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.

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