

Intro

Spheres of Might is a martial system published by Drop Dead Studios. In it, players choose Martial Talents that can be combined and augmented in order to generate unique playstyles and give mechanical backbones to player-made ideas.

Rating System

This guide will use a five-color, five-star rating system, detailed below, to rate options and class features.

Five Stars***:** An option or class with this rating is generally either so far-and-above more powerful than another option or applicable to many more situations than any runners-up that it is the clear first-pick in terms of build options. A class feature (such as hitdie or skills) will generally be superlative (i.e a Sentinel's d12 HD or an Incanter's High-Casting) when compared to others.

Four Stars**:** An option with this rating is generally "good" or "above-average". Taking an option with this rating will almost always improve your build. A class feature with this rating is generally good, but not quite as good as a class feature with a ***** rating, such as a Fighter's d10 HD or a Slayer's 6+INT skillpoints per level.

Three Stars*:** An option with this rating is "average". It can improve your build, or offer a new option, but not to the same extent as a **** option would. A class feature with this rating is often, again, not quite as good as a **** rated class option, such as a Bard's d8 HD or a Barbarian's 4+INT skillpoints per class level.

Two Stars:** An option with this rating is "below-average". There are often better options, but for whatever reason, you may have to select this one because it fits in more with the "fluff" of your build, or it's required for another option you want to take. In terms of Class Features, they're generally the bottom-category, such as a Wizard's d6 HD or a Fighter's 2+INT skillpoints per level

One Star*: An option with this rating is "bad" or "unrateable". You really only wanna take it if it's a prerequisite for another option. In terms of class features, only truly detrimental class features, such as a Medium's Influence class feature or the Kineticist's Burn can truly be rated as one-star.

The Sentinel

Want to become *invincible*? Does the idea of being someone that protects, but also attacks, appeal to you? Does just *not dying* sound like a good time? Pick a Sentinel. They're some of the most durable classes this side of a Paladin, and they often exceed them at times.

HD***:** Be happy, you've got a D12 for your hitdie- you're matched with the Barbarian for being a slab of HP

BAB***:** Be *really* happy, buddy, you've got full Base Attack Bonus. That means your Spheres of Might abilities will have the best scaling.

Saving Throws**:** You don't have all good saves, but you've got the next best thing- good Fortitude and Will saves, and a focus on Wisdom as your Practitioner modifier, means you have rock solid Will saves. Getting Stalwart makes you even tougher.

Class Skills:** Your skill list is not exceptionally long, but it's got a few highlights. You've got all the skills needed to be a Face for your party, Perception, and Sense Motive.

Skillpoints Per Level*:** 4+INT skillpoints on a WIS-based class is stretching it, but with how Spheres of Might is structured, you can easily get extra skillpoints for the price of a single sphere.

Proficiencies and Martial Traditions:** A Sentinel doesn't particularly need to focus on one kind of martial tradition,

Class Features

Combat Training**:** Sentinels are Expert practitioners, with Wisdom as their Practitioner modifier.

Defender's Soul**:** Guardian is a rock-solid sphere to get as a bonus sphere, though you must take Challenge as the package you get.

Guardian Challenge*:** This scales at the same rate as the Fighter's Weapon Training class feature, and effectively ensures you're going to be hitting a target.

Sentinel's Reserve*:** This is your pool of "fun points". Initially you can only use it to get bonus temporary HP, but by GOD it is a big pool of potential hitpoints- each reserve point is worth twice your Sentinel Level + your Wisdom modifier in temporary HP, and if there is no waste, you're looking at extending your hitpoints by a fairly wide margin. This pool of reserve points can be used for other purposes later on, but it starts fairly solid in the first place!

Wise Reflexes***:** You don't have to mess with Dexterity if you don't want to. This incentivizes taking Strength and wearing heavy armor, and pumping your Wisdom score as high as you can get. You won't feel the full benefits of this ability until 4th level, but after that point you're golden.

Guard Wall*: A tiny, situational bonus that relies on you staying still- otherwise, *boring*.

Dedicated Defense**:** Not only do you have a big slab of Temporary HP, you've also got a meaty chunk of stacking DR/- that extends the lifespan of that Temp. HP. It scales decently well, too.

Second Wind*:** It's Lay On Hands but it can only restore you up to 1/2 your Maximum hitpoints. The real value is being able to regain your Martial Focus as a swift action, but you're stuck at 1/2 your Max HP. Think long and hard about when you use this- it's good but it has its drawbacks.

Sentinel's Imposition**:** Get your hands on a Reach weapon and go to town. Put yourself right up in the face of the target(s) of your Challenge then dare them to attack anyone *but* you, or get your hands on a ranged weapon and laugh, laugh your ass off. You'll be rolling in the attacks of opportunity like it's payday.

Opportunistic Offense***:** Once a round, treat an attack of opportunity as an attack action for the purpose of *talents*. You won't be getting the benefits of Vital Strike, but you can look into: Dual Wield sphere, Berserk sphere, Sniper, or Barrage sphere to bring the pain.

Armored Guardian**:** Expend your martial focus to force a critical confirmation to be rerolled. You only benefit from it when you benefit from Armored Evasion. Just another tool in the arsenal for when you want to be *fucking invincible*.

Defender's Determination*:** You've got a bevy of nasty conditions here, and you're under 50% HP. What do you do? *Use your Second Wind*. Now you ignore that condition for 1 minute (longer than most combats go). Icing on the cake? You can spend twice as many uses of Second Wind to ignore the limitation on it.

Deathless Challenge:** As always, any ability that relies on being reduced to 0 HP is a gamble. The difference between your maximum negative HP and 0 is a lot smaller than 0 and your maximum HP. Adding your Wisdom score to your Constitution score can help but it's a bandaid for a bullet wound.

Stalwart***:** It's Evasion, but for Fortitude and Will saves! Eat that up, you're well on the way to becoming invincible.

Empowering Challenge:** You get... another handy wad of temporary HP whenever you down the target of your challenge.

Sentinel's Wrath*:** Roll twice for damage, choose whatever result you desire. This is great news for Vital Strike and Sniper sphere users, because now you can mitigate your low damage rolls whenever you use the attack action. Which is going to be A LOT, because *everything* in Spheres of Might is an attack roll.

Sentinel's Poise**:** A straight upgrade to Defender's Determination, which can mitigate a ton of very, very deadly Save-or-Lose spells that start coming in around level 13.

Eternal Challenge:** You're relying on abilities that activate when you're below 0 HP. And attacking whatever *put you under* that threshold may not be your smartest idea, even if now you aren't staggered. The Fast Healing is a nice bonus, but it acts too slow to count in most combats... even if you're going to be the last man standing nine times out of ten.

Instant Challenge:** An Order of the Flame (Blooded Knight) cavalier will have this ability but better starting off at level 1. It's a nice ribbon on top of your other defensive features.

Diamond/Armored Aegis:** This was an obscenely strong ability before the errata, but now it's simply... you being able to spend more reserve points when you get reduced to 0 hp. Kinda boring.

Sentinel's Surge*:** Now you're regaining HP every time you murder something dead, up to 1/2 your Maximum HP (which is likely going to be gigantic.)

Invincible Soul**:** Double your DR and become *immune to critical hits and sneak attacks*. Only against the target of your challenge, but this can give you DR 10/- and immunities that you're not going to get many other places apart from expensive magical items and type-based immunities.

Final Challenge:** Kind of underwhelming as your "capstone" so to speak. It's an effect that relies on being dead. But on the bright side, so long as you've still got an active challenge, you can be reduced to any number of negative hitpoints and still be kicking. But considering you're level 20 and death effects are going to be thrown around willy-nilly, it isn't as strong as it seems.

Archetypes

By default, the Sentinel comes with four archetypes- the Reach-focused Adamant Guardian, the unarmored Adroit Warden, the masochistic Darkness Defender, and the Paladin-lite Paragon.

Adamant Guardian****

Stacks with: Nothing

The normal, default Sentinel has a hyper-focus on the Challenge package of the Guardian sphere. Adamant Guardian instead looks at the other side of the coin- the Patrol package of the Guardian sphere. Rather than challenging enemies to duels, the Adamant Guardian stands tall, and acts on *shittons* of attacks of opportunity that they can make far more easily, with triggers on common actions like taking a 5ft step, making an attack roll against an ally, or casting a spell defensively. If you want to play a reach monster, you could do worse.

Adamant Soul**:** (Modifies Defender's Soul) This increases your threatened area by a fairly large margin. Pick up a reach weapon that you have proficiency with, then go ham.

Adamant Patrol*:** (Replaces Guardian Challenge) You lose the attack bonus but double the bonus on damage. Considering you're likely to make far more attacks of opportunity because of this archetype, it's a fair trade, albeit one that will make you want to search for more accuracy bonuses.

Active Imposition**:** (Replaces Sentinel's Imposition) This is what most reach builds drool over. At 4th level, pick the "Make an attack roll against an ally other than herself"**** trigger, as it does not specify a *successful* attack. At 12th level, when spellcasters become a lot more prevalent, "Cast a spell or spell-like ability defensively"**** can absolutely destroy some casters. "Take a 5 ft. Step"*** is still good, but it's not nearly as good as the other two.

Undying Patrol:** (Replaces Deathless Challenge and Eternal Challenge) A downgrade- attaching a save to remain at 1hp when the default Sentinel did not need to make a save to do so hurts.

Buffering Defense*:** (Replaces Empowering Challenge) This is a fat wad of temporary HP every turn, for the cost of the action you use to start a patrol. It isn't reliant on dropping an enemy to 0 HP, so you can reliably activate it *every turn* and ensure you aren't gonna bite the dust.

Opportunist's Wrath(-) or **:** (Replaces Sentinel's Wrath) You don't actually *have* a class feature called Opportunistic Offense, but I'm going to assume the writers intended for it to be the Active Imposition class feature. If so, it's a nice bonus,

Lasting Patrol*:** (Instant Challenge) This reduces the action economy you need for the Patrol ability, which enables you to use your standard action for other abilities, like other attack actions.

Patroller's Surge**:** (Replaces Sentinel's Surge) This ability is the flipped version of Sentinel's Surge-

you have to down an enemy in your Patrol zone to use it. As a reach build, you're likely going to be *just* outside the thick of things, which will preserve your hitpoints enough that you may not really *need* it activating all the time. Perhaps you'll benefit from the fact that you can ignore negative conditions more easily.

Adamantine Patrol**:** (Replaces Invincible Soul) A pure, pure, PURE upgrade. Invincible Soul only applied to creatures you challenged. This applies whenever you have a patrol up.

Last Stand:** (Replaces Final Challenge) Your capstone is simply an increase in uses of your Undying Patrol class feature to 2+Wisdom modifier. As with all abilities that activate when you're reduced to 0 hitpoints, it's a gamble to use and it may not save you.

Verdict**:** Almost a strict upgrade to default Sentinel, and quite possibly the best chassis for all of the (zone) talents in the Guardian sphere. It also stands as a very strong 4-level dip for Active Imposition, which is a fantastic ability for almost any Reach build. It only took a slight reduction in damage after the errata, but it's still in a very strong place.

Darkness Defender***

Stacks with: Nothing

Combat masochism is an interesting take on the "tank" ideal that the Sentinel guns for. It is not an interesting execution, however, since this archetype does not work as printed, and it relies on severely reducing your AC for little gain.

Reckless Stance*:** (Replaces Wise Reflexes) You gain Berserker sphere as a bonus sphere, but take a penalty to your reflex saves equal to the AC penalty you take from Berserking.

Violent Challenge*:** Now you have EVEN MORE DAMAGE. Free, and stacks with your challenge damage too.

Reckless Defense*:** (Replaces Dedicated Defense) Your DR/- scales faster. Slightly better.

Defend Other*:** (Replaces Guard Wall) You gain the Defend Other Guardian sphere talent in place of the situational bonus to CMD from Guard Wall. Before the errata, this was a trade down- now, it's a tradeup.

Selfless Defense*:** (Replaces Sentinel's Imposition) Sentinel's Imposition is a great class feature- this is slightly less powerful, but still fairly good. Being able to reliably boost your ally's AC is a strong class feature.

Frightening Response*: (Replaces Counter Critical). In terms of value, you gain a lot less from this. Negating critical hits can save your life. Reducing an enemy's CMB kind of pales in comparison to it.

Verdict*:** Before the Errata, Darkness Defender was an awful, awful, awful archetype. Now, it's a fairly good sidegrade, with more of a focus on deleting others before you yourself can be deleted.

Dimensional Defender****

Stacks with: Nothing

You're standing there. Your friend takes a shot. Before the shooter knows it- you've teleported behind them, and unsheathed your katana. "Nothing personnel, kid," you say, before impaling them. You studied the blade, and now you studied quantum physics. You're a Dimensional Defender, and you can teleport around like it's nobody's business.

Dimensional Step**:** (Replaces Guardian Challenge) You're a full BaB class with expert talent progression. Now you have the Warp sphere, treating your Sentinel levels as Mid-caster levels. You don't gain any more talents, but you can spend feats to gain more talents- though realistically you'll only want the Plane Manipulator (space) talent, Unseeing Teleport, or Group Teleport (if you want to bring some buddies along). You gain a LOT of out-of-combat utility with this class feature.

Spell Pool**:** (Replaces Sentinel's Reserve) This pool may well be stretched out thin... but it better facilitates multiclassing with a class that has the Spell Pool class feature, since you don't lose any points from this

pool if you take levels in that class. You'll be using this for both your Warp sphere abilities AND your sentinel class features, since it can be used for abilities that call for you to spend points from your reserve pool.

Emergency Step**:** (Replaces Guard Wall). Gain a bonus Spheres of Power talent, or gain a tiny CMD bonus? I'll take the talent, frankly. Emergency Teleport has a short range but for when you need to get *moving*, it can be helpful.

Shuffle**:** (Replaces Dedicated Defense) You lose a defensive ability, but since your AC and saves will be high (thanks to Wise Reflexes) you can usually tank hits at low level if you swap places with an ally. All else fails, it's not hard to get Duelist sphere's Scar Tissue talent and gain some more DR/Bludgeoning.

Warping Imposition**:** (Replaces Sentinel's Imposition) This costs a spellpoint, but it massively extends the range of your Sentinel's Imposition, since it's now not based off of the target being in your reach or threatened area, but whether or not they're within your teleport range (which will usually EXCEED your reach).

Verdict**:** It guzzles spellpoints in order to vastly extend the range of your Sentinel abilities and promote caster multiclassing, but it's well worth it, since you get a small dose of out-of-combat utility in the form of Warp sphere mobility and access to (space) talents. You are a bit more fragile, however.

Paragon****

Stacks with: Nothing

You're playing a pseudo-paladin when you go down the Paragon route- it only slightly alters the class features you gain.

Alignment and Chosen Alignment: A slight restriction on Alignment, you can't be Neutral and must maintain your alignment, otherwise you lose the abilities you gain from this archetype. Paladin-lite.

Judging Challenge**:** (Modifies Guardian's Challenge) A pleasant little conditional on top of your normal Challenge. When you challenge someone with an opposed alignment, you increase your bonuses by +1. If they match your alignment, then *+you don't gain a damage bonus- albeit you *do* retain your attack bonus.

Healing Wind**:** (Modifies Second Wind) Now your *allies* can benefit from this! Presumably you need line of sight to use this ability, but otherwise it works splendidly. You may burn through your uses of Second Wind but if you're clever you can keep your party on their feet even when they're all targeted by nasty, nasty effects.

Unerring Nemesis**:** (Replaces Sentinel's Imposition) You give up making loads of attacks of opportunity via Sentinel's Imposition and instead gain some slowly scaling CMD and effects that come from the target of your challenge. Defensively, it's a nice shoring-up.

Verdict**:** As a defensive sidegrade, Paragon makes you and your allies tougher, but you give up some damage and are somewhat at the whim of your GM when it comes to the alignment of enemies you face. It's certainly not a *bad* archetype, though. Before the Errata, when it lost Wise Reflexes, it was really not quite great- but now that it retains Wise Reflexes, it really is quite good.

Ability Scores

Seek strength; the rest will follow.

In terms of just *what* ability scores a Sentinel needs, the answer is obvious: with heavy armor providing the most cost-efficient method of boosting your AC and Wise Reflexes patching your bad reflex save and initiative (vitally important), the Sentinel can achieve the wet dream of all Dark Souls memelords: dumping dexterity and not suffering too greatly for it.

Races

The Sentinel really likes Strength and Wisdom, with Constitution generally coming second to those two.

Only races granted Favored Class Bonuses in the Spheres of Might book (and a handful of other choice picks) will be covered here. Almost any race can be a good sentinel, because of their extreme versatility and the fact they can be INT-based, WIS-based, or CHA-based, your choice.

Dwarf**:** Don't mind me, just going to have +2 to CON and WIS, +2 on all saves vs Spell-Like Abilities, and a bevy of proficiencies with a number of exotic weapons. You end up being way tougher, which is exactly what the Sentinel wants. Low Dexterity doesn't hurt as much, since your FCB is gaining additional attacks of opportunity!

Elf*: Elves make good wizards, but not sentinels. The only saving grace is the fact they have free proficiencies in a number of useful weapons. None of your racial bonuses go to what the Sentinel wants, and you have a Constitution penalty. Your FCB isn't that great either.

Gnome:** Full disclosure, Gnomes are not my favorite race. Take the Spheres of Might-provided ART that replaces your normal gnome proficiencies with the Gnome Heritage Discipline talent and then try and salvage what's left. You at least have +CON, so you have *some* of what the Sentinel wants, but -STR is pain.

Halfling*: You aren't gaining much by being a halfling. Small size, no bonuses a Sentinel wants, bad proficiencies, and your only saving grace is the fact that you get some *decent* racial abilities.

Half-Elf**:** An always-solid pick, take Ancestral Arms and pick up a good Exotic weapons, then snag the Human FCB too. Since you want to wear heavy armor as a Sentinel, you can take the Elf FCB, which is far better for you since you can put your variable +2 into STR or WIS.

Half-Orc**:** Great proficiencies (no natural proficiency with a reach weapon, but they ARE proficient with the orc hornbow and falchion!) and the ability to take either the Orc FCB, which (with Sacred Tattoo and Fate's Favored) can render you nigh-impossible to hurt via Fortitude saves.

Human***:** Bonus feat, bonus skillpoints, bonus combat talents, and a variable +2 to any one score. Humans make good sentinels.

Aasimar*:** Aasimar have a number of variants. None of them have a penalty to a stat (very good), all of them have some manner of spell-like ability, but none of them have the coveted +STR/+WIS bonuses. You have essentially the same FCB as the Tiefling does.

Dhampir*: In no configuration does a Dhampir have good stats for being a Sentinel. Skip over it.

Goblin*: Goblins make *garbage* sentinels.

Hobgoblin:** Hobgoblins don't have much to their name. What they have doesn't make them good Sentinels. Dexterity isn't important to a Sentinel and Constitution isn't your Practitioner modifier. The natural armor bonus FCB is at least nice to have, though.

Orc*: In no configuration is the Orc a good Sentinel. You have Light Sensitivity (which is bad, since you don't want to be dazzled). You have a malus to Wisdom AND your other mental ability scores. You don't even get a bonus to Constitution. Your only saving grace is Falchion proficiency and your +4 bonus to Strength. The FCB is great, being a +1/4th bonus to Fortitude saves... but then you're better off being a half-orc, who make actually good Sentinels, and using that FCB INSTEAD. Pass.

Tiefling* to *****:** Like Aasimar, Tieflings have a number of variants that get different ability score bonuses. Pick any heritage that grants a bonus to Strength, Constitution, or Wisdom and no malus to any of those other three, then go to town. The FCB is only worthwhile if you retained your Energy Resistance, but it makes it scale better.

Skinwalkers* to *****:** Skinwalkers have a fairly wide variety of ability scores to go on, and the Change Shape ability can grant some *very* nice abilities. Wolf Skinwalkers can get a +2 bonus to all saving throws, Tigers get *see in darkness*, Sharks can breathe underwater, Crocodiles can snag Ferocity, Bears are bears, and they're rad, and Bats can get access to a tiny Bat form and a Fly speed with the investment of a pair of feats.

Feats

Additional Traits*** to *****

Traits are, generally, mathematically, worth one-half a feat. Getting two traits for one feat is generally worth it, and some traits are almost required to make some builds work.

Companion Trigger***

This may seem underwhelming. Animal Companions performing Combat Maneuvers? As if. But consider the number of abilities that can trigger off of a combat maneuver. This isn't limited to just Spheres of Might talents- it applies to all feats or talents you have. However, the mileage of this feat may vary for you. If you pick up a lot of talents that rely on combat maneuvers, it's a score (especially if you grant your animal companion the Martial Companion archetype).

Improved Unarmed Strike* then Dragon's Tattoos*****

An Amulet of Mighty Fists costs the same as enchanting a pair of magic weapons... but it's capped at a +5 enhancement bonus, total. Dragon's Tattoos is fantastic for three reasons. One, it lets you enchant your Unarmed Strikes directly, as if they were a *single* masterwork weapon. Two, it's capped at the normal +10 for enchanted equipment. Third, and most important of all, you can skip Improved Unarmed Strike as a prerequisite if you have ANY sphere associated with Improved Unarmed Strike as one of your talents. The Sentinel gains a hefty bonus when attacking a challenged target and the bonus from this feat can offset the penalties you take from those attacks, at a far cheaper cost.

Unarmored Training**/AC Bonus*** then Zodiac Etchings*****

The Sentinel doesn't want to be completely unarmored, but he does gain a lot of mileage out of having a high Wisdom score. As such, a 1-level dip into Monk or Sage can get you the AC Bonus feature, which can qualify you for Zodiac Etchings.

Extra Combat Talent*****

You have Expert progression, but it never hurts to have more talents.

Heroic Resolve***

For a single feat and the expenditure of your Martial Focus, being able to ignore potentially crippling conditions is *very* valuable. Combine it with your class features that allow you to use your Reserve pool and you end up coasting through combats where you're affected by these. Seeing as it scales off of Constitution, however, and the Sentinel does not have Constitution as an option for their Practitioner modifier, it may not be the absolute best (Strikers and Blacksmiths may get more mileage out of it).

Muscular Reflexes*****

It's Combat Reflexes, but based off of Strength rather than Dexterity! This makes Strength-based reach builds salivate, as they no longer need to invest talents or precious ability score bonuses into Dexterity to get as many attacks of opportunity. The great part is that it even counts as Combat Reflexes for prerequisites. Since the Sentinel doesn't care for Dexterity, this is a lifesaver.

Practiced Interruption****

Expend your martial focus to ready an attack action as a move action, which can be used to disrupt a spellcaster? In terms of nice things, this is very nice. Taking it a second time enables you to use it as a Swift Action instead. As a Sentinel, this can allow you to protect your friends more effectively, keeping them from falling to spells.

Power Attack**** and Furious Focus*****

Power Attack is one of the best damage boosts for its cost in the entirety of Pathfinder. Furious Focus, normally, isn't a very *good* feat. It only eliminates the penalty on one attack normally. However, this is Spheres of Might, where you're going to be making One Big Attack- and if it misses, you're left out to dry. Furious Focus removing the penalty when Power Attacking means you're going to be hitting far harder and far more accurately.

Vital Strike (Improved and Greater)****

Vital Strike is normally passed over unless used with very specific build options. The damage you get from it is often outclassed by simply full attacking... but in Spheres of Might, when you're making One Big Attack (Action)? It can massively increase your damage. Guardian's Wrath makes this a very appealing option, as you're rolling a lot of dice at once.

Combat Expertise**, **Strike True***** / **Point-Blank Shot**+Precise Shot*****, **Bullseye Shot******

Both of these feats have similar effects, just for different applications- spend a move action to gain a +4 bonus on your next melee (Strike True) or ranged (Bullseye Shot) attack roll. If you're not needing to move, and you're comfortable spending a move action, then *go for it*. +4 to any one roll is (on average) better than a reroll. Absolutely devastating with certain spheres that only make one attack per round. Keep in mind that if you take Sniper and Barrage sphere, you count as having Point-Blank AND Precise Shot for the purpose of prerequisites!

Nature Soul*, **Animal Ally****, **Boon Companion******

If you're not wanting to take Beastmastery sphere (since it cuts into your investments for Guardian sphere), you can take this feat chain. It earns you an animal companion, which you can give the Martial Companion archetype to, and

Great Focus****

This feat enables you to have a second Martial Focus. For a Sentinel, this means being able to use Counter Critical without losing your Martial Focus. As well, since you're likely to be focusing in on Guardian sphere, which often hungers for you to both maintain your martial focus AND spend it, this can allow you to indulge in both types of talent.

Magic Items

Realistically, it's impossible to go through every magic item and say "this is good for the Sentinel, this is bad." There's such a massive volume that it's just about impossible to go through them. Generally you want the **Big Six**: Magic Weapon, Magic Armor, Cloak of Resistance, Stat-Enhancing Item, Ring of Protection, Amulet of Natural Armor. If you have cash left over, get whatever else you want.

Any other magical item which increases the amount of protection you get is kosher for a Sentinel.

For a Dimensional Defender, a **Warp Staff*****, while not essential (Warp isn't as reliant on Caster Level as other spheres), can allow you to get talents if you don't want to spend feats to earn them.

Multiclassing

One of the refreshing things that Spheres of Might does is that Multiclassing is not *nearly* as punished as it normally is. A lot of classes get good class features within their first 4 levels, Base Attack Bonus stacks and so does practitioner progression. As there are tons of archetypes and variety within Spheres of Might alone, and an almost unlimited array of options to choose from within Pathfinder itself, I'm only going to cover the stuff you want to use and stuff you *don't* want to use.

Dipping into Sentinel for 1** to 4**** levels

Basic Sentinel doesn't pay off as a 1- or 2-level dip. The features you get aren't spectacular, apart from the bonus Guardian sphere talent, full BaB, and Exper progression. The archetypes FOR the Sentinel can alleviate this.

For a 1-level dip, Darkness Defender nets you the Berserker sphere, while Dimensional Defender segues more smoothly into a caster multiclass (as your spellpool stacks with the pool from levels in a casting class).

The same holds true for a 2-level dip (Darkness Defender nets more DR/- and the Bodyguard equivalent from Guardian sphere, Dimensional Defender gains Emergency Teleport and the ability to swap places with allies).

A 3-level dip doesn't earn anything for the Sentinel, nor any of its archetypes. The only archetype that benefits from at least a 3-level dip is the Paragon, as it allows you to use your Second Wind class feature on allies as a move action a la a Paladin's lay on hands.

At 4-level dip is the absolute maximum most builds can realistically use. For a vanilla Sentinel, this gets you Sentinel's Imposition, which is a very wonderful ability if you have multiple creatures challenged at a time. Other archetypes tend to replace this class feature with something of similar value: anyone interested in a reach build would prefer Adamant Guardian's Active Imposition allowing you to make many more AoOs in a round. If you want to use Bodyguard-lite more often, Darkness Defender's Selfless Defense allowing you to use your plentiful AoOs instead of your precious Immediate Actions, Dimensional Defender's "Teleports Behind You" feature- even Paragon has a slight bonus in a +1 to all saving throws against effects from your challenged target.

The verdict is that Sentinel makes a good dip for 1-2 or 4 levels, never 3 (unless you're a Dimensional Defender going into a casting class or a Paragon posing as a Paladin)

Dipping Out of Sentinel and Into Other Classes

The Sentinel stands to gain a fair amount from dipping into other classes.

Blacksmith, Conscript, Striker*****

All of these classes possess Full Base Attack Bonus and Expert progression, meaning you don't lose out on as many talents. Blacksmith grants you the ability to reshape and remake magical items, and consolidates a lot of your skills into Profession (Blacksmith), Conscript can fill out your talent list, Striker has Tension techniques, uncanny dodge, and a number of archetypes that radically change its playstyle and access to other neat abilities (Mutagen or Ninja Tricks, for one).

Prodigy****

I stand by my statements that Prodigy is perhaps one of the best 3-level dips in the Spheres of Might/Power environment. This 3-level dip can work for almost any practitioner, but it is of special importance for the Dimensional Defender- primarily because it progresses the spellpool and caster level of the Dim. Defender's warp-related abilities, and provides new, interesting options via the Sequence class feature.

Antipaladin/Paladin (with archetypes)***

These should only be considered for Darkness Defender sentinels- and only if you're taking the Practitioner archetypes for either of these classes. The Darkness Defender has legendarily poor Reflex saves, and the rule being that if you multiclass into classes with two different Practitioner modifiers, you use the higher PAM between the two holds true: a two-level dip into either of these classes is absolutely required to patch up your bad saves.

Coiled Blade Fighter* (Post-Errata)**

Post-Errata Coiled Blade doesn't get two martial traditions, but RAW they retain their Fighter proficiencies and simply get a Martial Tradition on top of them. This actually means a few more archetypes can stack on top of them- but you don't get the shenanigans of having two traditions and eight talents at level 1. It's still a fairly good dip if you just want to get your hands on proficiencies and spend your martial talents on a tradition that gives you more combat ability.

Blooded Knight Cavalier* or Wandering Swordsman Samurai*****

For what it's worth, both of these are fairly similar in terms of abilities for a 1-level dip. The challenge ability is great if you pick an order whose benefit doesn't rely on class level (Order of the Flame springs to mind). If you don't want to bother with a mount, though, pick Samurai or a Cavalier archetype that stacks with Blooded Knight and loses Mount: it doesn't scale well with multiclassing and you can pick up a mount through your talents too. The base Sentinel synergizes extremely nicely with Cavalier order abilities, since the Blooded Knight and W. Swordsman are able to add their order abilities and other class features to their Guardian (challenge) ability.

Technician***

For what it's worth, most of what Technician gives you as a Sentinel is not that valuable. HOWEVER, a Suit Pilot technician is VERY GOOD for an armor-using sentinel to take one level in: take Improved Armor with the Improved Mobility upgrade and you have no penalty to your speed when moving in heavy armor

Commander**

Only exceptional for a Sentinel that opts to invest in Warleader sphere, the Commander doesn't have any exceptional synergies. Perhaps Lingering Commands could work if you happen to have an Int or Cha mod greater than 1, but neither of those stats are things you care about.

Scholar, Sage, Troubadour, Armiger*

Don't. These classes DO NOT make for a good dip, as they are too reliant on scaling class features that you can't get from a dip (Armiger, Sage, Troubadour) or they tank your BaB (Scholar, Sage).