

Spheres Apocrypha: Tandem Talents





TANDEM TALENTS

TALENTS

ADVISORY SCOUT (SCOUT)

You may *scout* a creature as a standard action, simultaneously *scouting* the creature and informing your allies of what you found. Allies within 60 feet that can hear you or otherwise communicate with you gain the benefits of your *scout* ability against the *scouted* creature for 1 round, plus 1 additional round per 4 ranks in Perception.

COMBAT HUSTLE (SCOUNDREL)

So long as you have martial focus, when you attempt a dirty trick or steal combat maneuver against an enemy threatened by at least 1 ally, you gain a +2 circumstance bonus for each ally threatening that enemy. This does not provoke attacks of opportunity.

COOPERATIVE CLOTHESLINE (OPEN HAND)

Whenever you fail a trip combat maneuver against an enemy threatened by an ally, as an immediate action the ally may attempt a trip attempt against the enemy. This does not provoke attacks of opportunity.

DESPERATE DIVE (ATHLETICS)

When you would attempt a Reflex save that would affect both you and an adjacent ally, you can expend your martial focus to take the result of your die roll or that of your ally. If you take your ally's result, you are knocked prone (or staggered on your next turn, if you are already prone or cannot be knocked prone).

Associated Feat: Duck and Cover.

DESTABILIZING CHARGE (BRUTE)

When you perform a charge and successfully hit a creature, the creature loses their Dexterity bonus to their AC against the next attack roll made against them before the end of your next turn.

Associated Feat: Distracting Charge.

IMPROVED SMELLING SALTS (ALCHEMY)

Craft DC: 20

You create a bottle of smelling salts that becomes incredible odorous when exposed to open air. This bottle can be thrown as a ranged touch attack with a range increment of 10 feet. Creatures within a 10-foot radius burst of the point of contact immediately wake up, even if the creature is unconscious due to being below o hit points. This means that a dying creature can be made conscious again, although the creature is still dying and disabled, meaning that the creature must still make stabilization checks, and becomes unconscious again if they perform a strenuous action, unless they stabilize themselves. If a creature would be asleep due to magical means, you must succeed a magical skill check (using your ranks in Craft (alchemy) instead of MSB) against the sleep effect's MSD for this formulae to have effect. Additionally, creatures within the radius gain a +4 bonus on saving throws against sleep effects for 1 minute. You can increase the Craft DC for this item in increments of 10; each time you do so, the radius increases by 10 feet and the bonus on saving throws against sleep effects increases by 2.

MOTIVATIONAL AUDIENCE (GLADIATOR)

As long as you have martial focus, whenever an ally that can see you or hear you within 60 ft. would perform an action that would allow you to *boast* (such as confirming a critical hit, reducing an enemy to 0 or fewer hit points, etc.), you may expend your martial focus to *boast* as an immediate action, treating it as if you had performed the action.

REASSURING IMPOSITION (SHIELD)

Allies who are adjacent to you gain a bonus to concentration checks equal to your shield bonus to AC plus your active defense bonus. Additionally, if an adjacent ally would incur penalties to concentration checks from the Disruptive feat or a similar ability, the increase to DC is halved.

Associated Feat: Shielded Caster.

TANDEM DISARM (DUELIST)

Whenever you would fail a disarm combat maneuver check against a creature that is being threatened by an ally, as an immediate action, your ally can attempt a disarm attempt against that foe. This does not provoke attacks of opportunity.

Associated Feat: Disarm Partner.

FEATS

VAPORIZED FORMULAE

Prerequisites: Alchemy sphere ((formulae) package).

Benefit: You can increase the Craft DC of a formulae by 10 to turn the formulae from a liquid to a gaseous state. A vaporized formulae that would require a Reflex save instead requires a Fortitude save, otherwise functioning as the original formulae.

A formulae talent that can only be used on a single target (such as Panacea and Salve) can also be vaporized, allowing it to be thrown as a ranged touch attack with a range increment of 10 feet. Creatures within a 5-foot radius burst of the point of contact gain the benefits of the chosen formulae.

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