere:

Honed Sense

You gain the scent special ability, with a base distance of 30 feet. You receive a +4 bonus on Perception checks to detect creatures with the shaken, frightened, or panicked conditions using scent. You can substitute your Perception skill for Sense Motive skill checks if the subject has one of the previous conditions or is attempting to cover up their fear in some way.

Associated Feat: Sharp Senses, Smell Fear.

Open Hand Sphere:

Aquatic Stalker

You may perform the trip combat maneuver against swimming creatures. If you succeed, instead of making the target prone you make them off-balanced. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it as long as it remains in water. Treat this as if you had made the creature prone for abilities that

depend on knocking down or targetting a prone creature. The off-balanced creature may right itself as a move action that provokes attacks of opportunity.

Associated Feat: Sea Hunter.

Warleader Sphere:

Strategically Distant Examination

When you are benefiting from cover or concealment against at least one opponent and you are not within the threatened area of any opponent, increase morale bonuses granted by your tactics and shouts by 1 for every 10 ranks in Diplomacy you possess (minimum 1) until the start of your next turn.

Associated Feat: Lead from the Back.

Monster Talents

The following talents are designed to add a little extra edge and flexibility to monsters. Since these talents are primarily designed to add depth and options to monsters and NPCs; players looking to take one of the following talents should seek GM approval first.

Dual Wielding Sphere

Multi-Limbed Combat

Prerequisites: Dual Wielding Sphere, two or more offhand attacks.

When making your offhand attacks with the Dual Wielding sphere, you may make an additional off-hand attack with every off-hand weapon or natural attack you possess whose limb is not already engaged in making an attack. For every additional attack take an additional -2 penalty to all your attack rolls. You may forgo making additional attacks with extra limbs to reduce the penalty for fighting like this by 2 (to a minimum of 4).

Associated Feat: Multi-attack, Multiweapon Fighting.

Equipment Sphere

Breath Weapon Specialist

Prerequisites: Breath weapon universal monster ability that deals damage.

You have learned to use your breath weapon in a more refined manner, allowing you to use it as a weapon. The weapon uses the base statistics of a longbow (adjusted for size), except using your breath weapon's distance as a range increment if it's longer, and using your breath weapon's damage type. If the breath weapon deals multiple types of damage choose a single type of damage it inflicts with every shot (you can choose to deal multiple types of physical damage with one shot).

Specific additional effects of the breath weapon don't apply. This weapon has unlimited ammunition and does not provoke attacks of opportunity to reload. Otherwise it functions as a regular weapon and can be used in conjunction with talents and feats that depend on one. When used this way, creatures hit by the breath weapon don't get a save for half damage. At the time of selecting this talent you can choose if your weapon is considered a thrown weapon or not.

You can select this talent twice to allow the weapon to target touch AC.

Alternate Racial Traits

Goblin - Pyromania Specialist

Most goblins have an affinity for burning things down, a few specialize in it to the point of mania. They gain the Goblin Heritage Equipment talent as a bonus talent at 1st level. This replaces skilled.

Kobold - Instinctual Trapper

All kobolds must deal with the reality that they are vulnerable to attack by much stronger creatures, but the especially vulnerable kobolds compensate by not fighting fair. They gain the Trap sphere, and one talent of their choice from the Trap sphere as a bonus talents at 1st level. This replaces armor.

Merfolk - Underwater Warrior

While all merfolk are adept at underwater working environments for underwater living, it surprises landwalkers that those same tools make some merfolk quite adept at underwater combat as well. They gain the Peasant Training Equipment talent as a bonus talent at 1st level. This replaces low-light vision.

Credits

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