

Path of the Battery

Specialist / Sentinel

“What goes around comes around.”

- **Simple Instructions:** Major action: For the next P turns, target ally gains the benefit of one non-Keystone path feature, pillar feature, specialization, or decor that you have of your choice. If any of these require resources, they are drained from your pool when the ally uses them.
- **Lead By Example:** Use this P times per long rest before making any skill check. Until your next turn, your allies can use the result of that skill check in place of their own while rolling the same skill.
- **Walking Sack of Hit Points:** Whenever an adjacent ally spends one or more HD, you may choose to let that ally spend your HD in place of their own. As well, they may also choose to use your HD value in place of their own, whether or not you choose to let them spend your HD.
- **Recharge:** Major action: Touch an ally, and you may expend any amount of minor or major slots. That ally gains the same amount of each type of slot you expend.
- **Powered by a Forsaken Child:** When you use another path feature from Path of the Battery on an ally, that ally also gains 3*P temporary HP.