

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

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 Cantrip for that element. Your Power Source gains that elemental trait.

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 free action.
- **Absorbtion (Focus):** When you take damage of your element or caused by a creature with your elemental trait, you can spend a reaction to gain Focus on you or the target.
- **Magical Recharge (Energy):** Once per minute, after you cast your elemental Cantrip, you recharge 1 Energy as a reaction. You can Empower yourself until the end of your next round with an action that deals 1d4 elemental damage per half level rounded up with a basic reflex save.
- **Basic Shaping (Material):** If you damage or get damaged by a creature with your elemental trait in your reach or take your elemental damage from a source in your reach and you have a free hand, you can create 1 Material as a reaction. You can Transmute simple elemental motes that make a creature "wear" by succeeding with a unarmed melee Strike or a Grapple.

Sympathic Element **Initial**: You ignore restistance equal to half your level (min 1) to your element on any target for 1 minute after you Spend a resource (lose Focus or spend Energy). You also do that on any target under the Ongoing effect of your power (that you have Focus or that is affected by your object of power).

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 can use all your features also with the second element. You have to choose which element to use everytime you use a feature.	

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 the target a +1 status bonus to AC against attacks and attckers with your elemental trait and resistance to that element equal to half your level (min 1).	

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
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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 your 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 on melee, thrown and unarmed Strikes. You can lose Focus on a target to use Flurry of Blows but only against the target. You can use flurry of blows also with finesse or agile weapons.

- **Heavy Blows (Focus):** If you have Focus on yourself, you deal 1 extra damage with melee, thrown and unarmed strikes. The damage increases by 1 at level 6 and every 6 levels thereafter. The damage is the same that the weapon or unarmed attack normally deals. If your power source has an energy trait, you can choose to let the extra damage be that type instead. You can lose Focus and double that damage.
- **Equipment Maintenance (Material):** You can Transmute material into equipment enhancements as a free action. When you do, choose an equipment in your possession. The effect lasts until the end of your turn. If you Transmute empowered during you daily preparations, this effect lasts the whole day. One piece of equipment can have multiple enhancements.
 - Weapon or handwraps: 1 point of extra damage. Same damage type rules as Focused Assault.
 - Weapon or handwraps: Versatile P, B or S trait
 - Shield: +2 hardness
 - Any fundamental rune of your level - 1 or lower.
- **Martial Prowess** Initial: Your Proficiencies in simple and martial weapons and unarmed attacks increases to 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.	

School Mage

Arcane

You can cast arcane spells.

Initial Gifts

Key Attribute	Hitpoints	Perception	Saving Throws
Intelligence	6 + Constitution HP per level	Trained	Fortitude: 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
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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.