



Conduit

Basic Rules

An individual who has the capacity to store magic and discharge it at will.

Hit Die: d8

Primary ability: Constitution

Saves: Constitution and Strength

Conduit Class Details

Raising his shield, an aasimar grimaces towards the barrage of arrows hurtling towards him. He dashes through the cloud, briefly obscured by the sheer mass of projectiles. However, as the arrows finish their flight, the warrior continues his charge, staunch and untouched. Staring at the massive ball of fire descending upon him, a tiefling throws his hand upwards to meet the fiery sphere. As he touches it, the fire seems to swirl and dissipate as the magic within it is drained.

A half-elf sashays across the ballroom floor, elegant in movement and graceful in form. One moment of carelessness on a nearby servant's part results in a pile of glasses and plates being launched sky high. Without missing a beat, the half elf dances under the flying tableware, impossibly catching them all neatly on one arm. Helping the servant up, she returns the dishes to him and returns to the dance.

Searching hopelessly through a massive forest for any signs of the criminal, a human garbed in mail throws her hands up in exasperation. She knew that the odds were stacked against her, but had hoped against hope for something. As she turned to leave, however, the smallest swath of fabric on a nearby tree caught her eye. Her hope renewed, she sprinted over to follow the renewed trail.

Whether raging across a battlefield or partying at a gala, a luckbinder's sway over possibilities allows their efforts to flourish, their allies to strike true, and their enemies to fall victim to calamity.

The Fluctuation of Luck

Existence is founded on chance. Existence itself is a mere result of happenstance, possibilities falling the exact right way at the exact right time. Whether words convince someone of the extraordinary, whether attacks hit their mark, or even whether life fades or continues- the outcomes of everything can be traced to one source: luck. This is not to say that people have no agency of their own, but it is unquestionably true that some have more say in their fate than others. By willpower alone, luckbinders sway the ebb and flow of luck, encouraging possibilities to manifest in whatever form they require most.

Supernatural Happenstance



Many people are said to be born under a lucky star or accursed hex, but very rarely does anyone truly comprehend the experiences that their respective lot in life lends them. When true calamity or providence strikes, those that it affects may not be observant or willing enough to understand such occurrences. The luckbinders are those that comprehend and learn from such events, gaining an understanding of how to bind possibilities.

Luckbinders often spend most of their lives using their abilities for safety and social gain, becoming nobles and tycoons, but there exist those who find such sedentary lives unfulfilling. These luckbinders tend to end up adventuring, whether for the challenge, the danger, or just for the thrill of it. A life fraught with uncertainties, peril, and risk is one that is most suitable for their nature and is most certainly one that adventure provides.

Creating a Conduit

Luckbinders originate from experiences of either extreme or prolonged fortune, whether it be good or bad, but, oftentimes, their lives prior are unexceptional, lacking excitement and flair. One might say that your character's life leads up to that series of events, the moment from which their outlook on life is born. Think about how your life, whether exorbitant or humble, joyous or miserable, created the circumstances for your fortunes and misfortunes to occur.

What introduced you to this new life, the events that revealed the machinations of luck to you? Were you a soldier who, outnumbered ten to one and against all odds, led his platoon to victory? What if you were a noble who sat at the peak of prosperity before a series of impossible misfortunes led to your downfall? Perhaps you were a simple farmer who was somehow trampled by ten carriages in the same day. You might have even been an orphan, in the right place at the right time, who had the good fortune to be adopted by royalty.

Quick Build

You can make a conduit quickly by following these suggestions. First, make Constitution your highest ability score, followed by Strength. Second, choose the soldier background.

The Conduit Table

Level	Proficiency Bonus	Magic Absorption	Energy Storage	Features
1st	+2	1	-	Magic Absorption, Unarmored Defense
2nd	+2	1	3	Energy Storage, Shockwave Pulse
3rd	+2	1	4	Style Practitioner
4th	+2	1	4	Ability Score Improvement



5th	+3	2	5	Extra Attack
6th	+3	2	5	Arcane Drain, Fortified Strength
7th	+3	2	5	Form Specialization
8th	+3	2	6	Ability Score Improvement
9th	+4	2	6	Concentrated Strike
10th	+4	2	6	Form Specialization
11th	+4	3	7	Extra Attack
12th	+4	3	7	Ability Score Improvement
13th	+5	3	8	Energy Cutter
14th	+5	3	8	Magic Interference
15th	+5	3	8	Form Specialization Feature
16th	+5	3	9	Ability Score Improvement
17th	+6	3	9	Power Surge
18th	+6	3	9	Absorption Overwhelming
19th	+6	4	10	Ability Score Improvement
20th	+6	4	10	Form Specialization Feature

Conduit Multiclassing

Multiclassing Prerequisites

Ability score minimum

Constitution 13

Multiclassing Proficiencies

Proficiencies Gained

Light armor, simple weapons, one skill from the class' skill list.

Class Features



As a conduit, you get the following class features.

Hit Points

Hit Dice: 1d8 per conduit level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per conduit level after 1st

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Constitution, Strength

Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a dagger
- (a) a dungeoneer's pack or (b) an explorer's pack

Magic Absorption

At 1st level, you can absorb ambient magic energy from the world around you and release it as concentrated force. This absorbed magic is represented by a number of energy points. You gain a number of energy points at the start of each of your turns. Your conduit level determines the number of points you gain, as shown in the Magic Absorption column of the Conduit table. Energy points expire at the end of each of your turns if not spent or stored.

You can spend these points to fuel various energy features. You start knowing three such features: **Sweeping Slash**, **Bolt Discharge**, and **Crushing Blast**. You learn more energy features as you gain levels in this class.

Energy save DC = 8 + your proficiency bonus + your Constitution modifier

Energy attack modifier = your proficiency bonus + your Constitution modifier

- **Sweeping Slash.** When you take the Attack action, you can spend 1 energy point and replace one of your attacks with a slash of magic energy. Make a melee attack with a range of 10. On a hit, the target takes force damage equal to 1d10 + your Constitution modifier.
- **Beam Discharge.** When you take the Attack action, you can spend 1 energy point and replace one of your attacks with a bolt of magic energy. Make a ranged attack with a range of 60/120. On a hit, the target takes force damage equal to 1d8 + your Constitution modifier.



- **Crushing Blast.** When you take the Attack action, you can spend 1 energy point and replace one of your attacks with a blast of raw magical energy in a 15-foot cone. Each creature in the area must make a Dexterity saving throw. A creature takes 1d8 force damage on a failed save.

Unarmored Defense

At 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Constitution modifier.

Energy Storage

At 2nd level, you can store unspent energy within your body, saving it for later use. Your conduit level determines the maximum number of points you can store, as shown in the Energy Storage column of the Conduit table.

Shockwave Pulse

At 2nd level, you can use your action to spend 1 or more energy points to unleash a wave of magical force. Each creature of your choice within 10 feet of you must succeed on a Dexterity saving throw. On a failed save, a creature takes force damage equal to 1d4 for each energy point you spend and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

Style Practitioner

At 3rd level, you choose what kind of energy practitioner you are. Choose Razer, Skirmisher, Vanguard, or Warden, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 20th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class.

Arcane Drain



At 6th level, when you take damage from a spell or other magical effect you can see, you can use your reaction to halve the attack's damage against you and gain 2 energy points.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Fortified Strength

At 6th level, you can use surplus energy to bolster your physical state. When you have energy points that exceed your maximum number of stored points, you can spend those excess energy points to grant yourself temporary hit points equal to your Constitution modifier for each energy point.

Concentrated Strike

At 9th level, when you hit one or more creatures with one of your Sweeping Slash, Beam Discharge, or Crushing Blast features, you can spend 1 energy point to attempt to push them back. The targets must succeed on a Strength saving throw or be pushed 10 feet away from you.

Extra Attack

Beginning at 11th level, you can attack three times, instead of twice, whenever you take the Attack action on your turn.

Energy Cutter

At 13th level, your released energy becomes concentrated enough to cut through even resilient materials. Your energy features deal double damage to objects and structures.

Magic Interference

At 14th level, you can add your proficiency bonus to any saving throw against spells or other magical effects you make that doesn't already include your proficiency bonus.

Power Surge

At 17th level, you can use your bonus action to spend 1 or more energy points to enter a state of energy radiation.

Your state lasts for 1 round for each energy point you spend or until you end it as a bonus action. During it, at the end of each of your turns, each creature of your choice within 10 feet of you takes 2d6 force damage.

Once you use this feature, you must finish a long rest before you can use it again.

Absorption Overwhelming



At 18th level, as an action, you can open all your magic channels and drain the magic energy from your surroundings. You gain 5 energy points, and any spell on you ends. Each creature of your choice within 15 feet of you must succeed on a Constitution saving throw. On a failed save, a creature takes 8d10 force damage as their magical energy is forcibly drained. On a successful save, the creature takes half as much damage.

Once you use this feature, you must finish a long rest before you can use it again.

Practitioner Styles

Luckbinders find common ground in their basic ability to influence possibilities. However, different luckbinders perceive the mechanics of luck in different ways, which specializes their binding in varying directions, embodied by their luck's purview. Your choice of purview is the embodiment of your understanding of luck, which in turn influences your ability to manifest possibilities.

Razer

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Explosive Touch

When you choose this practice at 3rd level, you infuse an object with energy, causing it to detonate after a short time. When you take the Attack action, you can spend 1 energy point and replace one of your attacks with throwing a charged object. Touch a tiny, nonmagical object that is not being worn or carried and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a Dexterity saving throw or take 2d4 force damage.

Delayed Detonation

At 7th level, you can use your action to spend 1 or more energy points to touch a medium or smaller, nonmagical object that is not being worn or carried and infuse it with energy.

Within the next minute, you can use your action to detonate the object, releasing the infused energy. Each creature within 30 feet of the object must succeed on a Dexterity saving throw. On a failed save, a creature takes force damage equal to 1d12 for each energy point you spent. On a successful save, the creature takes half as much damage.

Concussive Wave

At 10th level, when you touch an object with your Explosive Touch feature, you can spend 1 or more energy points to empower its explosion. On a failed save, a creature has its speed reduced by 10 feet for each energy point you spend until the start of your next turn.

Bigger Payload

At 15th level, you can use your Delayed Detonation feature on large objects.



Vital Infusion

At 20th level, you can even infuse living beings with your energy. As an action, you can spend 10 energy points and touch a creature, infusing it with energy.

Within the next minute, you can use your action to unleash all the infused energy. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 force damage.

Each other creature of your choice within 15 feet of the creature must succeed on a Dexterity saving throw. A creature takes 10d4 force damage on a failed save, and half as much damage on a successful one.

You can use this feature a number of times equal to your Constitution modifier. You regain any expended uses when you finish a long rest.

Skirmisher

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Evasive Burst

When you choose this specialization at 3rd level, you can use your bonus action to spend 1 energy to move 20 feet in any direction. This movement does not provoke opportunity attacks.

Strafing Speed

At 7th level, when you use your Sweeping Slash, Beam Discharge, or Crushing Blast features, you can push yourself 10 feet away from your target.

Propulsion

At 10th level, you can use your stored power to lift yourself. As a bonus action, you can spend 2 energy to begin propelling yourself. You gain a flying speed of 10 feet and can hover.

This propulsion requires you to spend 1 energy point at the start of each of your turns to keep it active.

Condensed Burst

At 15th level, you can strengthen your evasive bursts so they leave damage in your wake.

When you use your Evasive Burst feature, creatures of your choice within 5 feet of you must succeed on a Dexterity saving throw. On a failed save, a creature takes 1d10 force damage.

Unfettered Exodus



At 20th level, you no longer need to spend energy points at the start of your turn to keep your propulsion active.

Vanguard

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Exoskeleton

When you choose this specialization at 3rd level, you can use your action to spend 2 energy points to wreath yourself in an exoskeleton of energy. Whenever a creature within 5 feet of you hits you with a melee attack, the shell erupts with energy. The attacker takes 2d6 force damage.

This exoskeleton requires you to spend 1 energy point at the start of each of your turns to keep it active.

Safeguard

At 7th level, when a creature you can see within 5 feet of you is hit by an attack roll, you can use your reaction to swap places with that creature, and you are hit by the attack instead.

You can use this reaction a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Tempered Shell

At 10th level, your Exoskeleton feature grows in concentration and solidifies, granting you a +2 bonus to AC when it is active.

Shattering Shield

At 15th level, you can sacrifice your exoskeleton to protect yourself from fatal blows. If your Exoskeleton is active, when you are reduced to 0 hit points but not killed outright, you can deactivate your exoskeleton and drop to 1 hit point instead.

You can use this feature a number of times equal to your Constitution modifier. You regain any expended uses when you finish a long rest.

Unfaltering Aegis

At 20th level, you no longer need to spend energy points at the start of your turn to keep your Exoskeleton active.

Warden

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Bubble Ward



When you choose this practice at 3rd level, you can surround your allies with bubbles of protective energy. If a creature you can see within 60 feet of you takes damage, you can use your reaction to spend 1 energy point to reduce that damage by 1d12.

Force Field

At 7th level, you can project a large, protective sphere of concentrated energy around yourself. As an action, you can spend 2 energy points to create a barrier of energy, forming a sphere with a 15 foot radius. The barrier is centered on you and moves with you. Creatures of your choice within the sphere have half cover.

This barrier requires you to spend 1 energy point at the start of each of your turns to keep it active.

Volatile Burst

At 10th level, when you use your Bubble Ward feature to reduce the damage of an attack, you can spend 1 or more energy points to make the bubble explode with magical force. Each creature of your choice within 10 feet of the protected creature must succeed on a Dexterity saving throw. On a failed save, a creature takes force damage equal to 1d8 for each energy point you spend. On a successful save, the creature takes half as much damage.

Improved Field

At 15th level, you solidify the energy composing your shields, making them difficult to pass through against your will. Creatures of your choice that try to move through the barrier created by your Force Field feature must succeed on a Strength saving throw. On a failed save, the creature is pushed back 5 feet and cannot attempt to move through the barrier again until the start of their next turn. On a successful save, the creature can move as normal.

Warding Mastery

At 20th level, you can generate wards at exceptional speed. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to use your Shield Bubble feature, and you can't use it on the same turn that you take your normal reaction.