

Character Korak  
Player Healer  
Career Title Team Backbone  
Ancestry Dwarf

CONDUIT  
Level 1  
Renown .....

MGT	AGL	REA	INU	PRS
2	-1	-1	2	2

Stamina  24 Max  
12 Winded  
1/2 Max

Recoveries  10 Total #  
+8 Stamina  
Value  
1/3 Max Stamina

Size	Weight	Reach	Speed	Stability
1	4	1	5	3

Victories

Heroic Resource  Piety Name

### Melee Free Strike

Keywords Attack, Melee, Weapon      Type Action

Distance Reach 1      Target 1 creature or object

Power Roll + Characteristics **2d10+2**

2 damage  
 6 damage  
 9 damage

### Ranged Free Strike

Keywords Attack, Ranged, Weapon      Type Action

Distance Ranged 5      Target 1 creature or object

Power Roll + Characteristics **2d10+2**

2 damage  
 5 damage  
 8 damage

Career Laborer  
Complication Lost in Deep Caves  
Languages Caelian, Zaliac

Kit Nature      Equipment A Crown of Stone  
Calling      Spirit Ward

Melee Weapon DMG+	Ranged Weapon DMG+	Magic DMG+
<input type="text" value="11"/> <input type="text" value="12-16"/> <input type="text" value="17+"/>	<input type="text" value="11"/> <input type="text" value="12-16"/> <input type="text" value="17+"/>	<input type="text" value="11"/> <input type="text" value="12-16"/> <input type="text" value="17+"/>
Area+ 0	Stability+ 2	
Distance+ 7 (Magic)	Stamina+ 0	
Reach+ 0	Speed+ 0	
Mobility+ 0		

### Kit Signature Ability Lightning Spark

Keywords Attack, Magic, Ranged      Type Action

Distance Ranged 12      Target 1 creature or object

Power Roll + Characteristics **2d10+2**

2 lightning damage  
 6 lightning damage; target has a bane on their next power roll  
 9 lightning damage; target has a double bane on their next power roll

### Kit Ward Vine Ward

- The area within 2 squares of you is difficult terrain for your enemies.
- Whenever an enemy within 12 squares of you damages you with a ranged ability, you can either shift towards them or pull them a number of squares equal to your highest characteristic score (2).

### Triggered Action Holy Infusion

Keywords Magic, Ranged      Type Triggered

Distance Ranged 12      Target 1 ally

Trigger A target within distance makes an attack. You can use this after seeing the result.

Effect The attack gains an edge and deals holy damage equal to twice your Intuition (4).

Extra **Spend 1 Piety:** The attack gains a double edge and deals holy damage equal to twice your Intuition (4).

Culture      Environment Urban  
Organization Communal  
Upbringing Labor

### Signature Ability Lightfall

Keywords Area, Magic, Ranged      Type Action

Distance 3 cube within 12      Target All enemies

Power Roll + Characteristics **2d10+2**

2 holy damage  
 3 holy damage  
 4 holy damage

Effect You can teleport each ally in the area and yourself if you're in the area to an unoccupied space within the area.

### Heroic Ability Thunder of the Divine

Keywords Area, Magic, Ranged      Type Action

Distance 4 cube within 12      Target All enemies

Power Roll + Characteristics **2d10+2**

4 sonic damage; push 1  
 5 sonic damage; push 3  
 8 sonic damage; push 5

Effect You can also push each willing ally in the area, and their Stability doesn't count against the movement.

### Heroic Ability Wave of Virtue

Keywords Area, Magic      Type Action

Distance 5 Burst      Target All Allies

Effect Each target can spend one or two recoveries and end an (EoT) or (save ends) effect affecting them.

Crafting Skills

Alchemy

Architecture

Blacksmithing

Fletching

Forgery

Jewelry

Mechanics

Tailoring

Exploration Skills

Climb

Drive

Endurance

Gymnastics

Heal

Jump

Lift

Navigate

Ride

Swim

Interpersonal Skills

Brag

Empathize

Flirt

Gamble

Handle Animals

Interrogate

Intimidate

Lead

Lie

Music

Persuade

Read Person

Intrigue Skills

Alertness

Conceal Object

Disguise

Eavesdrop

Escape Artist

Hide

Performance

Pick Lock

Pick Pocket

Sabotage

Search

Sneak

Track

Lore Skills

Culture

Criminal Underworld

History

Magic

Monsters

Nature

Psionics

Religion

Rumors

Society

Timescape

Class

CONDUIT

Piety

Your deity grants you a Heroic Resource called piety to fuel your abilities. You use piety to heal and empower your allies, and to unleash your deity's power upon your foes.

Outside of combat and other dangerous situations tracked in turns and rounds, you have piety equal to your Victories. If you lose some or all of this piety outside of combat, it takes you 1 minute to regain it.

When a combat encounter begins, you keep any piety you had outside of combat. At the start of each of your turns during combat, you gain 2 piety. You can also use the Prayer ability to gain additional piety. When combat ends, you once again have piety equal to your Victories.

Life Domain Effect

You or an ally within 10 can spend 2 Recoveries and all EoT and resistance ends effects affecting them end and if they're prone they can stand up, or you or an ally within 10 gains 20 temporary Stamina.

Storm Domain Effect

Each enemy in a 3-cube area within 10 squares of you takes lightning damage equal to 5 + your conduit level (6).

Revitalizing Ritual

Each time you finish a respite, you can choose yourself or another character who is also ending a respite to gain the benefit of a divine ritual. When you perform the ritual, the target's recovery value increases by an amount equal to your level (1). This benefit lasts until you complete another respite.

Culture

Languages Caelian, Zaliac

Environment: Urban

Raised in a dwarven stronghold.

Organization: Communal

Your dwarf clan had a council who held all members of the community in high regard.

Upbringing: Labor

Your parents trained and used giant spiders as pack animals.

Complication

Lost in Deep Caves

Benefit

You know two exploration skills.

Drawback

Your time alone caused you to forget a language you know.

Ancestry

DWARF

Grounded

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

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.

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.

Light:

Your skin sheds light for 10 squares. You can turn this on and off as a maneuver.

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.

Spark off your Skin

Your stone skin affords you potent protection. You gain +6 Stamina at 1st level and gain +1 Stamina each time you level up.

Career

Laborer

Skills 2 exploration skills and Endurance

Languages 1 language

Live the Dream

You worked with a good friend, and on the job you'd always fantasize about what it'd be like to hit the road as adventuring heroes—someday. You didn't count on your friend falling ill and passing away. Now it's time to live out that dream for both of you.

Prayer

Keywords Magic

Type Maneuver

Distance Self

Target Self

Power Roll + Characteristics 2d10+2

<11

You lose 1d6 Stamina; bleeding (EoT)

12-16

Gain 1 piety

17+

Gain 2 piety and choose and use a domain effect

Domain Effects

The first time you use this ability during an encounter, it has a double edge. The second time you use this ability, it has an edge. The third time you use this ability, it has a bane. The fourth and each subsequent time you use this ability, it has a double bane.

Healing Grace

Keywords Magic, Ranged

Type Maneuver

Distance Ranged 12

Target Self or 1 Ally

Effect

The target can spend 1 Recovery

Spend Piety

For each piety spent you can choose one of the following enhancements:

You can target an additional ally within range.

You can end one effect on a target that has a duration of EoT or is ended by a resistance roll.

A prone target can stand up.

A target can spend 1 additional Recovery.

Pious Force

Keywords Attack, Magic, Ranged

Type Action

Distance Ranged 12

Target 1 creature or object

Power Roll + Characteristics 2d10+2

<11

2 damage

12-16

6 damage

17+

9 damage

Effect

This ability can be used as a free strike. You can choose to change the damage type to holy.

Renown

Project

Points 50

Career Title Team Backbone

When you take your first turn during a montage test, you can both make a test and assist another hero's test.