DUALINK

Way of the Omnissian Conduit

Monk Subclass



Warhammer 40K Edition

Way of the Omnissian Conduit

Electro-Priests of the Cult Mechanicus transform their bodies into sacred conduits of divine machine energy. Through ritual implants and ecstatic rites, they channel volatile electrical currents through their flesh, turning every strike into a discharge of Omnissian power.

In battle they absorb energy, store it within their bodies, and unleash devastating electrical eruptions that arc between enemies like living circuitry.

To an Omnissian Conduit, flesh is simply another component in the divine machine.

Sacred Conduction

At 3rd level, your body has been ritually modified to conduct sacred energy. You gain resistance to lightning damage. Your unarmed strikes can deal lightning damage instead of bludgeoning damage.

When you deal lightning damage with an unarmed strike, lightning may leap to another creature within 10 feet, dealing one roll of your Martial Arts die in lightning damage.

This effect can occur once per turn.

Conduit Charge

Also at 3rd level, your body stores electrical energy during combat. You gain Charge when any of the following occur (maximum once per trigger per round):

- You hit a creature with an

unarmed strike
- You take lightning damage
- You succeed on a Dexterity saving throw

You can store a maximum number of Charge equal to your Wisdom modifier (minimum 1). When you hit a creature with an unarmed strike, you may expend Charge to trigger one of the following Discharge Techniques:

Discharge Techniques

- Arc Strike (1 Charge): The target takes extra lightning damage equal to one Martial Arts die.
- Voltage Pulse (1 Charge): The target must succeed on a Constitution saving throw against your Ki save DC or cannot take reactions until the start of its next turn.
- Static Field (1 Charge): Until the start of your next turn, the first creature that hits you with a melee attack takes lightning damage equal to one Martial Arts die.
- Overload Strike (3 Charge): The target must succeed on a Constitution saving throw against your Ki save DC or become stunned until the start of your next turn.

Kinetic Absorption

At 6th level, your body functions as a living electrical capacitor, capable of absorbing incoming force and redirecting it through sacred circuitry. You can now use Deflect Missiles on any attack you can see. Furthermore, when you use your Deflect Missiles to reduce damage

from an attack or effect you can see, if you reduce the damage to 0, the absorbed energy may be redirected depending on the source of the attack.

Melee Counter

If the triggering attack was a melee attack, you may immediately make one unarmed strike against the attacker as part of the same reaction.

Ranged Deflection

If the triggering attack was a ranged weapon attack, you redirect part of the force back toward the attacker. The attacker takes lightning damage equal to one roll of your Martial Arts die.

Spell Reflection

If the triggering damage came from a spell attack or damaging spell effect, the caster takes lightning damage equal to one roll of your Martial Arts die.

Charged Retaliation

When you use any of the above effects, you may expend Charge to enhance the retaliation using your Discharge Techniques, as if the retaliation were an unarmed strike.

Living Circuit

Also at 6th level, your body forms a sacred feedback loop with nearby death. When a creature dies within 15 feet of you, electrical energy floods your body. Choose one of the following effects:

- Gain 1 Charge
- Regain 1 ki point
- Your next unarmed strike deals extra lightning damage equal to two Martial Arts dice

You can gain power from Living Circuit once per turn.

Lightning Step

Starting at 11th level, you can channel stored power to move like a bolt of lightning. As a bonus action, you may spend 1 ki point and expend 1 or more Charge. You teleport up to 10 feet per Charge expended to a space you can see. Each creature you pass within 5 feet of during this movement takes lightning damage equal to one Martial Arts die.

Ecstatic Machine Trance

Also at 11th level, when your body reaches peak saturation, you enter a sacred state of Omnissian machine ecstasy. If you begin your turn with maximum Charge, you may enter this trance (no action required).

For 1 minute, you gain the following benefits:

- Your movement speed increases by 10 feet.
- Your unarmed strikes deal extra lightning damage equal to your Wisdom modifier.
- Lightning arcs from your strikes twice per turn instead of once.

When the trance ends, your Charge becomes 0. You cannot enter this trance again until you finish a short or long rest.

Omnissian Lightning Rite

At 17th level, you can unleash the full divine current of the Omnissiah. As an action, you may expend all stored Charge to release a devastating electrical eruption.

Each creature of your choice within 20 feet must make a Dexterity saving throw against your Ki save DC. On a failed save, a creature takes: 3 rolls of your Martial Arts die per Charge expended in lightning damage. On a successful save, it takes half damage.

If you expend 4 or more Charges, creatures that fail the save are also stunned until the start of your next turn.

After using this feature, your Charge becomes 0.

