

Channeling

History

In the early 1900's a large craze swept the United States. It was called Spiritualism and everyone wanted a piece of it. Stars of the day, such as Arthur Conan Doyle, author of Sherlock Holmes subscribed to the practices of the occult. Who better to represent spiritualism?

Spiritualists, also known as mediums, were individuals who would go into a trance and allow the spirits of dearly departed people to speak through them to their grieving relatives. These trances usually took place in dark, smoke-filled rooms where the only lights were a few candles. The medium did this not only to ease the minds of the poor grieving family, but for a small, nominal fee.

The market for mediums was very big and very profitable. After only a few months of 'contacts' with the other side, the medium could just about retire. Unfortunately for the Channeler, the press rarely let that happen. And there was always someone looking to expose the medium as a fraud. Even today, mediums play their trade and others try to expose them as frauds. And where the spirits contacting the mediums of yesteryear were dead family members, more often than not today the spirit is an extraterrestrial, trying to spread a message of peace through the medium. Mediums even changed their name. Today they are known as channelers. And the market for channelers is even bigger than it was a hundred years ago. And there are an even larger number of frauds than there was in the 1900's. But the names of some of the more famous channelers persist, as do their

stories and exploits. Some are even unexplainable by the 'experts'.

Requirements

The only requirements to be a Channeler is the character must not be an anti-psi and must have a CON and WIS of 13 each. An anti-psi can choose the skill of channeling, but they cannot become Channelers themselves.

The Skill

There are two versions of the channeling skill we will present here: the skill of channeling and the ability to channel a spirit. Both are very different from each other. But both have similarities as well. Both gain the skill of Channeling, though non-channelers must pay for the skill. The Channeling skill allows a character to have knowledge of channeling and its history as well as the people associated with it such as famous channelers, spirit guides, and incidents. The skill also gives a character a chance to expose frauds and fakes. While it does not give a character the ability to actually channel a spirit, the character will know the signs and symptoms of someone entering a trance or being taken over by a spirit. This does not include possession by a spirit but someone's spirit guide taking control of him or her. It is considered a Bureau skill and should be added to that list.

Channelers

Players who play channelers in Bureau 13, Stalking the Night Fantastic are not fakes. They have some legitimate contact with a spirit guide whether it is an old west cowboy, a mad Aztec shaman, or an alien from the planet Quasar Sushi 454. The channeler can talk with or let the spirit talk through her.

The Ability List

While this is listed as a psionic talent, it can also be used as a magical ability. There is no reason why a mage could not develop it as easily as a psionist. The costs for the individual spells should remain the same whether it is used as a psionic list or as a magical list. Remember, it does not matter where the power comes from, just that the channeler does what they do.

MAGIC/PSI TALENT

Magic/Psi List: Channeling	Time	Cost
Sense Spirit	1m	5
Identify Spirit	1m	5
Find Spirit Guide	3d	50
Find Specific Spirit	10m	40
Speak With Spirit	2m	10
Let Spirit Speak	10m	50
Manifest Spirit	30m	65
Control Spirit	varies	75
Banish Spirit	1h	90
Repel Spirit	5m	50

Sense Spirit allows the caster to detect a spirit within a 10' radius. It will not pick up a living person's spirit, just a dead person's.

Identify Spirit tells the caster who the spirit is they are talking to. It is very difficult for a spirit to mask this from a channeler (-5 to roll).

Find Spirit Guide is very similar to the Find Familiar spell listed in the magic section (B13: STNF pg 87). It is usually cast once. When a channeler casts Find Spirit Guide, they are usually bonded to the spirit who answers the call. Thus, unless the channeler is looking for a certain spirit, whenever they attempt to channel, they will get their spirit guide.

Find Specific Spirit lets the channeler seek a spirit they know by name and channel or communicate with it. Sometimes, a malevolent spirit will try to take the place of the spirit the channeler wanted to summon.

Speak With Spirit lets the channeler talk to any spirit beside his or her spirit guide. Once a spirit guide is established, the channeler and the spirit guide can always communicate.

Let Spirit Speak is letting the spirit communicate through the channeler without giving control of the channeler's body to the spirit.

Manifest Spirit gives full control of the channeler's body to the spirit. This allows the spirit to take advantage of using their own skills instead of the channeler's skills. But again, the spirit has full control of the body. The channeler is essentially trapped in their own body. This is a very risky maneuver but can be useful. After so many days in control, the spirit begins to influence and change the body. The body begins to look like the spirit's old body. This spell should only be used by the most experienced channelers or in extreme emergencies.

Control Spirit is a dual fold spell. First, it allows a channeler to regain control of their body once a spirit has taken it over and refuses to relinquish control. Even though the spirit is in control of the channeler's body, the channeler still has their spells and WKP. See Control for more on how to win back your body.

The second way to use this spell is the channeler actually takes a spirit into their body from another person's body. See Control for more on this one too.

Banish Spirit is the channeler's ability to force a spirit out of their body

and/or off this plane of existence. This particularly powerful spell is very useful in conjunction with Control Spirit. Once the channeler has control of the evil spirit, they can remove it with this spell.

Repel Spirit creates a 10' radius circle around the channeler that keeps a spirit at bay and away from the channeler and anyone else in the circle with the channeler. It is very similar to a mage's ability to cast a circle of protection (B13: STNF pg 90).

Spirit Guides

Spirit guides are unique and a GM should take time to design a spirit guide for the player. The player is not in charge of the guide, the GM is. Give the guide their own personality; make them stand out from other NPC's. And the spirit guide may have an agenda of his or her own. The channeler lets the spirit actually take over their body sometimes. There's no reason why the spirit may not try to finish what they started in life.

Example: Charles Reilly wants to channel his spirit guide, Sir Cedric Varinth. Sir Varinth is a knight from 11th century England. He is very noble and very chivalrous. When he is in charge of the body, he opens doors for ladies, tips his hat, and bows to people, calling them "Milord" or "Milady". He loves to eat chocolate even though Charles cannot stand to eat it and is allergic to it. The most important thing to him is honor and he will attempt to right any wrong he comes across.

Control

Channeling is a tiring process; trying to control the spirit even more so. It can sometimes end up in a contest of wills, the

channeler versus the spirit. If the spirit is willing to leave the channeler's body, there is no problem. But if the spirit decides he likes his new home, the original owner will have to fight to get it back. To do this, take the channeler's WIS and CON scores along with their Control skill and add them together. Then add a d100 roll. Roll a d100 and add the spirit's MRE. Highest number wins. A channeler can try to evict a spirit a number of times equal to their magic resistance.

Example: Charles Reilly has channeled the spirit of a ruthless nazi officer. The dead general does not want to leave. A contest of wills begins. Adding Charles' WIS and CON gives a total of 26 (WIS-12+ CON-14). His Control skill is at 4. This gives him an extra 20. Rolling a d100 results in a 47. This gives him a grand total of 93 for willpower. Herr General has an MRE of 33% and rolls 74 on d100. This gives him a grand total of 107, easily beating Charles' 93. The spirit is not evicted. But Charles has an MRE of 5%. This gives him 4 more chances to evict the spirit.

If the Character is unable to evict the spirit, he can again try in a week's time. But until then, the spirit is in control of the body and can do as he wishes.

Should the spirit be forced out, it will harmlessly disappear, back to the plane from which it came. However, if the spirit succeeds on another willpower roll, it can stay on this plane and try to find another host to take over or become a haunt.

The skill of Control can be developed as any other skill and should be listed as a Bureau skill. It is a way for a Channeler to control a spirit without having to spend the WKP or WKM to cast the spell.