



# *Spheres Apocrypha: Tricks and Traps*





# TRICKS AND TRAPS

## TRAP SPHERE BASIC TALENTS

### AERIAL TRIGGER

You can give your traps a trigger that extends to the air to affect flying creatures. Creatures up to 10 feet per rank in Craft (traps) over the area occupied by your traps can trigger them as normal.

If your trap would knock the flying creature prone, it is instead battered until the end of its next turn. If your trap entangles the flying creature and prevents it from moving from the triggering square, it is pulled harmlessly to the triggering square.

### AIMED DART

Increase the range of your *dart* traps to medium (100 feet + 10 feet per rank of Craft (traps) you possess). In addition, you may augment your *darts* with one Sniper sphere (snipe) talent you possess.

### BAMBOOZLING TRAP (SNARE)

A creature that fails its Reflex save to avoid this *snare* is treated as if it was successfully affected by a feint. This counts as you performing the feint for the purposes of Fencing sphere talents that depend on feinting a target. Non-humanoids with an Intelligence score of 1 or 2 get a +4 bonus to Reflex saves against this trap and mindless creatures are still immune. If you possess the Unlikely Feint Fencing sphere talent, reduce the bonus to saves non-humanoids with an Intelligence score of 1 or 2 get to their saves to +2 and mindless creatures are vulnerable to this trap but gain a +4 bonus to their Reflex save.

### BEAR TRAP (SNARE)

A creature that fails its Reflex save to avoid this *snare* may not move from its current location unless it succeeds on a Strength or Escape Artist check against the trap's DC or destroys the trap via damage. The affected creature also takes 1 bleed damage for every 8 ranks in Craft (traps) you possess (minimum 1). Treat this as an attack action performed by you for the purposes of Duelist sphere talents, such as dealing extra bleed damage, or determining which creatures are affected by this bleed (including (bleed) talents when applicable).

### BRUTAL TRAPS (SNARE)

A creature that fails its Reflex save to avoid this *snare* is subject to a bull rush as if the trap successfully beat their CMD by 1 +1 for every 2 ranks in Craft (traps) you possess. This counts as you performing the bull rush as a standard action for the purposes of Brute sphere abilities (a trap deals 1d4 damage with a Strength bonus of +0 for talents such as Smash). Creatures targeted by this trap get a +1 circumstance bonus on their saving throw for each size category they are larger than Medium.

### CROWD PLEASER

Whenever an enemy triggers one of your placed traps within your line of sight, you may make an Intimidate check to demoralize them as an immediate action. If you possess the Gladiator sphere, you may perform a *boast* instead as a free action that may be taken even when it is not your turn.

### DIRTY TRAPS

You may expend martial focus as an immediate action in order to place a Trap sphere trap in a viable square as part of a steal or dirty trick combat maneuver. You must be able to create the trap as part of the same action required to perform the maneuver in question and must still succeed on the check DC to set it up.

### DISARMING TRAPS (SNARE)

A creature that fails its Reflex save to avoid this *snare* is subject to a disarm maneuver as if the trap successfully beat their CMD. This counts as you performing the disarm maneuver for the purposes of Duelist sphere abilities that depend on you triggering the disarm. Creatures targeted by this trap get a +1 circumstance bonus on their saving throw for each size category they are larger than Medium.

### REMOTE TRIGGER

If you select the remote trigger talent a second time, you may trigger your trap from medium range of your trap (100 feet + 10 feet per rank in Craft (trap)), and without requiring a creature to enter the area of effect for your trap. Lastly you may set your trap to trigger on a timer after a set amount of time after it is placed (but no longer than its base duration). If the trap can activate multiple times, you can set the time for each activation individually.



## SNEAKY TRAPPER

You know how to place traps in a discreet manner. When a creature has line of sight to and is within 30 feet of a trap you are placing, you may perform a Sleight of Hand check with a DC equal to 11 + the observer's Perception modifier in order to place it without automatically making the observer's aware of the trap's existence, or granting them bonuses to locate or avoid the trap. If there are multiple observers within 30 feet, use the highest DC among them. If there are no creatures within 30 feet of the trap, you automatically succeed on this check.

## STOP DROP AND CONTROL

You can place a trap as part of a withdraw action. The trap must be one that requires no more than a standard action to place, and must be placed in an unoccupied space you moved through. You do not provoke any attacks of opportunity when placing this trap.

## TERRAIN TRAP (SNARE)

When a creature fails its Reflex save to avoid this *snare*, the *snare* creates an area of difficult terrain in a 10-foot + 5 feet per 5 ranks in Craft (trap) radius centered on one corner of one of the squares it occupies, as determined when this *snare* is set. You can choose to create such an effect even without creating a trap (treating this as a trap that's immediately triggered).

When creating such a *snare* you can choose to have this area of difficult terrain also be filled with caltrops, pressurized spikes, or other such hazards. Creatures which enter or end their turn in the area suffer 1d6 damage +1d6 damage per 6 ranks in Craft (trap) (Reflex half). Creatures who remain in the area suffer damage once per round at the end of your subsequent turns. You and allies you warn of this trap get a +5 to Reflex saves to avoid its effects as normal. If you have the Aerial Trigger talent this area of terrain extends into the air as well, and flying creatures must still pass a Fly check (DC 15 + caster level) or be forced to fly at half speed while over the area, and must make Reflex saves to avoid taking the damage. This area of difficult terrain dissipates after one minute.

## TRAP LAUNCHER

You're capable of setting traps at a distance. When placing a trap with a creation time of a standard action or less, you may increase the DC to create the trap by 10 in order to place the trap within the first range increment of a ranged weapon you are wielding. This is considered a ranged attack and as such provokes attacks of opportunity and is subject to conditions that affect ranged attacks (such as wind).

If you possess the Sniper sphere, treat this talent as a (snipe) talent that allows you to shoot your traps directly at creatures. As part of a *deadly shot*, you create a *snare* trap that requires a standard action or less to create and fire it (this ignores the limitation of placing traps only within the first range increment of the weapon). A creature hit by the attack makes a Reflex save as normal to prevent triggering the *snare*, as if the *snare* trap originated from their square. As the trap is never set, creatures do not gain any bonus to AC or saves for seeing you set the

trap. If a trap would usually activate multiple times, it only activates once. If the attack misses, the trap is destroyed.

## TRAPPED SHIELD

You may place Trap sphere *dart* traps onto any shield (except a buckler) you're wielding using a normal placement action. Whenever you are missed by a melee attack, you may trigger the trap as an immediate action, making the trap's attack against the attacking creature. If you possess the Shield sphere, you may instead trigger the trap as a (deflect) ability.

## TRICKY TRAPS (SNARE)

A creature that fails its Reflex save to avoid this *snare* is subject to a dirty trick maneuver as if the trap successfully beat their CMD. This counts as you performing the dirty trick for the purposes of Scoundrel sphere abilities that depend on you triggering the dirty trick. Creatures targeted by this trap get a +1 circumstance bonus on their saving throw for each size category they are larger than Medium.

# TRAP SPHERE LEGENDARY TALENTS

## ALL PART OF THE PLAN

**Prerequisites:** 5 Ranks in Craft (traps), Rapid Placement.

Your ability to place traps is so speedy, some would say there is no logical point in time when you could have ever set the trap in the first place!

Whenever a creature that is flat-footed or denied its Dexterity bonus to AC moves into an unoccupied square within close range (25 feet + 5 feet per 2 ranks of Craft (traps) you possess) you may expend martial focus as an immediate action to treat that space as if it was a *dart* or tripwire *snare* unmodified by any Trap sphere talents you had set up previously. This must have been a trap you could setup as a single full-round action, and you must still succeed on the skill check to place it there successfully. If the creature has the ability to notice the presence of traps without actively searching (such as with the Heightened Awareness talent or See Hazard *sense*), they get to make a free Perception check against the DC to spot the trap, and if they succeed, do not trigger the trap.

You may take this talent a second time when you possess 10 ranks in Craft (traps), to be able to apply alchemical, magical, and technological items, as well as other *dart* or *snare* types you know, as part of the trap (you must still possess the ability and resources to do so).

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