Trident RPG

These are rules for an TTRPG system that I am currently designing.

- Regeln für Spieler-Charakter
  - Basic Character Statistics
  - Ressourcen
- General Rules
  - Roll Resolution
  - Basic Actions
  - Conditions
  - Macht-Ressourcen
- Origins
  - Cultural Origins
  - Personal Origin
- Macht-Quellen
  - Konflikt
  - Devotion
  - Knowledge
  - Summoning
- Macht-Pfade
  - Krieger
  - Caster
  - Warden
  - Specialist
- Skills
- Pathfinder 2e Hack

- Power Sources and Paths
- Basics
- Complete Scribe
- Spellcasting

Regeln für Spieler-Charakter

Regeln für Spieler-Charakter

Basic Character Statistics

Main Statistics

Attributes

- Strength - improves Stamina damage done
- Dexterity - improves Morale damage done
- Willpower
- Intellect

Action Training

- Strike - uses Strength or Dexterity attribute
- Speak - uses Willpower or Intellect attribute
- Sense - uses Dexterity or Intellect attribute

Defense Training

- 1 Defense for each Attribute

Pools

- Stamina - is Origin stamina + Strength + Dexterity
- Morale - is Origin morale + Willpower + Intellect
- Resources - Fokus, Energy, Material
- Empowered - is on or off

Character Sheet

Block	Strength
4	4

Willpower	Resist
2	2

Evade	Dexterity
0	1

Intellect	Solve
1	2

Level	Strike	Sense	Speak
1	4	2	2

Attack 1		
4 (STR ? DEX)	4 (Strike)	+8

Attack 2		
1 (STR ? DEX)	4 (Strike)	+5

Block					
10	4 (STR)	4 (Block)	18	4 2	24

Evade					
10 -1	1 (DEX)	0 (Evade)	10	4 2	16

Stamina				
5 (Origin)	4 (STR)	1 (DEX)	10	5 (Current)

Block					
10	4 (STR)	4 (Block)	18	4	24

Block					
10	4 (STR)	4 (Block)	18	4	24

Morale				
5 (Origin)	2 (WIL)	1 (INT)	8	8 (Current)

Ressourcen

Aktions-Ressourcen

Fokus

Mit Fokus konzentrierst du all deine Wahrnehmung auf ein Ziel - oder fühlst in dich selbst hinein.

Du kannst nach 1 Minute Beobachtung oder Meditation Fokus auf ein Ziel oder dich erhalten. Du wirfst alle Checks mit +2 gegen ein Ziel mit Fokus. Du hast +1 auf alle Checks bei Fokus auf dir selbst. Beides ist nicht kombinierbar.

Du kannst so oft Fokus auf Kreaturen erhalten, wie dein Fokus-Pool groß ist. Weiteres erhalten von Fokus entfernt einen bestehenden Fokus. Du kannst mehrmals Fokus auf das gleiche Ziel erhalten, dies bringt dir ohne zusätzliche Fähigkeiten jedoch nichts.

Deine Macht-Quelle und -Pfad geben dir andere Möglichkeiten, Fokus zu erhalten und zu verwenden.

Energie

Durch Energie bündelst du all deine Kraft für einen kurzen Moment, um große Taten zu vollbringen.

Du erhälst deinen kompletten Pool an Energie während deiner täglichen Vorbereitungen nach einer langen Rast. Außerdem kannst du jeden verbrauchten Energiepunkt durch 1 Stunde Rast wieder aufladen. Du kannst für eine Aktivität einen Energiepunkt verbrauchen, um alle dafür benötigten Checks mit +2 zu werfen.

Deine Macht-Quelle und -Pfad geben dir andere Möglichkeiten, Energie zu erhalten und zu verwenden.

Material

Material sind sowohl diverse Zutaten, welche du sammelst, also auch die Gegenstände, die du aus ihnen herstellst. Diese Gegenstände beherbergen einen Teil deiner Essenz und haben daher Macht.

Du erhälst deinen kompletten Material-Pool an Zutaten während deiner täglichen Vorbereitungen nach einer langen Rast. Außerdem kannst du jede verbrauchte Zutat durch 1 Stunde Sammeln

wieder aufladen. Du kannst einen Gegenstand durch einen ganzen Tag Herstellung erschaffen. Du kannst eine Zahl Gegenstände in Höhe deiner Material-Pool-Größe haben.

Du kannst eine Aktivität mit einer Zutat oder einem Gegenstand in einer Hand ausführen, beides wird dabei verbraucht - entweder materiell oder die innenwohnende Macht. Eine Zutat gibt +1 auf alle benötigten Checks, ein Gegenstand +2.

Deine Macht-Quelle und -Pfad geben dir andere Möglichkeiten, Material zu erhalten und zu verwenden.

Aufladung

Aufladung ist eine tägliche Ressource. Du kannst pro Tag so oft Aufladung erhalten, wie die Größe deiner Fokus-, Energie- und Material-Pools zusammen. Das heißt, auf Stufe 1 kannst du normalerweise 2 mal täglich aufgeladen sein.

Du kannst stets eine deiner täglichen Aufladungen erhalten indem du dich 1 Minute lang konzentrierst. Zusätzlich bietet dir jede Macht-Quelle eine effektivere Möglichkeit, Aufladung zu erhalten.

Aufladung hält 2 Runden lang an. Während du aufgeladen bist, wirfst du alle Checks mit +2 (sollte in höchstes mögliches Training gewandelt werden können) zu werfen. Dein Macht-Pfad bietet dir zusätzliche Verwendung für Aufladung.

Charakter-Ressourcen

Ausdauer

Ausdauer ist das Maß, in dem du körperliche Belastung und Verletzungen aushälst.

```
Ausdauer = Ursprung + STR + DEX
```

Fällt deine Ausdauer auf 0, bist du Erschöpft.

Moral

Ausdauer ist das Maß, in dem du geistige und seelige Belastung aushälst.

```
Moral = Ursprung + WIL + INT
```

Fällt deine Ausdauer auf 0, bist du Entgeistert.

Festigung

Jede der Verteidigungen kann Festigung haben. Jeder Punkt Festigung hebt den Hohe Zielwert der Verteidigung um 3.

Bei einem Erfolg gegen diese Verteidigung kann als Reiter-Effekt ein Punkt Festigung entfernt werden (2 bei Triumpf).

General Rules

Roll Resolution

Roll Calculation

A roll is always

```
Roll = 1d20 + Attribute Bonus + Training Bonus + Resource Bonus
```

Defense Calculation

A defense has 2 values. A low target value and a high target value.

```
Low Defense = 1d20 + Attribute Bonus + Training Bonus + Resource Bonus
High Defense = Low Defense + 4 + Fortification
```

Roll Results

If a roll is at least the low defense value you get 1 success. If it is at least the high defense value you get 2 successes.

If you roll a 1 or miss the low defense value by 10 you reduce your successes by 1. If you roll a 20 or beat the high defense value by 10 you get one more success.

So you will get between -1 and 3 successes.

Successes	Result	Effect
-1	Disaster	Roll's disaster effect + target's rider
0	Failure	target's rider
1	Pass	Roll's success effect
2	Success	Roll's success effect + actor's rider
3	Triumph	Roll's triumph effect + actor's rider

Roll Modifiers

- With Assurance: Rolled Disasters become Failures. On rolled Failures, the target can't use its Rider.
- With Risk: Rolled Failures become Disasters.
- With Ease: Rolled Successes become Triumphs.
- With Difficulty: Rolled Triumphs become Successes. On rolled Successes, the actor can't use its Rider.
- Fated: Rolled Passes become Successes when the die roll is 11 or higher Failures otherwise.

With Assurance and With Risk negate each other, as do With Ease and With Difficulty.

Basic Actions

Discover

Research

Observe

Influence

Attack

An Attack is a roll with the Strike training against the target's Evade defense. It has the following results:

- Disaster: You are off-guard (-2 to physical defenses) until the start of you next turn.
- Pass: You cause 2 + half Strength Stamina damage
- Triumph: You cause 4 + half Strength Stamina damage

Any attack since the start of your turn after the first is done With Difficulty and With Risk.

The target can instead use its Block defense but then, any attack against it is made With Ease (this means that any further attack in a turn is only made With Risk).

Quip

A Quip is a roll with the Speak training against the higher of the target's Resist or Solve defense. It hase the following results:

- Disaster: You are off-wits (-2 to mental defenses) until the start of your next turn.
- Pass: You cause 2 + half Willpower Morale damage
- Triumph: You cause 4 + half Willpower Morale damage

You can only make Quip per turn.

Interact

Support

Help

Move

Conditions

Off-Guard

You are unable to defend yourself properly. You take a **-2 penalty to Block and Evade** defenses.

Off-Wits

You are off track with your thoughts and easily distracted. You take a **-2 penalty to Resist and Solve** defenses.

Fatigued

You are out of energy and need rest. You take a **-2 penalty to all checks**.

Aghast

Your spirit is shattered and you so no good way forward. You take a **-2 penalty to all defenses**.

Macht-Ressourcen

Ein Charakter kann 3 verschiedene Macht-Ressourcen besitzen: Fokus, Energie und Material.

Ressourcen-Typen

Fokus

Ein Charakter kann etwas tun, um Fokus auf einem Ziel oder sich zu bekommen. Fokus kann durch bestimmte Aktionen auch verloren werden.

Hat ein Charakter Fokus auf einem Ziel hat er den "andauernden"-Effekt der Macht. Wird Fokus verloren, aktiviert sich der "verbraucht"-Effekt der Macht.

Die Quelle legt fest, welche Aktionen Fokus geben und welche Sonderregeln beim Fokus gelten.

Energie

Energie ist etwas, das ein Charakter einsetzen kann, um unglaubliche Taten zu vollbringen. Unter bestimmten Umständen kann diese Energie übermächtig sein.

Setzt ein Charakter Energie ein, aktiviert sich der "verbaucht"-Effekt der Macht. So viele Male am Tag kann ein Charakter sich aufladen. Energie, die im aufgeladenen Zustand eingesetzt wird, hat auch den "geladen"-Effekt.

Ein Energiepunkt wird normalerweise innerhalb von 10min aufgeladen. Die Quelle legt fest, wie Energie schneller aufgeladen werden kann und welche Aktionen den Charakter aufgeladen machen.

Material

Material wird von einem Charkter gesammelt, erstellt oder mit Macht infusiert. Einige Materialen kann er bei Tagesbeginn aufladen und in Objekte umwandeln, die den Tag halten. Materialen können auch durch Aktionen in kurzlebige Objekte umgewandelt werden.

Eine Kreature, die ein Macht-Objekt trägt, hält oder davon betroffen ist, hat den "andauernd"-Effekt der Macht. Ist das Objekt eins, welches den ganzen Tag hält, hat sie auch den "geladen"-Effekt der Macht.

Ein Material kann normalerweise innerhalb von 10min erstellt werden. Die Quelle legt fest, wie Materialen (auch geladene tägliche) schneller erstellt werden können.

Macht-Effekte

Der Pfad legt gewöhnlich fest, was beim "andauernd", "verbraucht" und "geladen"-Effekt passiert.

Origins

Origins are the things that formed you before you became an adventurer. You normally have 2 origins.

Cultural Origins

Noble

You were born into nobility.

- Boost in Society skill, unlocks Courtly Graces
- Get a fine weapon

[1] Demand Authority
On a roll to Influence in a social interaction you gain the following Rider: The target loses your WIL Morale. If this reduces their Morale to 0 they become one step friendlier for one day.

Personal Origin

You can only have 1 personal origin.

Macht-Quellen

Macht-Quellen sind die Art und weise, auf die du dein Handeln stärkst. Sie bieten eine Erklärung für mächtige Aktionen und übernatürliche Kräfte.

Macht-Quellen bieten dir immer:

- Eine oder zwei Arten, Ressourcen aufzuladen - passend zu den benötigten Ressoucen deines Macht-Pfades
- Eine Art, Aufladung zu erzeugen
- Boni in Basis-Aktionen und Verteidigungen (insgesamt X, maximal Y pro Wert)
- Talente, um die Nutzung der Macht-Quelle zu vertiefen

Konflikt

Du erblühst im Konflikt. Ab verbaler, kämpferischer oder magischer Schlagabtausch - du magst kämpferische Wettbewerbe.

Resourcen

Du erhälst

▶Ziel Erfassen (Fokus)

Bedingung: Deine letzte Aktion hat einer Kreatur Schaden zugefügt.

Du erhälst Fokus auf die Kreatur.

Aufrühren (Energie)

Dauer: 10 Minuten

Du schüchterst ein oder kommandierst andere herum. Du erhälst 1 Energie zurück.

Hast du während dieser Zeit Erfolg mit einem Einschüchtern-Wurf gegen ein Ziel deiner Stufe, erhälst du 2 Energie zurück oder die Dauer reduziert sich auf 1 Minute (deine Wahl).

Klare Signale (Material)

Du schmückst dich mit Trophäen und Verzierungen deiner Siege.

Bei deinen täglichen Vorbereitungen setzt du dir eine Zahl Ziele bis zur Höhe deines Material-Pools. Jedes Mal, wenn eine Kreatur, der du in einer Begegnung Schaden verursacht hast, auf 0 Ausdauer oder Moral fällt, kannst du am Ende der Begegnung in einem 10-minütigem Ritual ein Ziel gegen ein Material in Form einer Trophäe oder Verziehrung eintauschen. Fällt Ausdauer und Moral beides auf 0, kannst du nach der Begegnung 2 Ziele eintauschen.

Nach jeder Begegnung, in der du Schaden verursacht hast, kannst du innerhalb von 10 Minuten deinen Pool an Zutaten durch kleine Trophäen auffüllen.

Aufladung

Angriffs-Deklaration

Du schreist einer Kreatur zu, dass sie Ziel deines Angriffs wird. Du erhälst Aufladung.

Training

Talente

Devotion

Macht-Quellen

Knowledge

Macht-Quellen

Summoning

You call to an inner power either innate or cultivated. Some spark of power deep within you awakes and gives you strength.

Trance, Blessing, Blood

Macht-Pfade

Macht-Pfade sind der Ausdruck deines Könnens, die Form deiner Macht. Bist du Fechtmeister? Erzmagier? Unsichtbarer Infiltrator?

Macht-Pfade nutzen deine Ressourcen, um sie in deinem Spezialgebiet für fantastische Aktionen einzusetzen.

Jeder Macht-Pfad gibt dir:

- Ein oder zwei Arten, Ressourcen zu nutzen
- Einen Effekt beim Einsatz von Aufladung
- Training in Basis-Aktionen und Verteidigungen (Insgesamt X, maximal Wert Y)
- Reiter-Effekte für Würfe
- Talente, um den Zugang zu deinem Macht-Pfad zu vertiefen

Krieger

Ressourcen

Als Krieger nutzt du Fokus und Energie. Wähle eine der beiden Arten, Ressourcen zu verwenden. Wähle dann dessen Vertiefung oder auch die andere Art der Ressourcenverwendung.

Du erhälst die Art der Ressourcenerzeugung deiner Macht-Quelle nur für die Ressourcenverwendungen, welche du gewählt hast.

Fokus

Dein Fokus-Pool erhöht sich um 1.

Duellieren

Gegen Ziele mit Fokus verursachst du zusätzlichen Schaden mit Schlägen in Höhe von 1.

Du kannst bei einem Schlag den Fokus auf das Ziel verlieren, den Schlag mit Leichtigkeit auszuführen.

Vertiefung: Dein Fokus-Pool erhöht sich um 1. Der Bonusschaden durch Duellieren ist 2, wenn du Fokus auf dich und das Ziel hast.

Energie

Dein Energie-Pool erhöht sich um 1.

Mächtiger Schlag

Gib 1 Energie aus und führe einen Schlag mit Leichtigkeit und Sicherheit aus. Du verursachst 4 zusätzlichen Schaden oder 6, wenn du einen zweihändigen Schlag ausführst.

Vertiefung:

▶ Mächtige Weiterführung

Bedingung: Deine letzte Aktion war Mächtiger Schlag

Gib 1 Energie aus. Verursache deine halbe Stärke Ausdauerschaden gegen das Ziel von Mächtiger Schlag. Wenn du eine zweite Waffe führst, kannst du stattdessen den Schaden eines Schlages mit dieser Waffe verursachen.

Aufladung

Training

Reiter

Talente

Caster

Warden

Specialist

Skills

Pathfinder 2e Hack

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

Element	Cantrip	Associated Damage Types
Water	Spout	bludgeoning, cold
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	Fortitute: 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.

)

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)

|

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.)

hdgshsg

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).