

# COMBAT ADVANTAGE

## #1

## Power Knowledge

Not everyone has time to play two or three times a month. Or even once a month, for that matter. My original group was under that same curse: we were barely able to play once every month on the big 3E campaign going on for years, a fact even more complicated when one of them moved away.

When 4E came out, the sentiment was “Cool, new powers. But why can’t I have some more?” When you never get a chance to play as often as you would like, the idea of having more options to make the most out of your character seems more appealing. And when they day comes that every character class has 50+ at-will powers from seventeen different sources at their disposal, something like power knowledge could come in handy.

Todd Crapper

Class powers are the primary feature of the game, an extension of their innate, arcane, or divine abilities against the evil forces of the world. Typically, characters will know the same powers from 1st-level to their final voyage at 30th. Rules for swapping powers exist, but the inevitable surge of at-will, encounter, and daily powers available to players will create a need for additional power variety.

**Power knowledge** refers to the number of powers a character knows compared to the number of powers used per day. Martial characters have trained themselves in more than what they can produce at any encounter but need to recite their lessons and practice maneuvers; arcane characters review their spellbooks or meditate on the astral energies around them; while divine character fall deep into prayer with their deities to recollect their role in the universe.

Characters can know an additional number of powers equal to their Intelligence modifier. At-will powers cost one power per modifier, while encounter powers cost two modifiers, and daily and utility powers cost three modifiers. These additional powers do not increase the number of powers used per day, simply the number of powers known to the character. As characters increase in level, they can teach themselves to put aside previous powers as they lose touch with their original lessons and take on new ones. These powers must be swapped as per the standard rules for swapping powers but the number of additional powers known to the character can never increase by more than the character’s Intelligence modifier. Any temporary or permanent increase to the character’s Intelligence score can increase the number of additional powers for as long as this Intelligence bonus remains (such as from magic items). If this bonus is taken away, the character loses his last learned power at the end of his current turn.

1st-level characters select their additional powers during character creation, but this can be put off until higher levels when a new power catches a player’s attention. After an extended rest, the character must select which powers he will have active for the day. His active powers must be selected at

the beginning of the day (which is any point after an extended rest) and must take 10 minutes per power learned to practice and recite the fundamentals of that power. If the character plans to keep the same active powers as the previous day, then no additional time is required.

**Wizard Spellbooks:** Power knowledge can still apply to wizards to gain at-will and encounter spells. Daily and utility spells can be learned too, but it is not as common considering the additional choices they have per level.

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