

ABANDONED ARTS PRESENTS: FEATS OF CHANNELING



TWELVE NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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The More Feats! Line from Abandoned Arts

Each entry in the More Feats! product line contains a group of thematically-related feats for perfect for PCs and NPCs relevant to that theme. Feats of Channeling features feats for clerics, paladins, and other positive or negative energy channelers who want to add a little flair to their attacks and maneuvers.

CHANNEL BREATH

You can channel air into your lungs.

Prerequisites: access to the Air or Water domains
Benefit: You can spend one daily use of your channel energy class feature to gain the benefits of a *water breathing* effect for 30 minutes per die of channel energy that you possess.

CHANNEL DISCORD

You can channel a brilliant madness.

Prerequisites: access to the Chaos, Luck, or Madness domains
Benefit: You can spend one daily use of your channel energy class feature to allow confused creatures within 30 ft. of you to choose any action from the confusion table other than “act normally.” Affected creatures behave as though they had rolled the chosen result. This benefit lasts for a number of rounds equal to the number of channel energy dice that you possess.

CHANNEL EMPATHY

You can channel an affinity with wild beasts.

Prerequisites: access to the Animal or Charm domains
Benefit: You can spend one daily use of your channel energy class feature to use the wild empathy class feature. Alternately, you can use your channel energy to teach a domesticated animal within 30 ft. of you a new trick for 1 round per channel energy die that you possess. If you do, you gain a +4 bonus on Handle Animal checks to command that animal for the duration.

CHANNEL MAGIC DEVICE

You can channel a current of magical subterfuge.

Prerequisites: access to the Knowledge, Magic, or Trickery domains
Benefit: You can spend one daily use of your channel energy class feature to use any magic item without a Use Magic Device check. This ability extends to only one use of the item. Subsequent uses still require a skill check as usual.

CHANNEL NECROSIS

You can channel dark, animating forces.

Prerequisites: access to the Darkness, Death, or Evil domains
Benefit: As a free action, you can compel living

creatures slain by your channel energy class feature to rise as zombies (see the *Pathfinder® Roleplaying Game: Bestiary*) for 1 round per channel energy die that you possess.

CHANNEL PATH

You can channel earthen terrain, soothing natural obstacles.

Prerequisites: access to the Earth, Plant, or Travel domains
Benefit: You can spend one daily use of your channel energy class feature to soften, settle, and smooth over most types of difficult terrain within 30 ft. of you. Any naturally-occurring terrain impediments, such as overgrowth, rubble, quicksand, or scree become safe and easily-traversable for 1 round per channel energy die that you possess. Water-based impediments (like ice or shallow water) are unaffected, as are magically-manipulated impediments (such as a *stone spikes* or *web* spell)

CHANNEL ORDER

You can channel a structured animating force.

Prerequisites: access to the Artifice, Protection, or Law domains
Benefit: You may choose to heal constructs (rather than harming or healing the living or the undead) with your channel energy class feature.

CHANNEL QUIESCENCE

You channel the peaceful reverie of death.

Prerequisites: access to the Good, Healing, Liberation, or Repose domains
Benefit: Living creatures slain by your channel energy class feature may never again rise as undead creatures.

CHANNEL RADIANCE

You channel a glorious light.

Prerequisites: access to the Glory, Sun, or Weather domains
Benefit: As a free action, you may cause your holy symbol to shine with the radiance of a *daylight* spell each time that you use your channel energy class feature. This spell effect lasts for 1 minute per channel energy die that you possess.

CHANNEL RUIN

You channel a raw, fiery destructive force.

Prerequisites: access to the Destruction or Fire domains

Benefit: Creatures that fail their saving throws against your channel energy class feature immediately catch fire (no save; see the *Pathfinder® Roleplaying Game: GameMaster's Guide* for details about catching on fire).

CHANNEL SIGIL

You channel a rune which contains divine power.

Prerequisites: access to the Nobility or Rune domains

Benefit: As a standard action, you can expend one daily use of your channel energy class feature to create a channeling sigil in any adjacent square. You must decide whether to imbue the sigil with healing or harming energy when you create it. Any creature entering this square is subject to the channel energy effect that you chose, exactly as though you had affected that creature with your channel energy class feature directly. This sigil counts as a 1st-level spell for the purposes of dispelling. It can be discovered with a DC 26 Perception skill check and disarmed with a DC 26 Disable Device skill check.

CHANNEL VITALITY

You channel hidden reserves of inner strength.

Prerequisites: access to the Community, Strength, or War domains

Benefit: You can spend one daily use of your channel energy class feature to grant the Endurance feat to creatures within 30 ft. of you. This benefit lasts for 1 hour per channel energy die that you possess. Affected creatures also automatically succeed on checks to perform a forced march for the duration.



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