

Pathfinder 2e Hack

- [Power Sources and Paths](#)

Power Sources and Paths

Rules

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

Power Sources

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

Elemental Conduit

You have a connection to an elemental plane. You have the Kinetisists Kinetic Aura & Elemental Blast feature and can use the Channel Elements action.

Your Power Path choices choose 2 of the following options:

Aura Connection	Feature 1
AttentionSource You gain an Elemental Aura feat. When you Channel Elements, you gain Attention on you or a target of a used elemental blast. Your Attention pool increases by 1. Your Attention pool increases by 1 again if you choose this option a second time.	

- You gain an Elemental Aura feat. When you Channel Elements, you gain Attention on you or a target of a used elemental blast. Your Attention pool increases by 1. Your Attention pool increases by 1 again if you choose this option a second time.
- You gain the Extract Element action (1d4 at 1st level). when you gain bonuses from that action, you also gain a Focus point that is usable as long as you have these bonuses. Your Focus Pool increases by 1. Your Focus pool increases by 1 again if you choose this option a second time.
- You gain the Base Kinesis feature. When you use Base Kinesis, you refill a Ingredient point. Your Item Pool increases by 1. Your Item pool increases by 1 again if you choose this option a second time.

Quest for Knowledge

Your Power Path choices choose 2 of the following options:

Close Inspection	Feature 1
AttentionSource 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
FocusSource 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
IngredientSource 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

Brawler

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

You gain the monk's Powerful Fists feature.

Select 2:

Flurry of Blows	Feature 1
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Attention

You gain the monk's Flurry of Blows feature with the following changes:

- You can also use a weapon that is Agile or Finesse
- If you have Attention on a target, you can use it against that target
- If you have attention on yourself, you can use it against any target but lose Attention

Select an Attention Source of your power source.

[A] Into the Fray	Feature 1
Attention Flourish Stride twice towards the target of your Attention. If you end up adjacent to your target you can lose Attention to Strike your target with a one-handed weapon or an unarmed strike.	

[AA] Vicious Blow	Feature 1
Focus You gain the fighter's Vicious Blow feat. When you use it you can chose to spend one Focus Point to add an additional weapon die.	

Trick Maneuver	Feature 1
Ingredient You can process an Ingredient to add it to your maneuvers. You gain a +2 circumstance bonus to your next Trip, Shove, Disarm, Grapple or Reposition attempt. If you use a Stable Ingredient you can choose one of those maneuver types. You gain a +1 circumstance bonus on all checks for that maneuver for the day.	

Mage