

Name

M2A-1R1I2P1

Class

Conduit

Lvl1

Xp00

Ancestry

Dwarf

SIGNATURE TRAIT: RUNIC CARVING

You can carve a magic rune onto your skin. The rune you carve determines the benefit you receive. You can change or remove this rune with 10 minutes of work while not engaged in combat.
(See Note Card Below)

SPARK OFF YOUR SKIN (COSTS 2 POINTS)

Your stone skin affords you potent protection. Your Stamina increases by 6 at 1st level, then increases by an additional 3 each time you gain a new level.

GROUNDING (COSTS 1 POINT)

Your heavy stone body and connection to the earth makes it difficult for others to move you. Your stability increases by 1.

Lifespan: 700-1,500

Age: 00

Size: 1M

Culture

Culture Name

Environment

Organization

Upbringing

Urban

Communal

Labor

Skills Granted:

Career

Sailor

You worked on a boat that might have been a merchant, mercenary, military, or pirate vessel. You may have been a deckhand, mate, or even the captain. In defining your career, think about the following questions:

- What is the name of the vessel you sailed on and what type of business was the crew engaged in?
- What was your job aboard the boat?
- What's the longest amount of time you spent at sea?
- Who or what did you lose at sea?

Deserter: It was in the middle of a raid when you realized you no longer believed in a life of piracy. You used the chaos of the moment to slip away unnoticed. You now work as a hero in an effort to atone for your past deeds and fear the day your old crew finds you.

Renown: 0

Wealth: 1

Stamina

24 Max

12 Winded

0 Dying

Temp: 0

-12 Dead

Recoveries

Max: 8

Value

Surges

+2 Damage

Victories

1d3 piety start of your turn. You can pray before rolling for extra piety: +2 piety on a 3, +1 piety on a 2, +1 piety, 1d6+level psychic damage on a 1.

Piety

Melee

1

Range

5

Speed

5

Disengage

1

Stability

1

Skills

Culture, Drive, Endurance, Heal, Navigate, Swim, Flirt, Read Person

Languages: Caelian, Oaxuatl, Vaniric, Vaslorian

Immunity:

Weakness:

Prayer

Prayer of Destruction

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

Ward

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.

Class Features

"Subclass" Name

PIETY IN COMBAT

At the start of a combat encounter 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. When you roll to gain 1d3 piety at the start of your turn, you can pray to gain the following additional effects (no action required):

- 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).

LIFE DOMAIN PIETY AND EFFECT

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

Prayer Effect: Choose yourself or one ally within 10 squares of you. The targets can spend a Recovery, can end any effects on them that are ended by a saving throw or that end at the end of their turn, or can stand up if they are prone. Alternatively, you and one ally within 10 squares of you gain temporary Stamina equal to 5 × your Intuition score.

WAR DOMAIN PIETY AND EFFECT

Piety: You gain 2 piety the first time in an encounter that you or a creature within 10 squares of deals damage in an amount equal to or greater than 10 + your level.

Prayer Effect: Three allies of your choice within 10 squares of you, including yourself, gain two surges.

Project

Project Name

Points Needed: 0

Total Points: 0

Word of Judgement	T
<i>Your holy word saps an attacking enemy's strength.</i>	
Keywords: Magic, Ranged, Triggered	
Distance: Ranged 10	Target: One ally
<p>Trigger: The target takes damage from an ability that requires a power roll.</p> <p>Effect: The power roll gains a bane against the target.</p> <p>Spend 1 Piety: The power roll gains a double bane against the target.</p>	

Melee Weapon Free Strike	A
Keywords: Charge, Melee, Strike, Weapon, Action	
Distance: Melee 1	Target: 1 Creature or Object
Power Roll + MGT or AGL: ♦ ≤ 11: 4 damage ★ 12-16: 7 damage ✱ ≥ 17: 9 damage	

Ranged Weapon Free Strike	A
Keywords: Strike, Weapon, Action, Ranged	
Distance: Ranged 10	Target: 1 Creature or Object
Power Roll + MGT or AGL: ♦ ≤ 11: 5 damage ★ 12-16: 7 damage ✱ ≥ 17: 9 damage	

Runic Carving — Dwarf Ancestry Feature	N
<i>To save you from reading tiny text in the Ancestry Box.</i>	
<p>You can carve a magic rune onto your skin. The rune you carve determines the benefit you receive. You can change or remove this rune with 10 minutes of work while not engaged in combat.</p> <p>• Detection: Pick a specific type of creature, such as “goblins” or “humans” or an object, such as “magic swords” or “potions.” Your rune glows softly when you are within 20 squares of a chosen creature or object, regardless of line of effect. You can change the type of creature as a maneuver.</p> <p>• Light: Your skin sheds light for 10 squares. You can turn this on and off as a maneuver.</p> <p>• Voice: As a maneuver, you can communicate telepathically with another willing creature you have met before whose name you name, who can speak and understand a language you know, and is within 1 mile of you. You and the creature can respond to one another as if having a normal conversation. You can change the person you communicate with by changing the rune.</p>	

Healing Grace	M
<i>Your divine energy restores the righteous.</i>	
Keywords: Magic, Ranged, Maneuver	
Distance: Ranged 10	Target: Self or one ally
<p>Effect: The target can spend a Recovery.</p> <p>Spend 1+ Piety: For each piety spent, choose one of the following enhancements:</p> <ul style="list-style-type: none"> • 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. 	

Drain	S
<i>You drain the energy from your target and revitalize yourself or an ally.</i>	
Keywords: Magic, Melee, Strike, Action	
Distance: Melee 1	Target: One creature
<p>Power Roll + Intuition: 2d10 + 2</p> <p>♦ 11 or lower: 5 corruption damage ★ 12-16: 8 corruption damage ✱ 17+: 10 corruption damage</p> <p>Effect: You or one ally within distance can spend a Recovery.</p>	

Wither	S
<i>A bolt of holy energy saps the life from a foe.</i>	
Keywords: Magic, Ranged, Strike, Action	
Distance: Ranged 10	Target: One creature or object
<p>Power Roll + Intuition: 2d10 + 2</p> <p>♦ 11 or lower: 6 holy damage; P < 0, the target takes a bane on their next power roll ★ 12-16: 8 holy damage; P < 1, the target takes a bane on their next power roll ✱ 17+: 11 holy damage; P < 2, the target takes a bane on their next power roll</p>	

Ray of Wrath	A
<i>You unleash a blast of holy light upon your foe.</i>	
Keywords: Magic, Ranged, Strike, Action	
Distance: Ranged 10	Target: One creature or object
<p>Power Roll + Intuition: 2d10 + 2</p> <p>♦ 11 or lower: 5 damage 12-16: 7 damage 17+: 9 damage</p> <p>Effect: You can have this ability deal holy damage.</p>	

Call The Thunder Down	3
<i>You ask your saint for thunder and your prayer is answered.</i>	
Keywords: Area, Magic, Ranged, Action	
Distance: 3 cubes within 10	Target: Each enemy in the area
<p>Power Roll + Intuition: 2d10 + 2</p> <p>♦ 11 or lower: 3 sonic damage; push 1 ★ 12-16: 4 sonic damage; push 2 ✱ 17+: 6 sonic damage; push 3</p> <p>Effect: You can push each willing ally in the area. This forced movement ignores any ally's stability.</p>	

Corruption's Curse	5
<i>Cursed by you, your enemy takes more damage from your allies.</i>	
Keywords: Magic, Ranged, Strike, Action	
Distance: Ranged 10	Target: One creature or object
<p>Power Roll + Intuition: 2d10 + 2</p> <p>♦ 11 or lower: 6 corruption damage; M < 0, damage weakness 5 (save ends) ★ 12-16: 9 corruption damage; M < 1, damage weakness 5 (save ends) ✱ 17+: 12 corruption damage; M < 2, damage weakness 5 (save ends)</p>	