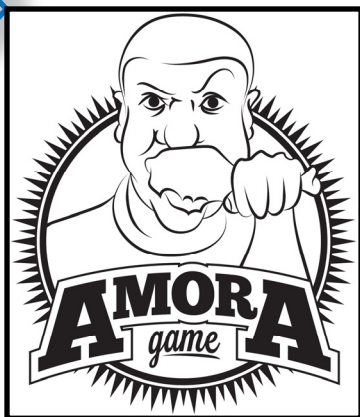


Conduits of the Age



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Conduits of the Age

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CONDUIT

OVERVIEW

Play Style: By making use of a conduit die that fills in power as one goes, conduits are versatile and moderately unpredictable. Their powers are determined by what their conduct die grants them, and what they've drawn into it. This makes for a playstyle that prioritizes paying attention and being adaptable.

Ability Scores: Conduits, having weathered magical forces time and again, are wise. They're also fairly dexterous, as they need good reflexes to draw magic into their bodies.

Conduits gain a +2 class bonus to either their Dexterity or their Wisdom, so long as it is different from their racial bonus.

Races: Conduits come from all walks of life, but half-orcs and gnomes are especially common among their ranks. Arcane experiments that led to half-orcs sometimes manage to infuse the potential for conduits within them, and gnomes are tricky enough to have supposedly stumbled onto the secrets of conduction.

Backgrounds: These are just a few examples of backgrounds for a typical conduit. They can be an arcane experiment survivor, wild magic weatherman, antimagic acolyte, magically-preserved 5th Age corpse, or excommunicated charlatan.

Icons: Few patrons of the Grand Mage would dare to become conduits, believing the power to be a fool's gift. However, many other icons, especially those who would seek to oppose more magical enemies, have sponsored research into the making of conduits.

BASIC ATTACK

Melee Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: Damage equal to your level

GEAR

At 1st level, conduits start with a melee weapon and a ranged weapon of their choice, some form of light armor, and any other nonmagical elements that fit their background. They may have some spent wands that they hang onto so they can pretend to cast spells by waving a wand when they use their conduct power; so they "blend in".

The thrifty conduit can start with 25 gp in their purse. Conduits who trust to the fates, and take a few more chances start with 1d6 x 10 gp.

ARMOR

Conduits prefer the leather armor that gives a little flexibility and movement; while offering simple but effective protection.

Conduit Armor and AC

Type	AC	Attack Penalty
None	10	-
Light Armor	11	-
Heavy Armor	13	-2
Shield	1	-2

WEAPONS

For a conduit, weapons like a shortsword work nicely. For the smasher types, a good heavy flail. For conduits that charge into the fray, a good spear or halberd is also nice to handle. For ranged, a trusty crossbow or shortbow helps them keep their distance when ramping up powers.

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: -

Conduit Level Progression

Note: Although not listed on the table, this class gets three talents. It does not gain more at higher levels.

Conduit Level	Total Hit Points	Conduct Die Size	Total Feats	Level-up Ability Bonuses	Damage bonus From Ability Score
Level 1	(7 + Con mod) x 3	1d6	1 adventurer	-	ability modifier
Level 2	(7 + Con mod) x 4	1d6	2 adventurer	-	ability modifier
Level 3	(7 + Con mod) x 5	1d6	3 adventurer	-	ability modifier
Level 4	(7 + Con mod) x 6	1d6	4 adventurer	+1 to 3 abilities	ability modifier
Level 5	(7 + Con mod) x 8	1d8	4 adventurer 1 champion	-	2 x ability modifier
Level 6	(7 + Con mod) x 10	1d8	4 adventurer 2 champion	-	2 x ability modifier
Level 7	(7 + Con mod) x 12	1d8	4 adventurer 3 champion	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + Con mod) x 16	1d10	4 adventurer 3 champion 1 epic	-	2 x ability modifier
Level 9	(7 + Con mod) x 20	1d10	4 adventurer 3 champion 2 epic	-	3 x ability modifier
Level 10	(7 + Con mod) x 24	1d10	4 adventurer 3 champion 3 epic	+1 to 3 abilities	3 x ability modifier

Conduit Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Dexterity or Wisdom (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	11 + Middle mod of Con / Dex / Wis + Level
Physical Defense	11 + Middle mod of Str / Dex / Con + Level
Mental Defense	12 + Middle mod of Int / Wis / Cha + Level
Hit Points	(7 + Con mod) x Level modifier
Recoveries	(Probably) 8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3
Feats	1 per level

Conduit Melee Weapons

One-Handed	Two-Handed
Small	
1d4 dagger	1d6 club
Light or Simple	
1d6 shortsword	1d8 spear
Heavy or Martial	
1d8 heavy flail (-2 attack)	1d10 halberd (-2 attack)

Conduit Ranged Weapons

Thrown	Crossbow	Bow
Small		
1d4 dagger	1d4 hand crossbow	-
Light or Simple		
1d6 javelin	1d6 light crossbow	1d6 shortbow
Heavy or Martial		
-	1d8 heavy crossbow (-2 attack)	1d8 longbow (-2 attack)

CLASS FEATURES

All conduits have the following class feature.

CONDUCT DIE

The conduit's power is wild and unpredictable, different abilities sparking from different places. This is represented by the conduct die. Conduct die starts as a **d6** at 1st level, and becomes a **d8** at 5th level and a **d10** at 8th level.

After a full heal-up, a conduction power for which the conduit meets the prerequisites for are assigned to a side of the conduct die. When a side is rolled, this is referred to as a conduct power being rolled, with the specific conduct power being the one assigned to that side. The die is then rolled twice. The powers that were rolled are considered to be charged. All other powers are considered drained. Repeats of the same power are then rerolled.

Whenever a magical ability targets a conduit, they can choose to use an interrupt action to roll their conduct die. If the conduct die lands on a drained power, the magical ability automatically misses all of its targets and the drained power becomes charged. If the conduct die lands on a charged power, the conduit may choose to have the magical ability automatically miss all of its targets but take damage equal to the level of the creature that created the magical ability, or have it proceed as normal.

At the start of the conduit's turn they always roll the conduct die as a free action, no matter what. If the conduct die lands on a charged power, that power can be used with the corresponding action that turn. If it lands on a drained power, nothing happens

Adventurer Feat: When you roll a drained power at the start of your turn, you can use your move action to reroll it.

Champion Feat: You now roll your conduct die three times after a full heal-up.

Epic Feat: You gain one (1) extra interrupt action each round which can only be used to roll your conduct die.



CLASS TALENTS

Choose three of the following class talents.

Controlled Conduct

You cannot take this talent if you also have the gigas conduct talent.

Once per round, when you roll your conduct die for any reason, you can choose to modify the result of the die up or down by 1. This does not take an action, and it is treated as if that was what the result had always been.

Adventurer Feat: When you modify the result of the conduct die, you gain a +1 bonus (+2 at 5th level, +3 at 8th) to attack rolls made to use the conduct power associated with the new result.

Champion Feat: You can choose to modify the result of the conduct die twice in one round.

Epic Feat: When you modify the result of the conduct die, you can modify it by either 1 or 2, your choice.

Favorite Power

When you assign powers to the sides of your conduct die, pick one power. This power is assigned to two sides of your choice, each of which functions as a separate power.

Adventurer Feat: When one side containing your favorite power is drained and the other is charged, and you roll the charged side, you can choose to charge the drained side as if it had been the result rolled.

Champion Feat: When both sides containing your favorite power are drained, and you would charge one of them, you instead charge both of them.

Epic Feat: You can now choose to have a second favorite power when you assign powers to the sides of your conduct die. Both favorite powers are assigned to two sides of your choice, and are affected by the adventurer and champion tier feats for this talent separately.

Gigas Conduct

You cannot take this talent if you also have the controlled conduct talent.

Your conduct die is one size larger, to a maximum of a d12 at epic tier. However, when you roll your

conduct die as an interrupt action, roll 1d4. On a 2-4, resolve as normal. On a 1, the interrupt action is wasted with no effect, and if the rolled power was charged, it becomes drained.

Adventurer Feat: Once per battle, when you roll your conduct die as an interrupt action, you can choose to not roll 1d4 and have it automatically resolve normally.

Champion Feat: You now roll 1d6 instead of 1d4 to determine if your interrupt action is wasted. It is resolved as normal on a 2-6, and has the same effect on a 1 as it did when it was a 1d4.

Epic Feat: You can use the adventurer tier feat for this talent twice times per battle.

Mystical Armor

You take no penalty for using shields or for heavy armor. Additionally, when your conduct die is on an odd-numbered result, you gain +1 AC. When your conduct die is on an even-numbered result, you gain +1 PD.

Adventurer Feat: When using a shield and/or wearing armor, you increase the bonus to AC or PD from this talent by +1 (to +2).

Champion Feat: The bonus to AC or PD from this talent also applies to MD.

Epic Feat: You increase the bonus to AC or PD from this talent by +1 at all times.

Mystical Weapons

You take no penalty for using heavy or martial weapons. Additionally, when your conduct die is lands on an odd-numbered result and you make an attack with a weapon, you gain a bonus to the attack roll equal to your tier (+1 at adventurer, +2 at champion, +3 at epic). When your conduct die is on an even-numbered result and you make an attack with a weapon, you roll one more die of damage than normal.

Adventurer Feat: When you wield a heavy or martial weapon, you increase the damage by one size (d10s for one-handed, d12s for two-handed).

Champion Feat: One battle per day, you can treat your conduct die as both odd and even for the purposes of this talent for the entire battle.

Epic Feat: You can use the champion tier feat for this talent two battles per day.

Wild Preservation

When you assign powers to the sides of your conduct die, pick one side (two at 5th level, three at 8th). Whenever you roll a save when your conduct die is on a selected side, you add your Wisdom bonus to your save.

Adventurer Feat: When you heal using a recovery and your conduct die is odd, add your Wisdom bonus to the healing gained.

Champion Feat: When you heal using a recovery and your conduct die is even, the recovery is free.

Epic Feat: You now pick one more side (for a total of four sides) for this talent.

CONDUCT POWERS

After each full heal-up, choose one of the following powers for each side of your conduct die. Unless otherwise stated, you can only select a given power once per full heal-up.

Alacrity

Action: Quick

Target: Self

Effect: You add your Dexterity modifier to all Intelligence-based checks you make for one round.

Champion Feat: Double your Dexterity modifier.

Epic Feat: Triple your Dexterity modifier.

Conduit Strike

Action: Standard

Target: One engaged enemy

Attack: Dexterity + Level vs PD

Hit: 2d8 + Wisdom force damage

Miss: Damage equal to twice level.

Champion Feat: 5d8 + Wisdom

Epic Feat: 8d8 + Wisdom

Convince

Action: Quick

Target: Self

Effect: You add your Dexterity modifier to all Charisma-based checks you make for one round.

Champion Feat: Double your Dexterity modifier.

Epic Feat: Triple your Dexterity modifier.

Deflective

Action: Interrupt

Target: One creature making an attack against the conduit that targets AC or PD.

Attack: Dexterity + Level vs MD.

Hit: The target's attack automatically misses.

Champion Feat: The target also takes 2d6 + Wisdom psychic damage.

Epic Feat: The damage taken increases to 4d8 + Wisdom.

Dissipation

Action: Standard

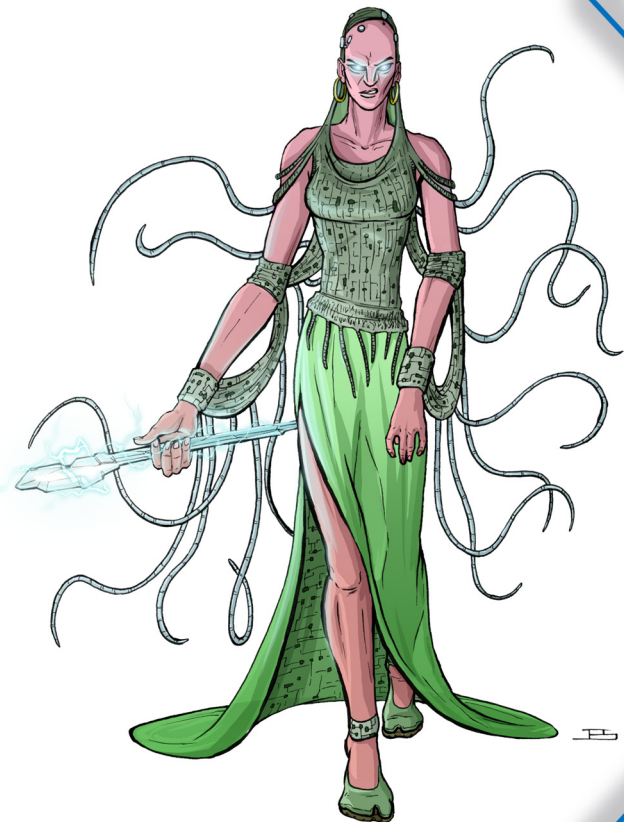
Target: One nearby spellcaster

Attack: Wisdom + Level vs MD

Hit: 1d10 + Wisdom psychic damage, and the target can't use magical effects for one round.

Champion Feat: 3d10 + Wisdom damage, and the target can't use magical effects for two rounds.

Epic Feat: 5d10 + Wisdom damage, + the target is unable to use magical effects for three rounds.



Explode

Action: Standard

Target: All engaged enemies

Attack: Wisdom + Level vs PD

Hit: 1d8 + Wisdom force damage.

Champion Feat: 2d8 + Wisdom

Epic Feat: 4d10 + Wisdom

Focus

Action: Quick

Target: Self

Effect: You add your Dexterity modifier to all Wisdom-based checks you make for one round.

Champion Feat: Double your Dexterity modifier.

Epic Feat: Triple your Dexterity modifier.

Funnel

Action: Standard

Target: Up to 3 nearby enemies in the same general direction.

Attack: Wisdom + Level vs PD

Hit: 1d8 + Wisdom force damage.

Champion Feat: 2d8 + Wisdom

Epic Feat: 4d10 + Wisdom

Grace

Action: Quick

Target: Self

Effect: You add your Wisdom modifier to all Dexterity-based checks you make for one round.

Champion Feat: Double your Wisdom modifier.

Epic Feat: Triple your Wisdom modifier.

Mending

Action: Standard

Target: One creature that you're next to.

Effect: The target can heal using a recovery.

Champion Feat: Add your Wisdom modifier to the healing gained.

Epic Feat: Also add your level to the healing gained.

Mystical Bolt

Action: Standard

Target: One nearby enemy

Attack: Wisdom + Level vs PD

Hit: 2d8 + Wisdom force damage

Miss: Damage equal to twice level.

Champion Feat: 5d8 + Wisdom

Epic Feat: 8d8 + Wisdom

Mystical Boost

Action: Quick

Target: Self

Effect: Gain +1 to all attack rolls for one round.

Champion Feat: +2 for two rounds.

Epic Feat: +4 for three rounds.

Mystical Movement

Action: Quick

Target: Self

Effect: Take a move action.

Champion Feat: Take a move action and gain +2 AC for two rounds.

Epic Feat: Take the equivalent of two move actions and gain +2 AC for three rounds.

Mystical Protections

Action: Move

Target: Self

Effect: Gain +1 to all defenses for one round.

Champion Feat: +2 to all defenses for two rounds.

Epic Feat: +4 to all defenses for three rounds.

Rigor

Action: Move

Target: Self

Effect: Gain resist physical damage 12+ for two rounds.

Champion Feat: Gain resist physical damage 16+ for three rounds.

Epic Feat: Gain resist physical damage 18+ for four rounds.

Surge

Action: Move

Target: Self

Effect: Gain +2 damage with *melee* basic attacks for two rounds.


Champion Feat: Gain +4 damage with *melee* basic attacks for three rounds.

Epic Feat: Gain +6 damage with *melee* basic attacks for five rounds.



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