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

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; 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

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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

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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

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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

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;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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