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Pathfinder armorist guide

How to Build a Spherecaster Looking for Help Building Your First Spherecaster? You're in the right place. This page will go through the process of creating a Spherecaster, with an emphasis on when and where to choose each part of your character. Note that this page assumes that you know how to build a character in the normal system. If this is the first character you've ever made, ask your GM to guide you through the process. Step one: Read using Spheres of Power page This page introduces the mechanics of spheres of power and is the very first thing you should read if you want to build a Spherecaster. There you will get the definitions for many of the terms you see on this site - as well as information about how they differ from the basic system for creating characters. This includes important things like how you can spend the magic talents (i.e. spells) you get, how to calculate your kickest and how to calculate your number of Spell Points (i.e. your daily resource pool). Be sure to doublecheck your character against this page when you're done. This will help ensure that all your numbers are correct. Step two: Choose a class and theme Before you start building a character, it's important to have a clear idea of what kind of character you actually want to do. Spheres of Power is a flexible system and enables a wide variety of concepts, so focus on what you want to play instead of what you think a given class expects. If you're not sure where to start, tell yourself it would be cool if I could... and walk away. You can also watch characters from TV shows, in books or movies, in video games, or from any other source that inspires you. As part of this, you might want to go through the Character Roles page and select one or two roles that you want to fulfill. If you are familiar with Paizo classes, archetypes are available to convert almost all of them to Spherecasting rules, and it may be a good place to start. If you want to build your character with a Spherecasting class instead, here's a brief introduction to the new classes, sorted by their strength as linkers. Note that a character's Base Attack Bonus in Spheres of Power is generally converted to their Caster Level – Low Casters are High BAB classes, Mid Casters are Mid BAB, and High Casters are Low BAB. This means Mid Casters will generally be more accurate with varied attacks (as from the Destruction realm) than High Casters, but the effects won't be quite as powerful. Exceptions to this setting exist, but they are quite rare. Low Casters Description Armorer The Armorer is a Low Casting class that focuses on calling magical weapons and armor to fit the task at hand. This is the most belligeable class introduced by Spheres of Power, and perfect for anyone who wants to be a warrior with who uses magic to support themselves. Mageknight The Mageknight is a low casting class that is, essentially, a Magic In addition to having natural resilience Magic Effects, Mageknights can learn different forms of Mystic Combat that let them spend their Spell Points on martial effects. This is a good choice if you want more of a 'classic' magical warrior feeling. Between casters' description Elemental Elemental is a Mid Casting class that focuses on manipulating one or more elements. Note that this may contain unusual elements like Negative Energy, Force, or even the three physical elements (Slashing, Bludgeoning, and Piercing) if you are so prone. They specialize in the use of the Destruction sphere, and are a good choice if you want to play a deleted damage dealer. Eliciter The Eliciter is a Mid Casting class that focuses on the use of the Hemisphere of Mind to dominate enemies and bend them to your will. If you want to focus on getting other people to do the work for you – or playing a Dipncer that excels at bluffing, scaring or sweet-talking people in things – this is the class for you. Hedgewitch The Hedgewitch is a flexible Mid Caster built around Paths - thematic ways to use the powers they have. Each of these Paths offers a number of powers and benefits, and they can be matched together to create a uniquely talented individual. This makes Hedgewitch a great option for players who want to splash in a bit of everything. Shifter The Shifter is a Mid Casting class that focuses on using the Alteration Sphere. As natural shapeshifters, they are better at taking different forms – and can do more with these forms – than anyone else. This is the class to play if you don't want to be stuck in your own skin all the time. Symbiat The Symbiat is a Mid Casting class possessed by a spirit that gives them control over the Mind and Telekinesis spheres. They're not quite as good at mental manipulation as Eliciter are, but their ability to influence the physical world makes up for this. Symbiats make excellent leaders of groups thanks to a variety of abilities in battlefield control, and ultimately work best when they have the chance to support others. Wraith Wraith is a Mid Casting class that excels in a variety of areas thanks to its choice of a Haunt Path. It's not as much of a generalist as Hedgewitch, but the Wraiths can successfully take almost any role in the party. Each Wraith gains additional flexibility through the choice of Wraith Haunts, which are supernatural abilities with a lot of potential effects. High Casters Description Fey Adept The Fey Adept is a High Caster specializing in Illusion Sphere. In addition to making it easier to use such magic, Fey Adepts can use his Shadowstuff skills to imitate other forces. This is a good choice if you like to be creative with your abilities. Incanter The Incanter is a High Caster that is not so much a class as a toolbox to build your own class. Instead of receiving class abilities, Incanter simply gets more Magic Talents than anyone else - as well as lots of bonus exploits can be spent on even more Magical Talents, Extra Spell Spell or other casting-based exploits. They can also trade some of their exploits to specialize in certain Spheres or pick up useful class abilities. This makes it the optimal choice if you want to play a pure Caster character, or if you have an idea and nothing else is fully capable of supporting it. Soul Weaver The Soul Weaver is an expert in the use of life and death, with particular emphasis on calling and strengthening the spirits of the dead. They also have access to Channel Energy power (like traditional clergy), and if controlling the undead isn't really your thing, the dual channeler archetype turns them into channelsystem specialists. Thaumaturge Thaumaturge is an unusual class for Spherecasting – they are dedicated specialists who don't know as many magical talents, but plenty for this with the ability to improve what they focus on and break the usual boundaries. They are also the only High Caster class that receives medium-BAB progression, making them measurably more accurate if they need to target their enemies. As with Paizo's classes, spheres of power classes have a number of archetypes that can further specialize the characters in certain ways. Be sure to take a look at these options before choosing a class, as they can match your idea better. Also remember that Caster Level stacks in Spheres of Power. This means that you can multiclass and your Caster Level will continue to grow (rather than being separate, and lower, for each class). Step three: Decide which spheres to use each Spherecaster gets two Magic Talents (spells known) the first time they get the Casting Class feature. For most classes (including all Spherecasting classes described above), this means Level 1, and these Talents are in addition to any bonus Talents that your class gives you and any Talents from levels. Most characters will thus have between two and four Magic Talents at this time, some of which can already be spent. You'll need to spend a Magic Talent to access basic abilities for any Sphere you don't already possess, and an additional Talent for every additional ability from that Realm. Many of Sphere's new classes specialize in using one or more Spheres, but that doesn't mean you're stuck with those choices. Any Spherecaster can learn from the Spheres. There are just a few important things to consider when deciding on your options. Some abilities are not meaningfully affected by Caster Level. For example, many of the Life Sphere's choices have effects that are the same no matter what level you are. In general, Low Casters do better with caster level abilities that work on themselves and/or their allies instead of enemies. Having a lower Caster Level also means lower Save DC's, so it becomes much harder to land something that's meant to affect the enemy. Mid Casters are better off on this – and several of them get full progression in a particular Sphere. The elementalists get full Caster Level Level in Destruction, as if they were a High Caster instead of a Mid Caster. Any other spheres an

Elementalist learns will not receive this benefit, but they are not necessarily weaker than a High Caster just because they are more accurate. The increased risk of landing attacks means they may actually be stronger in that area. There are ways to improve your Caster level above your 'base' limit, so even Low Casters aren't necessarily as limited as they can look at first. Some ways to do this are: Using an Implement/Personal (see 'What about Equipment?', below), which brings an Improvement Bonus to caster level for 1 or more Spheres With Energy Specialization feat, which brings a +2 insight bonus to caster level for a group of Destructive Blast types (i.e. + 1d6 damage, or +2d6 when you spend a spell point to do more) With focused Blast Type Group feat, which increases your Caster Level by up to +5 for a themed group of Destructive Blasts (but no higher than your Hit Dice, making it most useful for Low Casters and Higher Level Mid Casters) With the mandated abilities of boon (see next step), which gives a +1 bonus to Caster Level when you're low on the spell , or a +2 bonus when you're completely out most Sphercasters don't have enough Magic Talents to dive into too many different Spheres. It is important to consider what kinds of forces your character would actually use regularly. If something seems too situational, it may be better to get the power as a consumable (potion, scroll, etc.) instead of spending a Talent on it. As a good rule of thumb, your first character should focus probably on just three or four spheres. Keep in mind that Advanced Talents are not normally available. You must have explicit GM permission to select one of these options. To make things easier, here's a table that introduces each of the spheres. Table: Sphere Introductions Sphere/Talent Type Overview of the Sphere's Talents Core1 Alteration Alteration focuses on physical transformations, allowing characters to grow new body parts, adjust their size and generally become what they need. Although Alteration talents are not separated by category, they largely fall into Transformation talents (which provide new forms and traits) and general talents (which support transformation). Yes Bear The Bear sphere was released for April Fool's 2019, but is a fully functional Sphere in itself. This flexible sphere is slightly better for martial characters. No Bearcharacteristic Talents Bearcharacteristics provide additional effects when channeling the primary power of Bear Spirit. The No Blood The Blood sphere focuses on dealing with bleeding injuries and creating a magical link that allows you to control your opponent's blood in different ways. It focuses on debuffs, but also has some positive effects. No Quicken Talents Quicken talents increase the power of blood, with effects like increased bleeding injuries. They can't stack up with still talent. Still Still Still, talents slow down the blood and weaken its effects, limit bleeding injuries or prevent the enemy from exercising all its power. No Conjunction Conjunction focuses on calling one or more companions. Each companion scales in growth based on the user's caster level (with some limits on what can accelerate their growth), but they require form talents to really develop new skills. Yes Form Talents Form Talents brings benefits to a summoned companion. These cover a wide range of choices, from additional limbs to adaptation-based powers and equipment. Yes Type Talents Type Talents is a special version of Form Talents, but has a bigger impact. Each companion can only benefit from one Type Talent, although many can be taken more than once for extra effects. No Creation Creation focuses on conjure up lifeless objects, with talents that expand the types of materials that can be created. Unlike most spheres, magic spell is point-intensive apart from Alter talents (below), the basics that allow you to damage and repair objects. Yes Alter Talents Alter talents focus on manipulating existing objects, primarily in the form of healing/damaging them, changing their materials, or changing their shape. Yes Dark Dark talents focus on manipulation of shadows and darkness. The basic talent includes the creation of a sphere of darkness, with later talents that enable things like moving the area of darkness or blocking the effects of the doubt. Yes Blot Talents Blots are two-dimensional pools of darkness. Unlike most dark-based effects, they do not change lighting levels. Instead, they can deliver negative effects or create aisles. No Meld Talents Meld talents allow a goal to interact with created areas of darkness in specific ways, such as by granting rapid healing or immunity to the negative effects of your dark areas. Yes Shadow Talents Shadow talents directly manipulate the target's shadow, allowing for effects like dazzling a target or hiding objects inside your shadow. No Death Death talents focus on reviving dead bodies and using negative energy to inflict conditions on enemies. Most of the untagged talents in this sphere improve the power of regeneration. Yes Ghost Strike Talents Ghost Strike talents provide alternative effects for the basic Ghost Strike ability, allowing you to choose the power that is most suitable for a given situation. Note that Ghost Strike talents do not stack - you can only use one at a time. Yes Destruction By the name suggests, destruction is all about harming your enemies. The basic talent is a scaling varied touch attack. Yes Blast Shape Talents Blast Shape talents allow you to change the area of your Destructive Blast goal. For example, you can make the ricochet between multiple targets, blow up a cone-shaped area, or create an explosive orb. Yes Blast Type Talents Blast Type Talents The kind of damage you do with destructive blasts. This can let you turn the basic bludgeoning damage into fire, fire, negative energy, and so on - often with an additional effect. Yes Divination Divination is all about revealing information by magic means. If you use Diviner's Handbook, knowing other spheres gives you additional ways to divining for information without additional investment. Yes Divine talents Divine talents allow you to gather information in new ways – the exact method of doing so is specific to each talent. Yes Sense Talents Sense talents give you a new feel for a longer period of time. This can be used to let you read magic, avoid being flanked, discover scrying, and so on. Yes Enhancement Enhancement focuses on giving an effect to goals you touch. The basic ability allows you to magically improve your equipment. Yes Improving talentS Improving talent provides new ways to influence goals. While most of these are positive (creating animated objects, making weapons sharper, etc.), there are also negative ways to improve goals (making toxins deal with acid damage, punishing rolls, and so on). Yes Fallen Fey The Fallen Fey sphere allows you to get various fey blessings that grant bonuses or new abilities. The No Fate The Fate sphere focuses on luck and customization, allowing you to manipulate them and make things more likely to go your way. The basic talents include a minor bonus to all allies and a protective barrier against attacks and effects from an opposite alignment. Yes Inauguration Talents Inauguration talents affect a 20-foot radius around you with special rules that you impose. Yes Motive Talents Motif talents offer a long-term benefit that can be sacrificed for a greater impact on fate. No Word Talents Word talents allow you to influence a single creature in close range with a positive or negative effect. Yes Illusion Illusion focuses on creating things that are not real. These can be as simple as smaller tricks, or more complex fakes designed to hide you and fool your enemies. Yes Figment Talents Figments are illusions applied to an area and become transparent when distrust. Yes3 Glamer Talents Glamers glamers are illusions applied to a creature or object. Castern and the receiver can see through them. Yes3 Illusion Talents Illusion talents provide new ways for you to use your illusions, for example by influencing new minds or covering a wider area. Many former Illusion talents were errata'd in other categories. Yes Sensory talents Sensory talents modify other illusions by changing the senses that may be affected. This may make them more difficult for others to notice or disbelieve. Yes3 Shadow Talents Shadow talents create illusions that are partly real even if distrust. No Suppression Talents Suppression talents destroy minds or prevent them from functioning. Most of these are Advanced Talents. The Yes3 Life The Life sphere focuses on healing point damage and hardening conditions. Additional talents improve the amount done and allow a caster to cure additional effects. (Tip: Get Revitalize) Yes Vitality Talents Talents talents provide a minor blessing when a goal is influenced by a life-realm capability. No Light The Light sphere focuses on lighting and the many things that can be done with it, from controlling the areas to be lit to creating stylish, artistic designs. Yes Lens Talents Lens talents change the way light interacts with a target, allowing for things like better aiming for varied attacks or immunity to negative effects in bright areas. No Light Talents Light talents provide additional effects for the basic glow ability of the Light sphere. Yes Nimbus Talent's Nimbus talents affect the area your light touches, allowing for more accurate control of its effects. Yes Mind The Mind sphere allows you to adjust a creature's mental state, from sweet-talking it to doing what you want to interfere with its ability to cast spells. Yes Charm Talents Charm talents provide new ways to influence a target's mind. Yes Cloud Talents Cloud talents create an area that affects everyone who enters it. These are usually more subtle than Charm's talents, and can go completely unnoticed. No nature natural sphere focuses on the manipulation of the natural world in specific ways – and often requires the right type of natural material to be present. The Geomancing packages give you basic control over Earth, Fire, Metal, Plantlife, and Water, each of which has its own associated talents. (Air and Metal are not Core.) Yes Spirit Talents While most talents in the Nature sphere provide additional ways to manipulate an element, Spirit talents allow you to adapt with nature and gain benefits like the ability to speak to animals or absorb energy from the fire. Yes Protection The Protection sphere is focused on defense, allowing you to increase AC bonuses, ward off elementary damage, and generally survive what your opponents throw at you. Yes Aegis Talents Aegis talents provide a long-lasting defensive bonus. They do stack (except with themselves), so a character can take advantage of multiple defenses. Yes Succor Talents Succor talents can be used as an immediate measure by sacrificing an aegis. Yes2 Ward Talents Ward talents allow you to create a protective barrier that blocks effects across a wide area. Yes Technomancy The Technomancy Realm is a 3PP release, and therefore not official material. It focuses on exercising magical control over technical objects (such as golems or futuristic weapons). No Telekinesis The telechinese sphere focuses on manipulating objects - and humans - from afar. With the right talents, this is an extremely flexible sphere that allows for everything from diverting varied attacks to remotely picking locks (or deliberately setting traps). The Yes Time The Time sphere focuses on changing and adjusting the time, to the benefit or disadvantage of the person affected by it. The normal talents improve the function of basic abilities. Yes Time Talents Time talents provide new ways to influence time on a goal, including changing the age of the subject or eject them from time itself. Yes War The war sphere is about influencing the battlefield. While most of these give positive effects to allies – especially warriors – some of them can punish enemies. Yes Mandate Talents Mandate link two allies together, giving a bonus to one when the other accomplishes a particular task. No Momentum Talents Momentum talents create a pool of points that any ally can draw from activating useful effects. No Rally talents Rally talents can be used as an immediate action by a caster to adjust the battlefield, for example by redirecting damage or allowing an ally to rerole an attack. Yes Totem Talents Totems create an effect over a wide radius. Most are stuck in position (unless you learn to move them), but you can fix multiple totems that quickly stack benefits for your allies. Yes Warp The Warp sphere focuses on teleportation, allowing the caster and their allies to reach areas that might otherwise be out of reach. Yes Space Talents Space talents affect an area of space rather than the warping target, allowing for things like hiding objects in an extradimensional storage or limiting others from using planar travel. Yes Weather Weather sphere allows you to change wind, temperature, and / or precipitation of a wide area. Unlike most spheres, the Weather Sphere is slow to activate and can be difficult to use in the first levels, but it can be extremely potent at higher levels. Yes Mantel Talents Mantles are long lasting effects that change based on the weather, and creatures can simultaneously take advantage of all the mantle effects you have. No Shroud Talents Shrouds are focused, localized weather effects that allow linkers to gain the benefits of this sphere without having to affect a wide area. No. 1: This does not mean that all talents of a certain type are from the core book. It just means that the core rulebook has talents of this type. 2: Succor talents are not in the ledger. Abjurer's Handbook errata'd several abilities in the core book to have this descriptor. 3: These descriptors were not in the ledger. Trickster's Handbook errata'd some core talents to have these descriptors. If you want a guide to which abilities are most useful, check out Orrery (this guide is not created or maintained by spheres of power wiki). Step four: Choose Some Drawbacks (Optional) Cons are an important part of the Spheres of Power system – I know, I know, intentionally limiting your character seems a bit strange at first. Believe me, but this is actually going to make your character better... if your GM allows this system, at least, as this is an optional (albeit encouraged) rule rather than a core component of the system. Disadvantages come in two major forms. The first form is general disadvantages, which apply to your character as a whole. For example, if you wanted to recreate the classic feeling of spellcasting in Pathfinder Roleplaying Game, you might decide that your character needs to and gesture to activate their magic. To impose these limits on your character, you would opt for verbal casting and somatic casting cons from the list. Now that you've done that, you'll have to decide what benefits you get. Normally, the General Cons selection gives your character a certain number of extra Spell Points – but you can also choose from a list of useful boons if you'd rather have them. Each Boon costs 2 General Cons, and you no longer get the Spell Points bonus if you take a Boon instead. This system allows for a variety of possible character designs, and with your GM state, you are free to come up with whatever kind of casting tradition you want. You can also choose from the list of traditions that have been left – or choose none at all if it suits your concept better. General Cons are not required, but they help. Note that these must be selected when creating characters. The second form of disadvantage is the sphere-specific disadvantage. These are real limitations of what you can do with a given Sphere, often limiting who you can influence with them or what other Talents you can choose. In return for these limitations, however, each Sphere-Specific Disadvantage gives you a bonus Magic Talent for the Realm. These Cons are selected for a Sphere when you first access it, and they are not permanent – you can buy back the downside at a later date by spending a Magic Talent. Now, for example, let's say you play a Shifter (specializing in Alteration Sphere), and you decide you want an extra Talent to open up your options. Looking down at the list, you spy the lycanthropic downside, which limits you to transforming yourself. This isn't a problem for you – you weren't really meant to transform your teammates anyway – so you take that downside and take the extra talent you wanted. Easy, isn't it? If you're willing to accept the limits, you can literally double the number of Talents you have access to on the first level by taking Sphere-specific drawbacks. As with general drawbacks, but these are completely optional – you can have as few or as many as you want (as long as they're all compatible with each other, of course). Step five: Fill in your character sheet Now that you've selected your options, it's time to actually fill in your sheet and build your character as you normally would. Do it in this order: Race Ability Score Feats Skill Points Values (Save Throws, Attack Modifiers, Number of Spell Points, etc.) When you're done, your sheet should look something like this sample character, and you're ready to play. If you plan to play online (say, on Paizo's official forum), you can use this profile template to easily format your character sheet. How's Equipment? If you start your game at 1st Level, then you will not have cash for many of the new items (magical and everyday) introduced with this system. That said, you'll do well to look over Armor, Special Materials, and Magical Items pages to see what's different, and you may want to plan at least a couple of purchases in advance. This wiki contains a number of already published items (with links on the main Spheres of Power page), but don't be afraid to come up with new ones that fit your character, party or game world. This Wiki also has a selection of ready-made items that were created by strictly adhering to Sphere's crafting rules – if your GM allows crafting, consider asking if these items are available. If you're not sure what to get when you have some money, going to an Implement (formerly known as a staff) – in this system, implementing gives an improvement bonus to Caster Level, and being better in your main Sphere(s) is rarely a bad idea. Gear can also give you access to additional talent – if you want to buy one from a store, talk to your GM about what might be available. (Note that some Spheres interact with Implements a little differently. In particular, Destruction requires a bonus of at least +2 to your Caster Level to get a consistent benefit from it, while Death and Magic have advantages other than raising your Caster Level would normally provide. Be sure to read the rules of crafting staves before you get one!) Here are the main categories of objects, used in Spheres of Power: Armor: Armor increases a character's defenses when worn (or worn as a shield) and sometimes produces additional effects. Appliances: Appliances are magical objects that only need to be held, worn, or worn to work and replace rods. Charms: Charms offers passive bonuses. Unlike appliances, which provide different talent-based effects, charms directly increase specific numbers and qualities. Compounds: Compounds include potions, oils, and powders that can be used for various effects. Notably, these objects can be used by anyone (even if they are not a caster). These are the main consumables used in Spheres of Power games. Implements: Implements grant special abilities and bonus enhancement to the caster level in one or more spheres. These replace rods. Marvelous Items: Marvelous items must be activated and usually have a limited number of uses per day. Scrolls: Scrolls is a more powerful consumable object than compounds and requires the user to have some casting capabilities. Spell engines: Spell motors are spell-trigger objects that can be used to throw specific effects and replace rods. Weapons: Weapon deal damage and (usually) must be held in one or more hands to be used. IMPORTANT: Spheres of Power changes the exploits that give certain bonuses. For example, the Charms page covers items that provide constant bonuses. The wiki sorts content by the feat used to make the object. Classic Objects vs Sphere Objects Depending on the details of your game world, you could have some Sphere-based objects, all Sphere-based objects, or mix of new and old. There is no right or wrong here - all these options are fully functional (although if are not very many finished Sphere items, so you have your work cut out for you if you remove Classic items completely). That said, be sure to ask your GM about the types of items you can expect to find, buy, or create. If you are using a mix, remember that creating Sphere-based items should not be seen as a way to get around the costs of Classic items. If an item costs 4,000 GP when made in Classic way, an identical power should also cost 4,000 GP if you do it with Spheres of Power. The correct way to price an item is to look for similar items first, and only use the price tables if there is nothing else to base the price on. The last thing you want is for your GM to tell you that something you were aiming for will be more expensive than you thought, so it's best to clarify things in advance. Other tips If you have a complicated character – all of which focused on alteration – do your group a favor and write up the most common things you will do. For example, a Shifter can have a couple of preferred shapes to switch to, and having all the state changes and numeric values for each form written down before the game starts will save you time and help keep things moving. Destruction is a solid choice for all. A scaling, all-day long varied touch attack never goes out of style, and it serves as a great option in battle when you don't want (or need) to do anything else. Even if enemies are in close combat (which imposes a -4 penalty to accuracy), you should be able to hit with it pretty much all the time when you hit the middle levels of the game. Low Casters may want to invest in a [strike] talent for delivering attacks through weapons strikes, especially if you use Spheres of Might. (In this case, take spell attack (master) feat.) Alternatively, the Conductive Spell offers a way to deliver a Destructive Blast (or many other effects) directly through the weapon each round. This can be quite useful indeed, and potentially cheaper than investing feats, although the practicality depends in part on the character's build. In addition, your GM rule that Sphere powers are effectively spells rather than being spell-like (a narrow but important difference), which would technically disqualify this combo from working. Any character that focuses on dealing with damage should consider reading this guide – or, if you're more familiar with the topic, check out the quick reference table instead. This is a great way to measure how appropriate your character's ability to cause harm is to your level. Characters are generally on the ideal strength if they are in the green range - orange is too low, while blue may be too high. Remember that stronger effects tend to require you to spend a spell point, either to keep them for a long time or to use them in the first place. Aim for a good balance between costly forces and those you can use all day. When you have a few levels you, it is advisable to spend spend 1/5th of your Spell Points per-encounter. This, of course, presupposes a standard of four meetings per day. If you're facing more meetings than that, adjust your use of Spell Points accordingly – and remember that Spheres of Power has many perfectly usable powers that can be used throughout the day, so you don't have to use resources for easier meetings. The reason for this breakdown (in fifths instead of quarters) is to give you a couple of points to spend for non-combat challenges. Not every challenge involves fighting, so it helps to have a little extra power in reserve for these types of situations. Situations.

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