

CONDUIT

The power of the gods flows through you! As a vessel for divine power, you don't just keep your allies in the fight. You make those allies more effective, even as you rain divine energy down upon your foes. Though the deity or saint you serve might have other faithful and clergy, you are special among worshippers, receiving your abilities from the highest source.

As a conduit, you heal and buff your allies, and debuff your foes while smiting them with divine magic. The spark of divinity within you shines, filling your enemies with awe and making you more worldly and aware.

**“The gods judge
our actions,
and our inaction.”**

Dazar



Basics

Starting Characteristics: You start with an Intuition of 2, and can choose one of the following arrays for your other characteristic scores:

- ♦ 2, 2, -1, -1
- ♦ 2, 1, 1, -1
- ♦ 2, 1, 0, 0
- ♦ 1, 1, 1, 0

Weak Potency: Intuition - 2

Average Potency: Intuition - 1

Strong Potency: Intuition

Starting Stamina at 1st Level: 18

Stamina Gained at 2nd and Higher Levels: 6

Recoveries: 8

Skills: Choose any two skills from the interpersonal or lore skill groups (see [Skills](#) in [Chapter 9: Tests](#)). (*Quick Build:* Read Person, Religion.)

1st-Level Features

As a conduit, you gain the following features.

Deity and Domains

Choose a god or saint who your character reveres from [Chapter 14: Gods and Religion](#), or ask your Director about the deities in your campaign world. With the Director's permission, you can also create your own deity and choose four domains to be part of their portfolio.

After choosing your deity, pick two domains from their portfolio. The two domains you pick make up your subclass, and your choice of domains determines many of the features you'll gain as you gain new levels. (*Quick Build:* Adûn for deity, and Life and Protection as domains.)

Piety

Your deity grants you a Heroic Resource called piety, letting you heal and empower your allies, and unleash holy power upon your foes.

PIETY IN COMBAT

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain piety equal to your Victories. At the start of each of your turns during combat, you gain 1d3 piety.

Additionally, you can gain more piety by praying to the gods—but beware! Doing so can easily draw their ire, as the gods hate to be annoyed. Before you roll to gain piety at the start of your turn, you can pray (no action required). If you do, your roll gains the following additional effects:

- ♦ If the roll is a 1, you gain 1 additional piety but anger the gods! You take psychic damage equal to 1d6 + your level, which can't be reduced in any way.
- ♦ If the roll is a 2, you gain 1 additional piety.
- ♦ If the roll is a 3, you gain 2 additional piety and can activate a domain effect of your choice (see below).

You lose any remaining piety at the end of the encounter.

Conduit Advancement

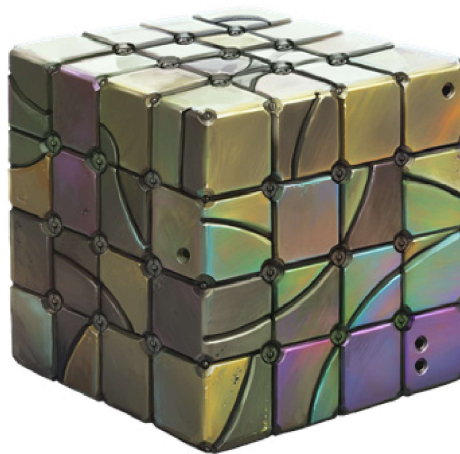
Level	Features	Abilities	Domain Abilities
1st	Deity and Domains, Piety, Domain Feature, Healing Grace, Ray of Wrath, Triggered Action, Prayer, Conduit Ward, Conduit Abilities	Two signature, 3, 5	—
2nd	The Lists of Heaven, Perk, Domain Feature, Domain Ability	Two signature, 3, 5	5
3rd	Minor Miracle, 7-Piety Ability	Two signature, 3, 5, 7	5
4th	Blessed Domains, Characteristic Increase, Domain Feature, Perk, Skill Increase	Two signature, 3, 5, 7	5
5th	Domain Feature, 9-Piety Ability	Two signature, 3, 5, 7, 9	5
6th	Burgeoning Saint, Perk, Domain Ability	Two signature, 3, 5, 7, 9	5, 9
7th	Characteristic Increase, Domain Feature, Faithful's Reward, Skill Increase	Two signature, 3, 5, 7, 9	5, 9
8th	Domain Feature, Perk, 11-Piety Ability	Two signature, 3, 5, 7, 9, 11	5, 9
9th	Domain Ability, Faith's Sword, Ordained	Two signature, 3, 5, 7, 9, 11	5, 9, 11
10th	Avatar, Characteristic Increase, Divine Power, Most Pious, Perk, Skill Increase	Two signature, 3, 5, 7, 9, 11	5, 9, 11



PIETY OUTSIDE OF COMBAT

Though you can't gain piety outside of combat, you can use your heroic abilities and effects that cost piety without spending it. Whenever you use an ability or effect outside of combat that costs piety, you can't use that same ability or effect outside of combat again until you earn 1 or more Victories or finish a respite.

When you use an ability outside of combat that lets you spend unlimited piety on its effect, such as Healing Grace, you can use it as if you had spent an amount of piety equal to your Victories.



DOMAIN PIETY AND EFFECTS

Your choice of domains provides you with two additional ways to earn piety during combat, as triggered by specific events. You might even have a single event trigger both your piety effects. For example, the Sun domain grants piety when a nearby creature takes fire or holy damage, while the War domain grants piety when a nearby creature takes damage of 10 + your level or higher. If you have both those domains and a nearby creature takes an appropriate amount of fire damage, you gain piety from both your domains.

Additionally, whenever you activate a domain effect by praying for piety, you can choose one of your domains and have that domain's prayer effect take effect immediately.

Creation Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that a creature within 10 squares uses an area ability.

Prayer Effect: You summon the forces of creation and create a wall of stone within 10 squares whose size is 5 + your Intuition score. The wall lasts until the end of the encounter.

Death Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that a creature within 10 squares who isn't a minion is reduced to 0 Stamina, or the first time in an encounter that a solo creature within 10 squares becomes winded.

Prayer Effect: You inflict a deadly curse on up to two enemies within 10 squares of you. Each target takes corruption damage equal to twice your Intuition score.



Fate Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that an ally within 10 squares obtains a tier 3 outcome on a power roll, or an enemy within 10 squares obtains a tier 1 outcome on a power roll.

Prayer Effect: You call on the forces of fate to create a reliable future. Choose a creature within 10 squares. That creature automatically obtains a tier 1 or tier 3 outcome (your choice) on their next power roll made before the end of the encounter.

Knowledge Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that the Director spends Malice (see [Draw Steel: Monsters](#)).

Prayer Effect: Choose up to five allies within 10 squares of you, or choose yourself instead of one ally. Each target gains 1 surge.

Life Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that a creature within 10 squares regains Stamina.

Prayer Effect: Choose yourself or one ally within 10 squares. That character can spend a Recovery, can end one effect on them that is ended by a saving throw or that ends at the end of their turn, or can stand up if they are prone. Alternatively, you or one ally within 10 squares gains temporary Stamina equal to two times your Intuition score.

Love Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that you or any ally within 10 squares uses the Aid Attack maneuver or an ability that targets an ally.

Prayer Effect: Each ally within 10 squares of you gains temporary Stamina equal to two times your Intuition score.

Nature Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that you or a creature within 10 squares takes acid, cold, fire, lightning, poison, or sonic damage.

Prayer Effect: Vines whip up from the floor or ground within 10 squares, wrapping around a number of creatures equal to your Intuition score. You can slide each creature up to a number of squares equal to your Intuition score. The vines then fade away.

Protection Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that you or any ally within 10 squares gains temporary Stamina, or uses a triggered action to reduce incoming damage or to impose a bane or double bane on an enemy's power roll.

Prayer Effect: One ally within 10 squares gains temporary Stamina equal to four times your Intuition score.

Storm Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that an enemy within 10 squares is force moved.

Prayer Effect: Each enemy in a 3 cube within 10 squares takes lightning damage equal to twice your Intuition score.

Sun Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that an enemy within 10 squares takes fire or holy damage.

Prayer Effect: One enemy within 10 squares takes fire damage equal to three times your Intuition score.

Trickery Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that you or a creature within 10 squares takes the Aid Attack or Hide maneuver.

Prayer Effect: You slide one creature within 10 squares of you up to a number of squares equal to 5 + your conduit level.

War Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that you or a creature within 10 squares takes damage greater than 10 + your level in a single turn.

Prayer Effect: Choose up to three allies within 10 squares of you, or choose yourself instead of one ally. Each target gains 2 surges.

1st-Level Domain Feature

Choose one of your domains. You gain a domain feature for that domain, as shown on the 1st-Level Conduit Domain Features table. Additionally, you gain a skill from the chosen domain, selected from the skill group indicated on the table. (*Quick Build:* Revitalizing Ritual and the Heal skill from the Life domain.)

1st-Level Conduit Domain Features

Domain	Feature	Skill Group
Creation	Hands of the Maker	Crafting
Death	Grave Speech	Lore
Fate	Oracular Visions	Lore
Knowledge	Blessing of Comprehension	Lore
Life	Revitalizing Ritual	Exploration
Love	Blessing of Compassion	Interpersonal
Nature	Faithful Friend	Exploration
Protection	Protective Circle	Exploration
Storm	Blessing of Fortunate Weather	Exploration
Sun	Inner Light	Lore
Trickery	Inspired Deception	Intrigue
War	Sanctified Weapon	Exploration

BLESSING OF COMPASSION

You exude a magic presence that can soothe those willing to socially engage with you. You gain an edge on any test made to assist another creature with a test.

Additionally, when you are present at the start of a negotiation, one NPC of your choice has their patience increased by 1 (to a maximum of 5), and the first test made to influence them gains an edge.

BLESSING OF COMPREHENSION

You can interpret diagrams and charts even if you don't understand the language associated with them. You are considered fluent in all languages for the purpose of understanding the project source for any research or crafting project (see [Chapter 12: Downtime Projects](#)).

BLESSING OF FORTUNATE WEATHER

Each time you finish a respite, you can decide the weather conditions within 100 squares. Until you finish another respite, the weather conditions you establish follow you through any mundane outdoor locations. Choose one of the following types of weather, each of which grants a benefit to you and your allies:

Clear: You and your allies gain an edge on tests that use the Search or Navigate skills.

Foggy: You and your allies gain an edge on tests that use the Hide skill.

Overcast: You and your allies gain an edge on tests that use the Endurance skill.

Precipitation: When the ground is muddy or snowy, you and your allies gain an edge on tests that use the Track skill.

If you are in the same area as a creature using this or a similar feature who has chosen a different weather effect, the features negate each other where their areas overlap.

FAITHFUL FRIEND

You have the following ability.

Faithful Friend

An animal spirit is drawn to you, sharing their senses with you and serving you faithfully.

Magic

Self

Main action

Self

Effect: You conjure a spirit that takes the form of any animal you have seen. The incorporeal animal has speed 5 and can fly, but can't physically interact with the world. While you are within 10 squares of the spirit, you automatically sense everything that type of animal would sense, in addition to sensing your own surroundings. You can dismiss the spirit at any time (no action required). If the spirit takes any damage, they are dismissed and you take 1d10 psychic damage that can't be reduced in any way.

GRAVE SPEECH

You have the following ability.

Grave Speech

You commune with the lingering soul of the recently dead.

Magic

Melee 1

Maneuver

One dead creature

Effect: You can speak to the target if they are a creature who has died within the last 24 hours and who can speak a language you know, even if they are just a head. The target regards you as they would have in life, and you might need to make tests to influence them and convince them to speak with you. The trauma of dying can make a creature's memory of that event hazy, but the target otherwise knows all they knew in life. After 1 minute, the effect ends. You can't use this ability on the same creature twice.

HANDS OF THE MAKER

You have the following ability.

Hands of the Maker

You craft objects with the power of your mind.

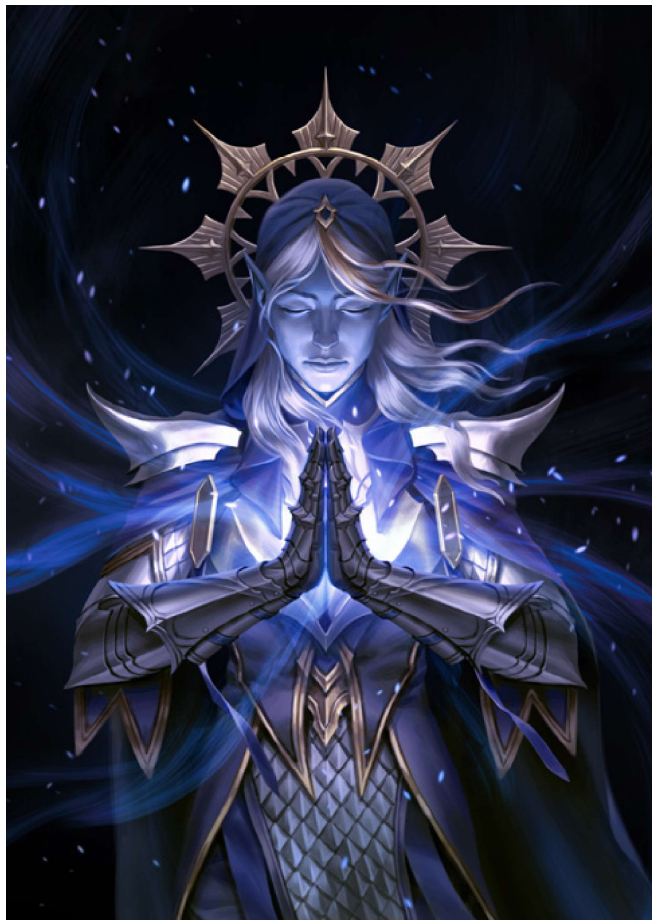
Magic

Self

Maneuver

Self

Effect: You create a mundane object of size 1S or smaller. You can maintain a number of objects created this way equal to your Intuition score. You can destroy an object created this way with a thought, no matter how far you are from it (no action required).



INNER LIGHT

Each time you finish a respite, you can choose yourself or one ally who is also finishing a respite to gain the benefit of a divine ritual. You place a ray of morning light into the chosen character's soul, granting them a +1 bonus to saving throws that lasts until you finish another respite.

INSPIRED DECEPTION

The gods favor your thievery with magic. Whenever you make a test that uses a skill you have from the intrigue skill group, you can use Intuition on the test instead of another characteristic.

ORACULAR VISIONS

Your deity rewards you with hazy visions of things to come. Each time you earn 1 or more Victories, you earn an equal number of fate points. Whenever you or a creature within 10 squares makes a test, you can spend 1 fate point to tap into a vision of the outcome, granting that creature an edge on the test. You lose any remaining fate points when you finish a respite.

PROTECTIVE CIRCLE

You can spend 10 uninterrupted minutes to create a protective circle on the ground large enough to hold one size 1 creature. The circle lasts for 24 hours, until you create another, or until you dismiss it (no action required). Only creatures you designate at the time of drawing the circle can enter and exit the area. While in the protective circle, a creature can't be targeted by strikes.

REVITALIZING RITUAL

Each time you finish a respite, you can choose yourself or one ally who is also finishing a respite to gain the benefit of a divine ritual. The chosen character gains a bonus to their recovery value equal to your level that lasts until you finish another respite.

SANCTIFIED WEAPON

As a respite activity, you can bless a weapon. Any creature who wields the weapon gains a +1 bonus to rolled damage with abilities that use the weapon. This benefit lasts until you finish another respite.

Healing Grace

You have the following ability, which you can use once on your turn.

Healing Grace

Your divine energy restores the righteous.

Magic, Ranged

Maneuver

Ranged 10

Self or one ally

Effect: The target can spend a Recovery.

Spend 1+ Piety: For each piety spent, choose one of the following enhancements:

- You can target one additional ally within distance.
- You can end one effect on a target that is ended by a saving throw or that ends at the end of their turn.
- A prone target can stand up.
- A target can spend 1 additional Recovery.

Ray of Wrath

You have the following ability, which can be used as a ranged free strike.

Ray of Wrath

You unleash a blast of holy light upon your foe.

Magic, Ranged, Strike

Main action

Ranged 10

One creature or object

Power Roll + Intuition:

≤11 2 + **1** damage

12-16 4 + **1** damage

17+ 6 + **1** damage

Effect: You can have this ability deal holy damage.

Triggered Action

Choose one of the following triggered actions. (*Quick Build:* Word of Guidance.)

Word of Guidance

You invigorate an attacking ally with divine energy.

Magic, Ranged

Triggered

Ranged 10

One ally

Trigger: The target makes an ability roll for a damage-dealing ability.

Effect: The power roll gains an edge.

Spend 1 Piety: The power roll has a double edge.

Word of Judgment

Your holy word saps an attacking enemy's strength.

Magic, Ranged

Triggered

Ranged 10

One ally

Trigger: The target would take damage from an ability that uses a power roll.

Effect: The power roll takes a bane against the target.

Spend 1 Piety: The power roll has a double bane against the target.

Prayer

Your god answers a prayer with enhancements to your body and mind. Choose one of the following prayers. You can change your prayer along with your ward (see [Conduit Ward](#) below) by praying to your god as a respite activity. (*Quick Build*: Prayer of Distance.)

PRAYER OF DESTRUCTION

Your god infuses wrath within your being. You gain a +1 bonus to rolled damage with magic abilities.

PRAYER OF DISTANCE

Your god blesses you with the ability to stretch your divine magic farther. You have a +2 bonus to the distance of your ranged magic abilities.

PRAYER OF SOLDIER'S SKILL

Your god gives your mind the training of a soldier. You can wear light armor and wield light weapons effectively, even though you don't have a kit. While you wear light armor, you gain a +3 bonus to Stamina, and that bonus increases by 3 at 4th, 7th, and 10th levels. While you wield a light weapon, you gain a +1 damage bonus with weapon abilities, including free strikes. You can use light armor treasures and light weapon treasures.

If you have a kit, you can't take this blessing.

PRAYER OF SPEED

Your god blesses your flesh and infuses it with divine quickness. You gain a +1 bonus to speed and to the distance you can shift when you take the Disengage move action.

PRAYER OF STEEL

Your god fills your body with the light of creation, making you harder to hurt and move. You gain a +6 bonus to Stamina, and this bonus increases by 6 at 4th, 7th, and 10th levels. Additionally, you gain a +1 bonus to stability.

Conduit Ward

Your god grants you a ward that protects you from the faithless. Choose one of the following wards. You can change your ward along with your prayer (see [Prayer](#) above) by praying to your god as a respite activity. (*Quick Build*: Bastion Ward.)

BASTION WARD

Your god grants you a holy countenance that protects you at all times. You gain a +1 bonus to saving throws.

QUICKNESS WARD

The gods imbue a divine swiftness within you. Whenever an adjacent creature deals damage to you, you can shift up to a number of squares equal to your Intuition score after the damage is dealt.

SANCTUARY WARD

In response to a foe's aggression, your god protects you. Whenever another creature damages you, that creature can't target you with a strike until you harm them or one of their allies, or until the end of their next turn.

SPIRIT WARD

Invisible spirits surround you if you are harmed. Whenever an adjacent creature deals damage to you, they take corruption damage equal to your Intuition score.

Conduit Abilities

Your training and faith let you specialize in magic that buffs your allies, debuffs your foes, and allows you to hold your own in combat alongside your friends.

SIGNATURE ABILITIES

Choose two signature abilities from the following options. Signature abilities can be used at will. (*Quick Build*: Blessed Light, Staggering Curse.)

Blessed Light

Burning radiance falls upon your foe, transferring some of their energy to a nearby ally.

Magic, Ranged, Strike

Main action

Ranged 10

One creature or object

Power Roll + Intuition:

3 + holy damage

5 + holy damage

8 + holy damage

Effect: One ally within distance gains a number of surges equal to the tier outcome of your power roll.

Drain

You drain the energy from your target to revitalize yourself or an ally.

Magic, Melee, Strike

Main action

Melee 1

One creature

Power Roll + Intuition:

2 + corruption damage

5 + corruption damage

7 + corruption damage

Effect: You or one ally within distance can spend a Recovery.

Holy Lash

A tendril of divine energy shoots forth to draw in your foe.

Magic, Ranged, Strike

Main action

Ranged 10

One creature or object

Power Roll + Intuition:

3 + holy damage; vertical pull 2

5 + holy damage; vertical pull 3

8 + holy damage; vertical pull 4

Lightfall

A rain of holy light scours your enemies and repositions your allies.

Area, Magic

Main action

2 burst

Each enemy in the area

Power Roll + Intuition:

2 holy damage

3 holy damage

5 holy damage

Effect: You can teleport yourself and each ally in the area to unoccupied spaces in the area.



Sacrificial Offer

Divine magic tears at your foe and defends a nearby friend.

Magic, Ranged, Strike

Ranged 10

Main action

One creature

Power Roll + Intuition:

2 + corruption damage

4 + corruption damage

6 + corruption damage

Effect: Choose yourself or one ally within distance. That character can impose a bane on one power roll made against them before the end of their next turn.

Staggering Curse

A blast of judgment disorients your foe.

Magic, Melee, Strike

Melee 1

Main action

One creature or object

Power Roll + Intuition:

3 + holy damage; slide 1

5 + holy damage; slide 2

8 + holy damage; slide 3

Warrior's Prayer

Your quickly uttered prayer lends aggressive divine energy to a friend engaged in melee.

Magic, Ranged, Strike

Ranged 10

Main action

One creature

Power Roll + Intuition:

3 + holy damage

6 + holy damage

9 + holy damage

Effect: You or one ally within distance gains temporary Stamina equal to your Intuition score.

Wither

A bolt of holy energy saps the life from a foe.

Magic, Ranged, Strike

Ranged 10

Main action

One creature or object

Power Roll + Intuition:

3 + corruption damage; **P<WEAK**, the target takes a bane on their next power roll

5 + corruption damage; **P<AVERAGE**, the target takes a bane on their next power roll

8 + corruption damage; **P<STRONG**, the target takes a bane on their next power roll

HEROIC ABILITIES

You make use of a number of heroic abilities, all of which channel piety to empower them.

3-Piety Ability

Choose one heroic ability from the following options, each of which costs 3 piety to use. (*Quick Build: Violence Will Not Aid Thee.*)

Call the Thunder Down (3 Piety)

You ask your saint for thunder and your prayer is answered.

Area, Magic, Ranged

3 cube within 10

Main action

Each enemy in the area

Power Roll + Intuition:

2 sonic damage; push 1

3 sonic damage; push 2

5 sonic damage; push 3

Effect: You can push each willing ally in the area the same distance, ignoring stability.

Font of Wrath (3 Piety)

A brilliant column of holy light appears on the battlefield, striking out at nearby enemies.

Magic, Ranged

Ranged 10

Main action

Special

Effect: You summon a spirit of size 2 who can't be harmed, and who appears in an unoccupied space within distance. The spirit lasts until the end of your next turn. You and your allies can move through the spirit's space, but enemies can't. Any enemy who moves within 2 squares of the spirit for the first time in a combat round or starts their turn there takes holy damage equal to your Intuition score.

Judgment's Hammer (3 Piety)

Your divine fury is a hammer that crashes down upon the unrighteous.

Magic, Ranged, Strike

Ranged 10

Main action

One creature or object

Power Roll + Intuition:

3 + holy damage; **A<WEAK**, prone

6 + holy damage; **A<AVERAGE**, prone

9 + holy damage; **A<STRONG**, prone and can't stand (save ends)

Violence Will Not Aid Thee (3 Piety)

After some holy lightning, your enemy will think twice about their next attack.

Magic, Ranged, Strike

Ranged 10

Main action

One creature

Power Roll + Intuition:

3 + lightning damage

6 + lightning damage

9 + lightning damage

Effect: The first time on a turn that the target deals damage to another creature, the target of this ability takes 1d10 lightning damage (save ends).

5-Piety Ability

Choose one heroic ability from the following options, each of which costs 5 piety to use. (*Quick Build: Curse of Terror.*)

Corruption's Curse (5 Piety)

Cursed by you, your enemy takes more damage from your allies.

Magic, Ranged, Strike

Ranged 10

Main action

One creature or object

Power Roll + Intuition:

3 + corruption damage; **M<WEAK**, damage weakness 5 (save ends)

6 + corruption damage; **M<AVERAGE**, damage weakness 5 (save ends)

9 + corruption damage; **M<STRONG**, damage weakness 5 (save ends)

Curse of Terror (5 Piety)

Fear of divine judgment overwhelms your foe.

Magic, Ranged, Strike

Ranged 10

Main action

One creature

Power Roll + Intuition:

6 + holy damage; **I<WEAK**, frightened (save ends)

9 + holy damage; **I<AVERAGE**, frightened (save ends)

13 + holy damage; **I<STRONG**, frightened (save ends)

Faith Is Our Armor (5 Piety)

The heroes' armor glows with golden light, granting divine protection.

Magic, Ranged

Ranged 10

Maneuver

Four allies

Effect: You can target yourself instead of one ally with this ability.

Power Roll + Intuition:

The target gains 5 temporary Stamina.

The target gains 10 temporary Stamina.

The target gains 15 temporary Stamina.

Sermon of Grace (5 Piety)

You inspire your allies with tales of your saint's great deeds.

Area, Magic

4 burst

Main action

Each ally in the area

Effect: Each target can spend a Recovery. Additionally, each target can use a free triggered action to end one effect on them that is ended by a saving throw or that ends at the end of their turn, or to stand up if prone.