Pathfinder 2e Hack

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Power Sources and Paths

Rules

Power Sources (PS) and Power Paths (PP) replace P2e's Background and Class

If you choose a Power Option for your Path and it has a resource trait/hint, also choose a Power Option for that resource from your Source.

Most Sources have associated damage types that abilities can use.

Futureproofing: The "**Initial**" trait markes options that can only be selected at first level with the Source or Path as your main choice (not via archetypes).

Power Sources

The PS presented in this document are Elemental Conduit and Quest for Knowledge.

Elemental Conduit

`Primal`

Initial Gifts

Boosts	Skills	Special
Constitution or Charisma, free	Trained in Nature and the Lore of your chosen elemental plane	Trained in Spell attack and DC

Choose an elemental plane. You gain a Primal Cantrip for that element as an innate cantrip and two associated damage types. Your Power Source gains that elemental trait.

Element	Cantrip	Associated Damage Types
Fire	Ignition	fire, cold
Air	Slashing Gust	slashing, bludgeoning
Water	Spout	bludgeoning, cold

Element	Cantrip	Associated Damage Types
Earth	Scatter Scree	bludgeoning, acid
Wood	Timber	piercing, poison
Metal	Live wire	slashing, electricity

When you select Power options of your path, also chose an option for the same resource:

- **Magical Focus (Focus)**: After you cast your elemental Cantrip, you gain Focus on you or one target of the spell as a reaction.
- **Absorbtion (Focus)**: When you take damage of your element or caused by a creature with your elemental trait, you can spend a free action to gain Focus on you or the source of the damage.
- **Magical Recharge (Energy)**: Once per minute, after you cast your elemental Cantrip, you recharge 1 Energy Point as a reaction.
- **Basic Shaping (Material)**: If you damage or get damaged by a creature with your elemental trait in your reach or take your elemental damage, you can create 1 Material as a reaction. If you have a free hand, you can also use Quick Transmute.

Sympathic Element `Initial` **A**: **Target:** a creature in your reach. You ignore restistance equal to half your level (min 1) to your one of your elemental damages on that creature for the next minute. **Special:** If you hit a target with your elemental cantrip or a target fails its save against it, you can use Sympathic Element on the target as a reaction.

Feats

Mixed Connection	Elemental Conduit 1
You have an additional elemental connection. Choose another element. You gain the Lore skill and Cantrip of that element and one of the assiciated damage types. You can use all your features also with the second element. You have to choose which element to use everytime you use an ability.	

Sheltering Element	Elemental Conduit 1
You learned to control your element so that it can protect. When you use Sympathic Element you can replace its effect with giving resistance to your elemental damage equal to half your level (min 1). You can use the Raise A Shield action to gain a +1 circumstance bonus to AC against the target.	

Quest for Knowledge

`Mental` `Skill`

Your Power Path choices choose 2 of the following options:

Close Inspection	Feature 1

`Attention` `Source`

When you successfully Seek a creature or attempt to Recall Knowledge about a target, you can gain Attention on that target or yourself. You gain the Ranger's Monster Hunter feat.

Your Attention pool increases by 1. Your Attention pool increases by 1 again if you choose this option a second time.

Knowledge is Power	Feature 1

`Focus` `Source`

Once per day, when you successfully Track a creature or Gather Information about a creature or location, you gain an additional Focus Point (may exceed your pool size) that lasts for 8 hours. You can only use this focus point in a situation where the creature is present or you are at the researched location.

If you succeed at Track or Gather Information for additional creatures later, you do not gain more focus points but you get more situations in which you can spend the gained focus point.

You refocus by reading or chatting up on current topics or otherwise investigating them.

Your Focus pool increases by 1. Your Focus pool increases by 1 again if you choose this option a second time.

Field Samples	Feature 1

`Ingredient` `Source`

Your Ingredients are catalogued samples of creatures and objects. Up to 1 minute after you successfully Recall Knowledge about a creature, you can spend an Interact on that creature action to take a sample and refill 1 Ingredient Point.

During your daily preparations, you can create up to you pool size of documented sample collections as a Stable Ingredients.

Your Ingredient pool increases by 1. Your Ingredient pool increases by 1 again if you choose this option a second time.

Power Paths

Warrior

`Martial`

You fight close up and personal. Either with bare hands or weapons.

Initial Gifts

Key Attribute	Hitpoints	Perception	Saving Throws

Strength or Dexterity	10 + Constitution HP per level	Expert	Fortitude: Expert Reflex: Expert Will: Trained
Skills	**Attacks**	**Defenses**	**Special**
Trained in your choice of Acrobatics or Athletics Trained in a number of additional skills equal to 2 plus your Intelligence modifier	Simple: Trained Martial: Trained Advanced: Trained Unarmed: Trained	All armor: Trained Unarmored: Trained	-

Basic Gifts

> You are Trained in Warrior class DC.
>
> You gain the monk's Powerful Fists feature.

Choose 2 Power options:

- **Focused Assault (Focus)**: If you have focus on a target, you have either +1 circumstance bonus to AC or to attack rolls against the target. If you use ranged attacks this bonus only applies to the first range increment. You gain the following action:

Full Attack A	**Warrior 1**
`Defocus` Make a Strike against a target you have Focus on then make an finesse or agile unarmed Strike against it. If the first Strike was with a 1-handed weapon or unarmed attack, the additional Strike can also be with one of those instead.	

- **Heavy Blows (Focus)**: If you have Focus on yourself, you deal 2 extra damage with melee, thrown and unarmed strikes. The damage increases by 1 at level 3 and every 4 levels thereafter (max. 7). The damage is the same that the weapon or unarmed attack normally deals or one of the associated damages of your source, you choose when you gain Focus. You gain the following action:

Furious Attack A	**Warrior 1**
`Defocus` Make a Strike. The damage from Heavy Blows is doubled on this Strike.	

- **Equipment Maintenance (Material)**: You are trained in Crafting. You can Transmute material into equipment enhancements. When you do, choose an equipment in your possession. The effect lasts until the start of your next turn or for the whole day for the Stable version. One piece of equipment can have multiple enhancements.
  - Weapon or handwraps: 1 point of extra damage per proficiency rank in Crafting (4 at Legendary). This damage is the same as the base item or one of the associated damege types of your Source.

- Shield: +2 hardness per proficiency rank in Crafting
- Armor: resistance equal to half your level rounded up to either B, P, S or one of the associated damage types of your source
- Any fundamental rune of your level - 1 or lower.
- Repair an item (no duration): item gains HP equal to 2 + your level. 4+level if you are expert in crafting, 6+level if master, 8+level if legendary.

You gain the following action:

Arms Ready A	**Warrior 1**
You Quick Transmut to enhance a weapon, handwraps or shield. Then Strike with the affected weapon or an unarmed attack or Raise Shield with the affected shield.	

- **Tools of a Warrior** `Initial`: Select a weapon group or armor. If you chose a weapon group, your proficiency with simple and martial weapons of that group is Expert. If you chose armor, your proficiency with light and medium armor is Expert. When you select this, you don't select an option of your source.

Feats

Brawling Focus	**Warrior 1**
You can lose Focus to gain a +1 circumstance to checks to Trip, Push, Grapple and Reposition. If the Focus is on the target of the check, the bonus is +2 instead. While you have Focus you gain a +1 circumstance bonus to DCs against those checks. If you have Focus on a creature that targets you with such an action, the bonus is +2 instead.	

Rushing Charge	**Warrior 1**
Stride up to 2 times and make a Strike.	

Material Break	**Warrior 1**
Prerequisite: Equipment Maintenance You can select feats that require a Focus pool even if you have none. Having an enhancement on an item counts as having Focus to use abilities that require it. You can end an enhancement on one of your items as a free action in place of losing Focus. You don't count as having Focus for any other bonusses for having an enhanced item though.	

School Mage

`Arcane`

You can cast arcane spells.

Initial Gifts

Key Attribute	Hitpoints	Perception	Saving Throws
Intelligence	6 + Constitution HP per level	Trained	Fortitute: Trained Reflex: Trained Will: Expert
Skills	**Attacks**	**Defenses**	**Special**
Trained in your choice of Acrobatics or Athletics Trained in a number of additional skills equal to 2 plus your Intelligence modifier	Simple: Trained Martial: Trained Unarmed: Trained	Unarmored: Trained	Trained in spell attacks and DC

Choose an Energy option from your Power Source. This gives you 1 Energy Point and the Energy Level progression or that pool size.

You gain a spellbook with 5 known Cantrips and 1 known rank 1 spell, all from the Arcane spell list. Every level after the first, you learn an additional spell of up to your rank.

Select a magic school of the wizard class. You gain its Focus Spell and learn its spells of up to your rank.

Preparation

During your morning preparations, you can prepare 1 spell per rank of your school spells into slots. If you cast a prepared spell slot you don't have to reduce your energy level.

Cast Slot Spell	Mage 1
To cast a slot spell, you have to lower your Energy Level by its rank. Any cost reductions for your Energy Level you have apply. If you cast a slot spell of your rank by lower your Energy Level, you cannot do so again until your Energy Level is completely refilled.	

Select 1 Power option:

- **Spell Battery (Focus)**: Choose a Focus option from your Power Source. Once per round you can cast cantrips with one less action if you have focus. Once per round you can lose Focus to cast a Focus spell without paying an Energy Point. The target of the Focus has to be one of the targets of those spells or in the area of those spells.
- **Spell Mastery (Energy)**: Choose an Energy Option from your Power Source or increase your Energy pool by 1. When casting a slot spell, you can spend an Energy Point to reduce the Energy Level cost by 1.
- **Scroll Mastery (Material)**: You can use Advanced Transmute to create 2 scrolls of spells you know per Material used. You can use Quick Transmute to create a spell catalyst for a

specific spell. This catalyst can be used Energy Level cost reduction when casting that spell.

Basics

Resource Pools

Focus

Focus represents keeping your attention on something. You can steer you thoughts inside and have Focus on yourself. Or you can concentrate on an object or a creature and have Focus on that target.

Note: *This is an equivalent to PF2 abilities such as Hunt Prey, Panache and Rage. Also reactivating abilities such as kinetisist impulses.*

If you don't have put your Focus on anything, you have a full Focus Pool.

If you have a Focus pool you gain the following actions:

Set Focus 1	
`Concentrate` **Requirement:** You have a Focus Point available Choose either yourself or a target you can see. You spend a Focus Point and gain Focus on the selected target. You have Focus on the target as long as you are concious and as long as you are aware of it.	

Lose Focus	
You quit having an instance of Focus on a target you currently have Focus on. You regain a Focus Point. **Special:** If an abilitiy requires you to "Lose Focus" to use it, you must choose to lose Focus before you use the ability but you still have any benefits of that Focus instance during the execution.	

The "**Focus**" trait on an ability means it requires that you have Focus on a target or yourself. The "**Defocus**" trait on an ability means that this ability always requires you to Lose Focus.

You can have multiple instances of Focus on the same target. If an ability requires you to have Focus on a target it doesn't matter how many instances are on it. If an ability depends on how many instances of Focus are on the target it will explicitly say so.

Energy

Energy represents your ability to exceed your normal limits for a few moments and accomplish extraordinary deeds. A few times per day you can unleash an even greater surge of power with it. Often, these powers are magical.

Note: *This is the equivalent of PF2's Focus points and to an extend also spell slots*

You have an Energy Pool of Energy points and an amount of Spell Energy. All your spent Energy Points and Spell Energy refill after a nights rest.

If you have an Energy Pool you gain the following activities:

Reenergize	
You spend 10 minutes meditating. You regain 1 Energy Point.	

The "**Energy**" trait on an ability means it requires spending an Energy point to use.

A spell that is listed as "Spell #" requires # Spell Energy to cast. If you are Empowered you can reduce the energy cost by Empowered's value to a minimum of 1.

Spell Energy Progression

Every point of your Energy Pool also gives you 1 Spell Energy. At higher levels, you also gain additional Spell Energy depending you pool size: Every 8 levels after first for a pool of size 1 (lvl 9, 17), every 6 levels for a pool of size 2 (lvl 7, 13, 19) and every 4 levels for a pool of size 3 (lvl 5, 9, 13, 17).

You also get an amount of Spell Energy equal to the highest rank of spell you can cast or have innate. So if you are a level 7 spellcaster with access to rank 3 spells, you get an additional 3 Spell Energy.

A full spellcaster with an Energy Pool of 3 would have 17 Spell Energy at level 20. 10 from spell ranks, 3 from pool size directly and 4 additional energy by level from pool size.

Material

You can infuse some kinds of material with your power, making them usable in more ways than usual. You normally can't use those materials directly but can craft, transform or otherwise change them into helpful items.

You can collect and infuse enough material during your daily preparations, refilling your Material Points.

Note: *This is the equivalent to PF2's infused reagents or other daily free items.*

If you have a Material Pool you also have a collection of Transmutation Formulas. you also gain the following activities:

Quick Transmute 1	
`Manipulate` **Requirement:** You have a Material Point available and have a free hand. You quickly transmute materials into a powerful but unstable item. You spend 1 Material Point and create an item that you know the Transmutation Formula of.	

Advanced Transmute	
Frequency: Once per day during your daily preparations You take your time to carefully transmute materials into durable items. During your daily preparations you can create up to your Material Pool size items that you know the Transmutation Formula of. These items are their *Stable* variant.	

Infuse	
You spend 10 minutes collecting and infusing materials. You regain 1 Material Point.	

Some abilities give you access to potent item recipes. You can only transmute material into items for which you know the *Potent Recipes*.

Knowledge

Getting Pieces of Knowledge requires a check against a DC and a rank. Pieces of knowledge have a rank. You can apply a piece of knowledge against a target of equal or lower rank. This are the same rules as for counteracting.

The degrees of success of a roll against a subject DC and library rank are:

- Critical Success: The rank of the gained Piece of Knowledge is library rank + 3
- Success: The rank of the gained Piece of Knowledge is library rank + 1
- Success: The rank of the gained Piece of Knowledge is library rank - 1
- Critical Failure: You gain no knowledge.

Observe Subject <A>	
Choose a creature you can see. Make a Recall Knowledge check or a Perception check against its easy level-based DC. The library rank is your rank.	

Study Subject	

`Exploration`

If you have access to a source about a fitting topic, make a Recall Knowledge check against the subject DC. The DC is modified by the subjects rarity (making it harder) and the fit of the topic (making it easier or harder). The library rank is the rank of the source.

Complete Scribe

title (Paths of Power)

head (

Power Resources

There are some ways to enable the powerful feats your character can accomplish. All these ways use Power Resources - the system that connects Power Paths to their Power Sources.

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Focus

Focus represents keeping your attention on something. You can steer you thoughts inside and have Focus on yourself. Or you can concentrate on an object or a creature and have Focus on that target.

note (This is an equivalent to PF2 abilities such as Hunt Prey, Panache and Rage.)

If you don't have put your Focus on anything, you have a full Focus Pool.

If you have a Focus pool you gain the following actions:

item (

Set Focus :a:

Power 1

-

; concentrate **Requirement** You have a Focus Point available

Choose either yourself or a target you can see. You spend a Focus Point and gain Focus on the selected target. You have Focus on the target as long as you are concious and as long as you are aware of it.)

item (

Lose Focus :f:

Power 1

-

Requirement: You have a Focus on yourself or a target

You quit having an instance of Focus on a target you currently have Focus on. You regain a Focus Point.

Special If an abilitiy requires you to "Lose Focus" to use it, you must choose to lose Focus before you use the ability but you still have any benefits of that Focus instance during the execution.)

You can have multiple instances of Focus on the same target. If an ability requires you to have Focus on a target it doesn't matter how many instances are on it. If an ability depends on how many instances of Focus are on the target it will explicitly say so.

Energy

Energy represents your ability to exceed your normal limits for a few moments and accomplish extraordinary deeds. A few times per day you can unleash an even greater surge of power with it.

note (This is the equivalent of PF2's Focus points and to an extend also spell slots)

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All your spent Energy Points refill after a nights rest.

If you have an Energy Pool you gain the following activities:

item(

Empower :a:

Power 1

-

Requirement You have an Empower charge available

Frequency A number of times per day equal to your Energy Pool size

You increase your inner energy through sheer will or elaborate movements. This action gains your choice of the Concentrate or Manipulate trait. You spend one Empower charge and become empowered until the end of your next turn.)

item(

REenergize

Power 1

-

You spend 10 minutes meditating. You regain 1 Energy Point.)

Some abilities require that you spend an Energy Point to use them. If you are empowered and choose to use the Empowered effect of such an ability you are no longer empowered after using that ability.

Material

You can infuse some kinds of material with your power, making them usable in more ways than usual. You normally can't use those materials directly but can craft, transform or otherwise change them into helpful items.

note (This is the equivalent to PF2's infused reagents or other daily free items.)

You can collect and infuse enough material during your daily preparations, refilling your Material Points.

If you have a Material Pool you gain the following activities:

item(

Quick Transmute :a:

Power 1

-

;manipulate **Requirement** You have a Material Point available.

You quickly transmute materials into a powerful but unstable item. You spend 1 Material Point and create one of your infused items.)

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Spellcasting

Var 1

Per Energy option: 1 Energy Point, 1 Empower charge

Var 2

Per Energy option: 1 Energy Point

1 Spell Point per rank if Energy Pool size is 1, 1 Spell Point per level if pool size is 2. Add both progressions if pool size is 3.

1 Pool = 1 + 1/3 level spell points (7 at 20)

2 Pool = 2 + 1/2 level spell points (8 at 20)

3 Pool = 3 + 1/2 level spell points (13 at 20)

Lvl	1	2	3	4	5	6	7*	8	9	10	11	12	13	14	15 *	16	17	18	19
Rnk	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
Rn-	0	0	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7
bE	0	1	1	1	1^	2	2	2	2	3	3^	3	3	4	4	4	4^	5	5
2EA	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8
3EA	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12
1 E	1	1	2	2	2^	3	3	3	4	4	4^	5	5	5	6	6	6^	7	7
2 E	2	2	3	3	3	4	4	5	5	5	6	6	7	7	7	8	8	9	9
R1E	0	0	0	0	1	7	7	8	9	9	10	11	11	12	13	13	14	15	15

^ 1 less, ^^ 2 less, ^^^ 3 less

Per Energy Pool size:

- 1 Energy Point
- Energy Level progression up

Known Spells:

Wizard gains 1 Spell Slot per rank they have per Energy pool size plus 1 School Spell slot per rank they have.

Cast A Slot Spell:

Reduce your Energy Level by the spells slots rank. If you cast a spell of the highest spell slot you have for that class, you gain a -1 penalty to your until your Energy Level is completely refilled. If your penalty was already -1, it is -2 now.

Var 3 (like 2 but different progression)

If you can cast spells from spell slots, you have basic energy slots equal to your highest slot spell rank.

If you are Master in your tradition's skill, you are always Empowered 1, if you are Legendary Empowered 2.

Rank	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
MC level	4	6	8	12	14	16	18	20
Ancestry level	5		9		13		17	
Max Empowered		1 (@7)			2 (@15)			

Every Energy Point in your energy pool also gives you 1 Energy slot.

Your first Energy point gives you an additional slot at level. Additionally, if you energy Pool is 1, you get an aditional slot at every 8 levels after first (9, 17). If your Energy Pool is 2 at every 6 levels after first (7,13,19). If your Energy Pool is 3 at evergy 4 levels after first (5,9,13,17).