THE CHANNELER

ADVANCED CLASS FOR 5TH EDITION

5E

THE CHANNELER

THE CHANNELER

A BRAND NEW CLASS FOR THE 5TH EDITION
OF THE GREATEST RPG IN THE WORLD

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Channeler

"Yeoww! He... he broke me nose! I cannae see 'im move, but I swear it's 'im!" The hysterical brigand drew weird looks from his collaborators as he accuses the stranger tightly bound to the chair to be his assailant.

Yysota turns around and immediately realises her mistake. "Go!" She reflexiely cried out her command, and a blue streak shoots through the air, catching the assassins' dark blades in the air before they can be sunk into her brother's back. A floating ethereal shield? The cautious Daggermark minions leapt back. Is this even magic?

As the young man's chanting intensified, lightning arcs danced around the tip of his index finger. Reckoning the incoming spell, the hobgoblin captain motioned his band to form a row in his native guttural language."Magic! Fan out!" In return, the young man smirked and a bolt of lightning suddenly appeared from an impossible angle and skewered the whole row of them from side to side.

Droplets of rain hung in the air, horses float mid gait and the fast flying arrow is currently inches away from his elven companion's throat. He sighs, adjusts his hat and scratches his stubbles before casually plucking the arrow out of the air. "Constant vigilance in enemy territory, I said, and does she listen?" He will give her an earful once time starts moving again.

Power Personified

Spirit of the dead, nightmare larvae from Pandemonium, or a wrinkle in the fabric of reality. All those and various esoteric means can be the catalyst that crystalyzes a vivid shard of memory into a phantasm.

Phantasms are invisible extra-planar beings that possess bizzare powers. Without will, without purpose, they serve the whims of the creature from whose memory they're birthed out of. Those who dedicated themselves to master the power of their phantasms are known as channelers.

A phantasm's form, power and aspect, are unique to each channeler; shaped by the evocative piece of memory that defines their being and drive. Memories that elicit a deep sense of regret, such as failure to prevent the deaths of loved ones may manifest as destructive phantasm with the power to hold onto the past. Precious moment of warmth and safety in a kindly blacksmith's forge may become a guardian phantasm that protects the channeler and others from harm. Recollections of a childhood friendship with a magical familiar may manifest a spell casting phantasm.

Imperceptible to all but their masters and other channelers, phantasms are nigh indefensible in combat. They can also draw upon the flame of the channeler's soul to enhance their destructive powers or their master's skills.

The Channeler

Level	Proficiency Bonus	Features	Soul Dice	Manifestations
1st	+2	Phantasmal Awareness, **_Phantasmal Aspect_**	–	–
2nd	+2	Soul Burn (1), Manifestations	2d8	2
3rd	+2	**_Phantasmal Aspect Feature_**	3d8	2
4th	+2	Ability Score Improvement	4d8	2
5th	+3	**_Phantasmal Aspect Feature_**	5d8	3
6th	+3	Phantasmic Recall	6d8	3
7th	+3	**_Phantasmal Aspect Feature_**	7d8	4
8th	+3	Ability Score Improvement	8d8	4
9th	+4	**_Phantasmal Aspect Feature_**	9d8	5
10th	+4	Soul Burn (2)	10d8	5
11th	+4	**_Phantasmal Aspect Feature_**	11d8	5
12th	+4	Ability Score Improvement	12d8	6
13th	+5	**_Phantasmal Aspect Feature_**	13d8	6
14th	+5	Holistic Protection	14d8	6
15th	+5	–	15d8	7
16th	+5	Ability Score Improvement	16d8	7
17th	+6	**_Phantasmal Aspect Feature_**	17d8	7
18th	+6	Soul Burn (3), Soul Burst	18d8	8
19th	+6	Ability Score Improvement	19d8	8
20th	+6	**_Phantasmal Aspect Feature_**	20d8	8

Haunting Reminder

A channeler's life inevitably revolves around the memory that created the phantasm. How is it possible to forget a piece of memory that stares at you every day with the quizzical look of a subservient automaton?

Most channelers are outwardly indistinguishable from other members of their own species. Some of them aren't even humanoids. Due to their rarity, most channelers have never experienced the luxury of tutelage from other, more experienced, channelers. They typically develop their mastery through practice or self-discovery. Continuous use of their powers often lead to the discovery of new uses for their existing powers and evolution of new ones.

Your phantasm is the personification of that very memory. So, what does it look like? What's your relationship with it? Do you detest it as a constant reminder of your past trauma or will you find comfort in its presence? Every time you use its powers does it feel like a stab in the heart?

Not all phantasm function the same way. Sometimes that piece of memory you hold dear is lost to you as it morphs into your phantasm. Would this cause you to resent it despite the powers it grants you? Are you on a quest to banish your phantasm and recover your memory? Perhaps you are blissfully unaware that an important piece of your memory has been stolen, but everyone else has noticed a drastic change in your personality due to the loss of a life-defining piece of memory.

Creating a Channeler

As you build your channeler, think about the catalyst that created your phantasm and an unforgettable episode in your life that is related to your phantasm's aspect. Then imagine how it affects the current life you are leading and why that piece of memory is so important to you and how it can cause you to behave. Is it a regret? A comforting nostalgia? Or perhaps a phobia?

Quick Build

You can make a channeler by quickly following these suggestions. First, make Charisma your highest ability score, followed by your Wisdom. Second, choose the Criminal background.

Class Features

As a channeler you get the following class features

Hit Points

Hit Dice: 1d8 per Channeler level
Hit Points at 1st level: 8 + your Constitution modifier
Hit Points at Higher Level: 1d8 (or 5) + your Constitution modifier per Channeler level after 1st

Proficiencies

Armor: None
Weapons: Simple weapons
Tools: None
Saving Throws: Wisdom, Charisma
Skills: Choose two from Acrobatics, Animal Handling, Athletics, Deception, Insight, Intimidation, Investigation, Nature, Perception, Persuasion, Survival.

Equipment

You start with the following.
- (a) any simple weapon or (b) any martial weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- Light crossbow and 20 bolts

Phantasmal Awareness (Lv 1)

While you are not wearing armor, you gain the following benefits:

- Your may use your phantasm's Armor Class for your own AC. (See Phantasm stat block) It does not need to be summoned for you to gain this benefit.

- You may roll initiative by making a Wisdom check instead of Dexterity check when establishing your initiative order.

Phantasm (Lv 1)

The phantasm bound to you reside in a pocket dimension within your body, its native plane, until it's commanded to appear in the same plane you're in. You can command them telepathically through an otherworldly bond that connects it to you.

Movement

The phantasm is incorporeal and has its own movement speed, but it's unable to move further than it's Range Limit centered on you. It can occupy the same space as you, and can move through other creatures and objects as if they were difficult terrain. However, it cannot pass through any objects made out of force. It takes 5 (1d10) force damage if it ends its turn inside an object. Its position is tethered to you and will move together in relative position with you without using its own movement. It does not take the direction you are facing into account. Certain phantasmal aspects, like the Harmonic Magician, have different movement rules. (see page 18 for graphical guide)

Invisible

Phantasms are invisible, except to you, other channelers and creatures with truesight. Other ways of exposing them include using spells such as Faerie Fire, See Invisibility or other similar effects.

Damage

Phantasms can be attacked, but they are immune to conditions. They do not have their own hit points, all damages are transferred to the channeler through phantasmal entanglement. Resistances and immunities for each damage type are only applicable once, either from your phantasm's side or yours. The phantasm uses your saving throw bonuses if targeted by spells or effects. It is possible for the channeler to receive double damage if a spell or effect damages both the channeler and phantasm. The phantasms cannot be targeted or harmed by any effects while they are inside the pocket dimension. They automatically return to your body when you become unconscious.

Commands

A phantasm do not have wills or minds of its own, It will carry out your commands to the best of its ability, according to your imagination. You can command your phantasm to do the following:

- When your phantasm is residing in its pocket dimension, you can use your bonus action to command your phantasm to appear in a space it can occupy within its Appearance Range.

- Using your action, you can mentally command your phantasm to move up to its movement speed and perform an action, such as attacking a target you can see using actions listed on the phantasm's stat block or use other features and manifestations available to it.

- You can also use your action to see and hear through your phantasm's senses until the start of your next turn. During this time, you are deaf and blind in regard to your own senses.

- Recalling your phantasm back into the pocket dimension in your body requires you to use your action.

Additional rules will apply for different phantasmal aspects.

Phantasmal Aspect (Lv 1)

Choose the aspect that your phantasm exhibits. The phantasm's aspect can be one of the following: Chronos Avenger, Iron Myrmidon or Harmonic Magician, all detailed at the end of the class description.

Your choice grants you features at 1st level and again at 3rd, 5th, 7th, 9th, 11th, 13th, 17th and 20th level.

Manifestations (Lv 2)

At second level, your phantasm manifests surprising new abilities and you can choose 2 manifestations from the manifestations list. When you gain certain channeler levels, (5, 7, 9, 12, 15, 18) you gain additional manifestations of your choice (total of 8).

Additionally, when you gain a level in this class, you can replace one manifestation you already know with another that you could learn at that level.

Some powerful manifestations are worth 2 normal manifestations. You can remove up to 2 existing animations when replacing them with such manifestations.

You can find the manifestation list on .

Soul Burn (Lv 2)

At level 2, you are able to harness the radiant flames of your soul to empower your phantasm's destructive power and enhance your various abilities. Your channeler level determines the number of **d8** Soul Dice you have. You can expend your Soul Dice to do the following:

Empower Attack

Whenever your phantasm hits a target with it's attack, you can roll a soul die and add the result + your Charisma Modifier to the damage. At higher levels, you can roll more than one die, but only applying the modifier bonus once.

Enhance Ability and Saves

Certain Manifestations and features allow you to expend Soul Dice and add the rolled result to your skill checks and saving throws. Charisma modifiers are not applied to these rolls.

Number of dice expendable

At level 10 you can expend and roll up two Soul Dice instead of one at a time, and at level 18 you can expend and roll up to 3 dice.

You can decide to spend your Soul Dice before or after your roll, but before you know the result. You must decide how many Soul Dice to spend before you roll them.

Recovering Soul Dice

Once per day, when you finish a short rest, you can choose to recover a number of your expended Soul Dice equal to half your channeler level (rounded down). For example, if you're a 5th-level channeler, you can recover up to two Soul Dice.

You recover all of your used Soul Dice after a long rest.

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 usual, you can't increase an ability score above 20 using this feature.

Phantasmic Recall (Lv 6)

If an effect, attack or spell is about to damage both you and you phantasm simultaneously, you can use your reaction to recall your phantasm back into the pocket dimension within your body before it receives any damage, preventing you from receiving double damage count.

Holistic protection (Lv 14)

When you make a saving throw, you can expend your Soul Dice and apply the number rolled as bonus to the roll. You can do so before or after your roll, but before any effects of the roll occur.

Soul Burst (Lv 18)

Once per turn, when your phantasm hits a target with its attack, you can expend a free soul die to enhance the attack's damage. Maximum number of Soul Dice expendable still apply.

Multiclass

You need a Charisma score of 13 or higher to be able to multiclass into a Channeler. You gain no proficiencies.

Phantasmal Aspects

There are countless variations of Phantasms that could emerge out of a Channeler's memory, but many can be categorized according to the type of abilities they exhibit.

Chronos Avenger

Your memories of past regrets anchor you to bygone days, and your phantasm exhibits various time manipulation abilities.

Chronos Avenger

Medium aberration, unaligned

Armor Class 13 + The Channeler's Wisdom Modifier
Hit Points – (damage received is transferred to channeler)
Speed 0 ft, fly 30 ft (hover)
Appearance Range Within 5 ft of channeler
Range Limit Within 5 ft of channeler (tethered)

Damage Immunities All, except for force, and bludgeoning, piercing and slashing from magical weapons
Condition Immunities All
Senses Same as Channeler

Incorporeal Movement. The phantasm can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.

Actions

Multiattack. (Channeler Level 5)

Unarmed Strike. Melee Weapon Attack: (uses the Channeler's Proficiency and Charisma modifier), reach 5ft,, one target. Hit:1d8 + (Channeler's Charisma modifier) force damage.

Spike. Ranged Weapon Attack: (uses Channeler's Proficiency and Charisma modifier), range 20/40 ft,, one target. Hit:1d4 + (Channeler's Charisma modifier) force damage.

Opportunity Attack. You can use your reaction to make an opportunity attack with this phantasm's Unarmed Strike whenever a hostile creature that you can see moves out of the phantasm's reach.

Attack rolls for the attacks above are made with The Channeler's proficiency and Charisma ability.

Phantasm Proficiency (Lv 1)

Choose one extra skill from the Channeler class proficiencies list and you become proficient in it.

Past Object (Lv 1)

You have the ability to restore an object back to its previous form.

   Using your action, you can order your phantasm to touch the remains of an object small enough to fit a 2 feet cube, you instantaneously see all its past states in the last 24 hours. But the state you see it in is hazy. The contents of a letter, for example, will not be legible. As part of the action, you can then magically restore it to a state it was in within that time span. It will then remain in that state for one hour, or until it's dispelled. After which, it will return to its previous state. This feature cannot be used on an object more than once.

   Parts of the object 2 ft. away from your point of contact will not form part of the restored object, potentially creating gaps.

   You can use this feature on magic items to restore their form, but it doesn't restore the magic.

   You can use your action to end this effect early.

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

Deadly precision (Lv 3)

At level 3, this phantasm's attack actions score a critical hit on a roll of 19 - 20. At level 15, this phantasm's attack actions score a critical hit on a roll of 18 - 20.

Multiattack (Lv 5)

At level 5, this phantasm gains the multiattack action and can make two attacks with its Unarmed Strike, Spike or a combination of the two.

Evasion (Lv 7)

At level 7, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Time Slip (Lv 9)

Your phantasm has gained the power to move you between the quantum gaps of time. At the end of your turn, you can choose to use this feature to immediately take another turn. While you are taking this extra turn, no other creature can use their reaction. When used out of combat, you can see everything around you freeze in time for what you perceive to be 6 seconds. The effect will end early if you have moved 100 ft. away from the location where the feature is used.

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

Follow-Up Strike (Lv 11)

When you use your action to command your phantasm to attack on your turn, you can use your bonus action to command your phantasm to make an extra Unarmed Strike attack.

Phantasmal Protection (Lv 13)

Your phantasm's continuous growth has granted you proficiency in Dexterity saving throw. If you already have this proficiency, you instead gain proficiency in a saving throw you are not already proficient in.

Window to the Past (Lv 17)

Your phantasm has gained greater mastery over time. You can use your action to command your phantasm to form an ethereal floating foot-wide circular ring capable of displaying past events as if you're looking through a window. You can look into the past as far back as the last 10 days. You cannot hear any sound through the window and objects or creatures protected from divination spells are invisible.

It takes 1 minute to review a full day's events. You can freeze the vision to a moment in time. It is still tethered within 5 feet from you and you can use your action to order it to move and angle itself to your convenience. It can maintain this ring form for 1 hour, at the end of which, it will automatically revert to its original form. You can also use your action to command your phantasm to revert to its original form. While in ring form, the phantasm cannot use its other actions.

Once your phantasm reverts to its original form, you must finish a long rest before you can use this feature again.

Split Time (Lv 20)

Your phantasm reaches the pinnacle of its evolution potential. You can now use your Time Slip feature as a reaction at any time on anyone else's turn, interrupting their turn to allow you to take a full turn before they resume theirs. When you interrupt an enemy's attack, you can choose for the attack to miss you. You can also make the attack miss your allies if you use your action to move them out of the area of attack.

While having this feature, Time Slip feature used by another creature does not prevent you from using your reaction, you can also use this feature while being subjected to time altering effects and spells such as Timestop.

Iron Myrmidon

Your memory of being in a safe environment creates a guardian phantasm that can protect you and your allies from dangers in its many forms.

Iron Myrmidon

Medium aberration, unaligned

Armor Class 14 + The Channeler's Wisdom Modifier
Hit Points – (damage received is transferred to channeler)
Speed 0 ft, fly 30 ft (hover)
Appearance Range Within 5 ft of channeler
Range Limit Within 5 ft of channeler (tethered)

Damage Immunities All, except for force, and bludgeoning, piercing and slashing from magical weapons
Condition Immunities All
Senses Same as Channeler

Incorporeal Movement. The phantasm can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.

Actions

Multiattack. (Channeler Level 5)

Sword Hand. Melee Weapon Attack: (uses the Channeler's Proficiency and Charisma modifier), reach 5ft,, one target. Hit:1d6 + (Channeler's Charisma modifier) force damage.

Phantasmal Arsenal (Level 3). Attack type & range is dependent on the weapon the phantasm is armed with. You use your Charisma modifier for this attack

.***Opportunity Attack.*** You can use your reaction to make an opportunity attack with this phantasm's Sword Hand whenever a hostile creature that you can see moves out of the phantasm's reach.

Attack rolls for the attacks above are made with The Channeler's proficiency and Charisma ability.

Phantom Shield (Lv 1)

You can telepathically control a floating spectral shield to defend yourself or others. Your phantasm appears with the shield hovering around it. Using your bonus action, you can designate a creature within 30 ft. that you can see, including your own phantasm, to become the target of the shield's protection. The shield appears and hovers in the creature's space, increasing the target's armor class by +2, but a target can only benefit from 1 shield at a time.

If the the target moves out of range, the shield will disappear. It will also disappear if your phantasm returns to its pocket dimension. You can also use your bonus action to send your shield into an extra dimensional space.

Magic shields can be turned into your phantom shield if it's attuned to you and you perform a special ritual while you hold the shield for 1 hour, which can be done at the same time you are attuning to the shield or during a short rest. You can't affect an artifact or sentient shield this way. You can use the magic shield's armor class bonus instead of the +2 bonus. You can activate the magic shield's effects, if it has any, when you are within 5 feet of the shield. The magical shield ceases to be your phantom shield if you die, make another shield your phantom shield, use the ritual to break your bond with it or if you are no longer attuned to it.

Control Metal (Lv 1)

Using your action, you can magnetically move metallic objects or a group of metallic objects within 30 feet that weighis up to 10 pounds in the air. You can also use this feature to clear 10 ft. square area from small metallic objects such as ball bearings and caltrops. If you use this feature consecutively for one minute on a metallic object that can fit the space of 5 ft. cube, that object will become magically magnetized for 1 hour and can attract objects that weighs up to 10 pounds. The magnetic effect will end early if you magnetise another metallic object or use your action to end the effect. You can't attack or activate magic weapons using this feature.

Phantasmal Arsenal (Lv 3)

You can spend 1 hour to perform a ritual, which can be done during short rest to store up to 4 non-magical simple or martial weapons and up to a combination of 40 units of ammunitions into your phantasm's extradimensional weapon rack. This ritual can be combined with the Phantom Shield ritual.

When you command your phantasm to appear, you can choose the weapon it's armed with. You can use your bonus action to command your phantasm to swap the weapon with another arsenal weapon or stow the weapon away.

It can draw ranged weapon ammunitions freely from its extradimensional weapon rack and ignores the Loading weapon property. The weapons are visible, so the phantasm does not gain advantage from invisibility when you order it to attack with the weapons. Your phantasm has 2 arms and can wield 2 handed weapons, but cannot engage in two-weapon fighting.

You can expend Soul Dice on these attacks.

The weapons cease to be your Phantasmal Arsenal if you swap it with another weapon or use the ritual to break your bond with it.

Multiattack (Lv 5)

This phantasm gains the multiattack action and can make a total of two attacks with its Sword Hand, Phantasmal Arsenal or a combination of the two.

Shield Protection (Lv 7)

When a target is protected by your phantom shield receives damage, you can use your reaction to expend Soul Dice to reduce the damage by the rolled result of the Soul Dice expended plus your Charisma modifier.

Chrome Juggernaut (Lv 9)

By using your action, you can command your phantasm to turn itself into a hulking translucent, semi-tangible metallic platform. It elevates you by 5 feet and occupies a 5 feet high by 15 feet square space under you. Using your action, you can command it to move at the speed of 20 feet per turn. It cannot perform other actions in this form.

You and other creatures can climb onto the platform and it has the carrying capacity of 1,500 pounds. If more weight is placed on it, it won't be able to move. Ropes and hooks can be attached to it for the purpose of pulling wagons and other heavy objects.

The chrome juggernaut can move into the space already occupied by other creatures as if it's moving through difficult terrain. At the start of its turn, each creatures and objects occupying the same space as the juggernaut takes 2d10 force damage.

This feature cannot be used if there is not enough space to form the platform and the phantasm cannot use any of its actions while it's in this form.

This form lasts for 1 hour and can be ended early using your action. It will revert to its normal phantasm form and disappear into its pocket dimension if you are 30 feet away from it. Once you have used this feature, you must finish a long rest before you can use it again.

Invisible Arsenal (Lv 11)

Your phantasm gains the power to make non-magical Phantasmal Arsenal weapons and ammunitions invisible when wielding them.

Phantasmal Protection (Lv 13)

Your phantasm's continuous growth has granted you proficiency in Strength saving throw. If you already have this proficiency, you instead gain proficiency in a saving throw you are not already proficient in.

Chrome Block (Lv 17)

Using your action, you can order your phantasm to form a solid translucent force cube in an empty space 5 feet away from you. The size of the cube cannot be larger than 10 feet across or smaller than 1 foot across. The cube can be free floating or resting on a solid surface. The phantasm stays in this shape until the start of your next turn, but you can use your action consecutively to maintain its existence. You can move the cube with you, however, it cannot enter spaces that are already occupied. Nothing can physically pass through the cube, it is immune to all damage and can't be dispelled by dispel magic. A

disintegrate spell destroys the cube and sends the phantasm back into its pocket dimension.

Storm of Steel (Lv 20)

As an action, you can command spectral weapons to fly out of your phantasm's extradimensional weapon rack and orbit in a circular pattern, attacking everything that comes within 10 feet radius of you. The first time a creatures enters that space or start its turn within it, it will take 2d10 force damage. Ranged weapon and spell attacks passing through the space the spectral weapons fly through will be made with disadvantage.

You can designate an unlimited number of creatures you can see to be immune to the spectral weapons' damages when you activate this feature. This feature lasts for 1 minute and can be ended earlier using your action. It will also end early if you've become unconscious. Once you have used this feature, you must finish a short or long rest before you can use it again.

Harmonic Magician

Reverberations of sounds and voices from important events in your past give form to a free roaming phantasm that can cast spells.

Harmonic Magician
Small aberration, unaligned

Armor Class 12 + The Channeler's Wisdom Modifier
Hit Points – (damage received is transferred to channeler)
Speed 0 ft, fly 30 ft (hover)
Appearance Range Within 30 ft of channeler
Range Limit Within 60 ft of channeler (free roam)

Damage Immunities All, except for force, and bludgeoning, piercing and slashing from magical weapons
Condition Immunities All
Senses Same as Channeler

Incorporeal Movement. The phantasm can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.

Special Movement Rules. Unlike other phantasms, the Harmonic Magician is not tethered to and does not move with the channeler. Anytime the phantasm is outside the range limit it automatically returns to its pocket dimension.

Actions

Bite. Melee Weapon Attack: (uses the Channeler's Proficiency and Charisma modifier), reach 5ft,, one target. Hit:1d4 + (Channeler's Charisma modifier) force damage.

.***Opportunity Attack.*** You can use your reaction to make an opportunity attack with this phantasm's Bite whenever a hostile creature that you can see moves out of the phantasm's reach.

Attack rolls for the attacks above are made with The Channeler's proficiency and Charisma ability.

Phantasm Spellcasting (Lv 1)

You have gained the ability to cast spells through the esoteric knowledge whispered to you by your phantasm. At level one, you start with 3 cantrips. (See [Harmonic Magician spell list on page 14](#))

Cantrips

You learn Thaumaturgy and two other cantrips of your choice from the Harmonic Magician spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Harmonic Magician spell table.

Spell Slots

The Harmonic Magician spell table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Harmonic Magician spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

   For example, if you know the 1st-level spell burning hands and have a 1st-level and a 2nd-level spell slot available, you can cast burning hands using either slot.

Spells Known of 1st Level and Higher

The Spells Known column of the Harmonic Magician table shows when you learn more spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

   Additionally, when you gain a level in this class, you can choose one of the Harmonic Magician spells you know and replace it with another spell from the Harmonic Magician spell list, which also must be of a level for which you have spell slots.

Spell Transmission

While you can see your phantasm, without using your phantasm's senses, you can use your action to cast a Harmonic Magician spell that has a casting time of 1 action through your phantasm. As part of the action, the phantasm can move up to its movement speed and deliver the spell as if it is the source. It **becomes visible** as it transmits your spell and it uses your attack modifier for the roll.

   Spell components must still be provided by you.

Harmonic Magician Spellcasting

Channeler Level	Cantrips Known	Spells Known	Spell Slots per Spell Level				
			1st	2nd	3rd	4th	5th
1st	3	–	–	–	–	–	–
2nd	3	3	2	–	–	–	–
3rd	3	4	3	–	–	–	–
4th	4	5	3	–	–	–	–
5th	4	6	4	2	–	–	–
6th	4	7	4	2	–	–	–
7th	4	8	4	3	–	–	–
8th	4	9	4	3	–	–	–
9th	4	10	4	3	2	–	–
10th	5	10	4	3	2	–	–
11th	5	11	4	3	3	–	–
12th	5	11	4	3	3	–	–
13th	5	12	4	3	3	1	–
14th	5	12	4	3	3	1	–
15th	5	13	4	3	3	2	–
16th	5	13	4	3	3	2	–
17th	5	14	4	3	3	3	1
18th	5	14	4	3	3	3	1
19th	5	15	4	3	3	3	2
20th	5	15	4	3	3	3	2

Phantom Sonar (Lv 1)

You can use your action to command your phantasm to emit high-pitched noise pulses for 1 minute. While it is active, invisible creatures without incorporeal movement within 30 feet from your phantasm are visible to you. You can also "see" the shape and depth of any object and secret doors not hidden by magic within 30 feet of your phantasm. This effect can be ended early using your action or when your phantasm returns to its pocket dimension. The noise can be heard for up to 150 feet away. Once you have used this feature, you must finish a short or long rest before you can use it again.

Soul Magic (Lv 2)

You can expend Soul Dice to heighten the damage of your cantrips. You add your Charisma Modifier to the damage.

Creating Spell Slots

You can transform unexpended Soul Dice into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. You cannot convert spell slots into Soul Dice.

   Any spell slot you create with this feature vanishes when you finish a long rest.

Creating Spell Slots

Spell Slot Level	Soul Dice Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Phantasm Ritual (Lv 3)

You can now record magical rituals onto a special circular plate stored in your phantasm's extradimensional compartment. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spell plates appear in the compartment and don't count against the number of spells you know. When your phantasm is in the same plane as you, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a Harmonic Magician spell you know as a ritual if it has the ritual tag. On your adventures, you can add other ritual spells to your phantasm's extradimensional space. When you find such a spell, you can inscribe it to a plate if the spell's level is equal to or less than a quarter of your channeler level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare material needed to create the plates.

Spell burn (Lv 5)

You can expend Soul Dice to heighten the damage or healing power of your Harmonic Magician spells. You roll the Soul Dice you've expended, add your Charisma Modifier to it, and add the result to the damage. You can expend Soul Dice separately for every instance damage is dealt by the spell. For example, you can spend Soul Dice separately for every instance a ray from your Scorching Ray spell hit a target.

Soothing sound (Lv 7)

Soothing tunes telepathically emitted by your phantasm bolsters your mental fortitude. You have advantage on Wisdom saving throws.

Discordant Wave (Lv 9)

You can use your bonus action to command your phantasm to emit sonic high-frequency pulse to disrupt the concentration of creatures within 10 feet from it. Affected creatures in that space have

to succeed in a Constitution saving throw to be able to cast spells or create effects that require concentration. If they're already concentrating on a spell or effect, they will have to immediately make a Constitution saving throw and they will lose their concentration if they fail.

This effect lasts until the start of your next turn. The pulsing noise is only audible to those affected by it.

Invisible spells (Lv 11)

Your phantasm has learned how to conceal its presence and remain invisible when it's transmitting your spells. Spell attacks made through your phantasm are treated as if they are made through an invisible source.

Phantasmal protection (Lv 13)

Your phantasm's continuous growth has granted you proficiency in Intelligence saving throws. If you already have this proficiency, you instead gain proficiency in a saving throw you are not already proficient in.

Arcane Encore (Lv 17)

Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your channeler level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're an 17th-level channeler, you can recover up to nine levels worth of spell slots. You can recover either three 3rd-level spell slot, 4th-level spell slot and a 5th-level spell slot, or other spell slot combinations.

Spell Echo (Lv 20)

When you cast a spell that does not require concentration, such as Cone of Cold, you can have your phantasm duplicate it, effectively casting it twice from your respective locations. The spells are resolved separately starting with you. Spell dice can be spent on each instance damage is applied. Once you have used this feature, you must finish a short or long rest before you can use it again.

Harmonic Magician Spells

Cantrips (0 Level)

Acid Splash
Create Bonfire (XGTE)
Fire Bolt
Message
Poison Spray
Ray of Frost
Shocking Grasp
Thaumaturgy
Thundeclap (XGTE)

1st Level

Burning Hands
Charm Person
Comprehend Languages
Detect Magic
Dissonant Whispers
Earth Tremor (XGTE)
Faery Fire
Feather Fall
Healing Words
Identify
Magic Missile
Sleep
Speak with Animals
Thunderwave

2nd Level

Blindness/Deafness
Darkness
Detect Thoughts
Hold Person
Invisibility
Magic Mouth
Melf's Acid Arrow
Mirror Image
Ray of Enfeeblement
Scorching Ray
Shatter
Suggestion
Web

3rd Level

Counterspell
Dispel Magic
Fireball
Haste
Lightning Bolt
Leomund's Tiny Hut
Mass Healing Words
Sending
Slow
Thunder Step (XGTE)
Tongues
Vampiric Touch

4th Level

Banishment
Confusion
Dimension Door
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Polymorph
Leomund's Secret Chest
Wall of Fire

5th Level

Cone of Cold
Dominate Person
Hold Monster
Legend Lore
Modify Memory
Mass Cure Wounds
Teleportation Circle
Wall of Force

XGTE: Spells that are only available in Xanathar's Guide to Everything

Description of spells and their effects can be found in the 5e Player's handbook and Xanathar's Guide to Everything.
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Manifestations

If a manifestation has prerequisites, you must meet them to learn it. You can learn the manifestation at the same time that you meet its prerequisites.

Defensive Posture

Only before using your action, you can use your bonus action to command your phantasm to move into your space and envelop you with its protective force, providing you with +2 bonus to your AC until the start of your next turn. While this bonus is in effect, your phantasm **becomes visible** and is tethered to your space. This will cause your phantasm to appear if it's in its pocket dimension.

Eagle Vision

You can expend Soul Dice on Intelligence (Investigation) and Wisdom (Perception) skill checks. You can roll the Soul Dice you've spent and add the result to the check.

Healing Energy

You can use your action to spend your Soul Dice to heal a target creature. You roll the number of dice you have spent and add your Charisma modifier to the result. The creature regain that many hitpoints. Once a creature has regained hit points from this manifestation, it can't do so again until it finishes a long rest.

Master of Lies

You can expend Soul Dice on Charisma (Deception) and Wisdom (Insight) skill checks. You can roll the Soul Dice you've spent and add the result to the creck.

Prodigious Escape

When you use your action to dash, you are disengaged and your movement speed increases by 10 feet until the end of the turn.

Physical Enhancements

You can expend Soul Dice on Strength (Athletics) or Dexterity (Acrobatics) checks. You can roll the Soul Dice you've spent and add the result to the ability roll.

Use Objects

You can use your action to command your phantasm to carry, move and manipulate an object weighing up to 10 pounds. While the object is being carried by the phantasm, it is invisible to anyone other than channelers and creatures with truesight. Spells & effects such as *Faery Fire* & *See Invisibility* will reveal the object. You can also command the phantasm with your action to use the item it's carrying, such as a bag of caltrops, poison or a healing potion. However, this manifestation does not give the phantasm the ability to use weapons or activate magic items.

The phantasm can carry one object at a time and it does not hinder the phantasm from using its actions for other things.

Phantom Thief
Prerequisite: Use Objects

You can use your phantasm to steal or pickpocket objects weighing no more than 10 pounds and have it use thieves' tools in your stead. You use your own abilities when your phantasm makes Sleight of hand and Thieves' Tools skill checks. You can expend Soul Dice and use the rolled result to boost skill check rolls made with these two skills.

Whispered Knowledge

Choose two from Intelligence (Arcana, History, Nature, and Religion). You can expend Soul Dice and use the rolled result to boost the result of skill checks made using the chosen skills. You can retake this manifestation to reselect the two skills when you gain channeler levels.

Hypeman
Prerequisite: Level 5

You can use your action to yell out encouragements to a friendly creature within 30 feet of you and the next time it makes an ability check, saving throw or attack roll, you can expend your Soul Dice and add the result to their roll. Once you have used this feature, you must finish a short or long rest before you can use it again.

Phantasmal Shift
Prerequisite: Level 5

You can use your action to magically swap position with your phantasm. Once you use this feature, you can't do so again until you finishes a short or long rest.

Watchful Phantasm
Prerequisite: Level 5

You can use your action command your phantasm to hover over you and autonomously watch your surrounding. It will telepathically alert you when a tiny or larger creature enters a space within 30 feet of you. This manifestation will work even when you're asleep and the alert will mentally awaken you. As part of the command, you can designate an unlimited number of creatures to not trigger the alarm when they enter the phantasm's watch perimeter. Your phantasm has the same senses as you, unless otherwise stated in its stat block.

Elongate Limbs
Prerequisite: Level 9

You can command your phantasm to elongate its limbs using your bonus action. The reach of their attacks is increased by 5 ft until the end of your turn.

Guardian of the Fallen
Prerequisite: Level 11

When you are brought to 0 hit points, instead of automatically returning its pocket dimension, you can choose to have your phantasm active for 3 turns, acting on your turn as if you're controlling it. If it receives any damage, it will be transferred to you as a failed saving throw. It will disappear early when you die. Once this manifestation has been activated, it can't be used again until you finishes a long rest.

Feign Death
Prerequisite: Level 11, Guardian of the Fallen

While holding your breath (see Suffocating in PHB p.183), you can also hide your vital signs. By doing so, you are indistinguishable to a corpse. You also gain advantage when making Charisma (Deception) check pretending to be dead.

   You can use your action to command your phantasm to stabilize a dying companion. You can't stabilize yourself with your phantasm.

Phantasmic Bulk
Prerequisite: Level 15, Physical Enhancements

You can replace your phantasm's melee attacks with grapples or shoves. You use your Charisma with proficiency bonus to make the grapple or shove check, contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check. The target must be no more than one size larger than your phantasm. Your phantasm can carry and move with the grappled creature, but its movement speed is halved. If your phantasm is tethered to you, you can also move with the creature, but your movement speed is also halved.

True Sight
Prerequisite: Level 15

You can use your action to gain true sight for 1 minute. You notice secret doors hidden by magic and can see into the Ethereal Plane, all out to a range of 120 feet. Once you use this feature, you can't do so again until you finish a short or long rest.

Aspect Manifestations

The following manifestations are only available to their respective phantasmal aspects.

Chronos Avenger

Picture Perfect Memory
You can remember everything you have seen in the past 24 hours perfectly and you can draw lifelike images based on that memory.

Magical attacks
Prerequisite: Level 6

You can use your action to change both your phantasm's Unarmed Strike action damage type to magical bludgeoning, and Spike action damage type to magical piercing for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You can use your action to end this effect.

Time Mastery
Prerequisite: Level 15, 2 manifestations

You regain the use of Time Slip, after a short or long rest.

Iron Myrmidon

Metal Walk

Using your action, you can magically give yourself the ability to move up, down, across vertical surfaces and upside down on metal objects. You gain climbing speed for metallic surface equal to your movement speed. This ability lasts for 1 hour, and you can use this manifestation at will.

Magical Arsenal
Prerequisite: Level 6

When preparing your Phantasmal Arsenal, you can ritually turn magic weapons attuned to you and magical ammunitions into part of your Phantasmal Arsenal, but they cannot become invisible. You can't affect an artifact or sentient weapons this way.
The magic weapon ceases to be your Phantasmal Arsenal if you die, use the ritual to break your bond with it or if you are no longer attuned to it.

Shield Shroud
Prerequisite: Level 15, 2 manifestations

Using your action, you can grant the creature protected by your Phantom Shield resistance to all damage types except for force and bludgeoning, piercing and slashing damage from magical weapons. This effect lasts for 1 minutes but ends early once the creature is no longer protected by it. Once you have used this feature, you must finish a short or long rest before you can use it again.

Harmonic Magician

Imitate Voice & Sound

You can imitate any sound & voice you have heard within the past 24 hours and replicate it perfectly with your phantasm. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener that the effect is faked.

Follow-up Attack
Prerequisite: Level 14

When you use your action to cast a spell, you can use your bonus action to command your phantasm to move up to half its movement speed and attack a target with its Bite action.

Reduce Conversion Cost
Prerequisite: Level 15, 2 manifestations

Reduce all conversion cost from Soul Dice to spell slots by 1. For example, it now costs 1 Soul Dice to create a level 1 spell slot and 4 Soul Dice to create a level 3 spell slot.

The Channeler
A Class Summary and Feature Cheat Sheet

The Channeler is a 5e compatible class that controls an incorporeal phantasm to do his or her bidding. The phantasm is invisible, except to its controller, other channelers or creatures with truesight. There are 3 subclasses that are currently available: **Chronos Avenger**, **Iron Myrmidon** & **Harmonic Magician**.

Channeler

Fights Indirectly. Channelers attack indirectly using their phantasms.

Soul Dice. Is their main expendable resource.

+ **Cha Mod** for **damage** & **healing**

No bonuses for **ability check** & **saving throws**

AC from Wisdom. While not wearing armor, channelers can use their phantasm's AC, which gains bonus from wisdom modifier. The phantasm does not need to be present for this to take effect.

Phantasm

Invisibility Advantage. Phantasms attack with advantage most of the time because they are invisible. This makes them accurate hitters. They can be seen with truesight and revealed by other spells & effects such as Faerie Fire and See Invisibility.

Manifestations. Phantasms have modular add-on ability it can swap out when the channeler levels up. It functions similarly to the warlock's Eldritch Invocation.

Limited Movement. Phantasms have special movement rules, as detailed below.

## Movement & Summoning Rules Quick Guide

Tethered movement

Certain phantasms, like **Chronos Avenger** and **Iron Myrmidon** are tethered to the channeler. They move with their channeler without using their own movement. The direction they face does not matter.
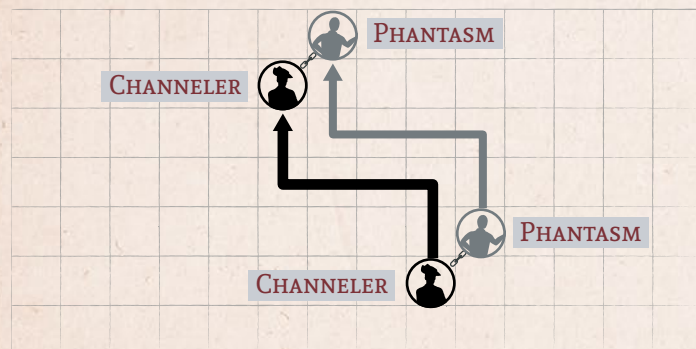
Untethered movement

Phantasms like **Harmonic Magician** move independently from their channeler. They stay in their place when the channeler move & pops back into their pocket dimension when out of their range limit.
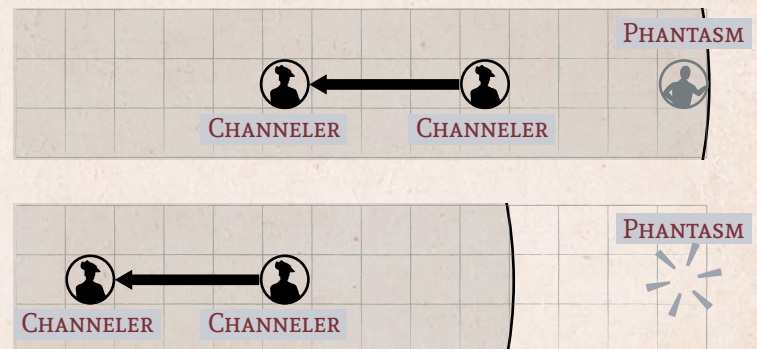
Summon

Phantasms are summoned into a space within its appearance range with the channeler's **bonus action**.

Some phantasm's appearance range & range limit is the same
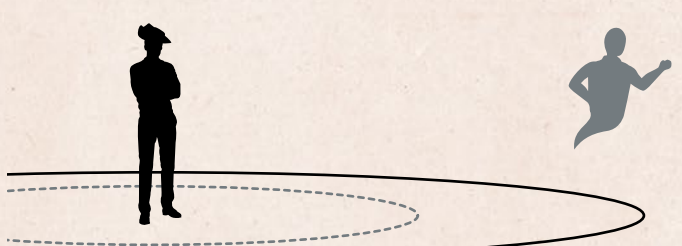
Send away

Phantasms can be sent back using **action**.

Move as part of action

Phantasms can move up to their speed within their range limit as part of the channeler's command action. The action & movement can be broken up.

They automatically return to their pocket dimension when they are outside their range limit.

DM's Channeler Guide
A Quick Guide to Understanding The Channeler's Role

The Channeler is a 5e compatible class that controls an incorporeal phantasm to do his or her bidding.

Strengths

Accuracy. Channelers attack using their invisible phantasms. So they get advantage on their attacks. Leading to higher hit rate.

Utility. Phantasms can be used for various tasks, from spying to creating distractions. All Channeler subclasses also have unique non-combat special abilities that can be used creatively.

Versatility. Channelers can be built to fulfil various roles, with its manifestation feature, which is similar to the Warlock's Eldritch Invocation feature. With the right manifestations, they can expend their soul dice to increase their rate of success in their ability checks and saving throws.

Great Saving Throws. At later levels, Channelers can spend their soul dice to bolster their saving throw results.

Attack with Advantage

Because the phantasm they command are invisible, their attacks are made with advantage. Their accuracy from advantage is balanced by their smaller damage dice.

Weaknesses

Mediocre HP Pool. Without tactical considerations, Channelers can't survive long in battle. They don't have Uncanny Dodge like Rogues do, so they have to rely on hit and run tactics and their many other features to live through combat.

Limited Resources. Their main resource, soul dice, do not replenish completely on short rest, unlike monk's Ki points. So they have to spend them carefully

Subclass Roles

Chronos Avenger	Iron Myrmidon	Harmonic Magician
Theme: Time Manipulation	Theme: Extradimensional Armory	Theme: Sonic Powers
Damage Dealing	**Defending Self/Ally**	**Proxy Spellcasting**
Investigations	**Exploration Utility**	**Utility Spells**
Critical Hits	**Weapon Selection**	**Large Ritual Spell List**

How to Challenge Channelers

This section is intended to help dungeon masters new to the class challenge players playing Channelers.

Take Away Advantage. Phantasms attack with advantage because they are invisible. You can take away this advantage at early levels by bringing spellcasters who can cast spells such as Faerie Fire or See Invisibility. Monsters with truesight and other channelers can also see the Phantasm.

Hard Hitting Monsters. Channelers that don't have Iron Myrmidon as their Phantasmal Aspect don't have a lot of hit points or armor class. Attack rolls are more effective than spells and effects since they can't bolster their AC as easily as their saving throws.

Monsters with a lot of Hit Points. Channelers' strong suit is their accuracy, but they don't do enough raw damage.

Frequently Asked Questions

Breaking Apart Movement & Action

Phantasms can move up to their speed as part of the channeler's command, but the phantasm can execute the commanded action anytime within the channeler's turn. Which means that the phantasm can execute the action immediately; after it and the channeler moved; or anywhere in between.

Phantasmic Bulk

Because grappling is a condition, and phantasms are immune to conditions, they cannot grapple each other. Your DM may overrule this at their discretion.

Phantom Shield + Phantasmal Awareness

A phantasms protected by Phantom Shield passes on its shield's AC bonus to the channeler. If the channeler also uses a shield, Use the highest shield AC bonus, because shield AC bonus does not stack.

Commanding to attack while blinded

If the channeler is blinded or is unable to see the target, then the attack made by the phantasm would be made with disadvantage. In situation where both the target can't see the phantasm and the channeler can't see the target, the advantage and disadvantage would counteract each other and attacks would be made normally, as per phb.

Spell effects on Phantasm

Phantasms are invisible. Spells that require the caster to see the phantasm will fail automatically unless they gain the ability to see it. But it still has immunity to conditions, so spells like Crown of Madness will fail because its other effects are predicated on the target being charmed. However, spells like Command will work.

Healing a phantasm will transfer the healing energy to the channeler instead.

Banishing Phantasm

The Phantasm's native plane is the pocket dimension within you. It can be summoned at any time once the duration of the banishment spell has passed.

Light on Phantasm

During testing a player has discovered a clever way to expose phantasms. Use a spell caster with See Invisibility spell to cast a Light cantrip on the phantasm to make it visible to other players.

Translucent Chrome Block

Chrome blocks can be used to block any physical objects, providing full cover at certain angles. But since it's translucent, creatures behind it can still be seen, thus be targeted by spells.