

# The Channeler





# The Channeler

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# The Channeler

Four arrows flew from the bushes, striking Taikall in the back. A bottle followed, bursting in fire all across his back. There was a shocked cry from the robed man as he buckled over. The goblin bandits stepped from their hiding places, notching arrows as they went.

“You dead, wizard! We cut you up and eat your flesh-”

The goblin’s voice cut off as Taikall grabbed him by the throat. The ground erupted in fire, blasting the other goblins into the air. Taikall stood up and lifted the first goblin by the neck, staring it down as his other hand burst into flame.

“Bring more archers next time.”

Channeling is a dangerous art and has claimed the lives of many an unwary practitioner, but the sheer power a channeler wields means there will always be those willing to take the risk. Channelers gain their power by tapping into a primary force of existence such as chaos or the four elements, and channeling this power directly through his own body, transforming it into spells. While this allows a channeler to wield some of the most potent arcane powers imaginable, it comes at a cost: the channeler’s own health and strength. Every channeler walks a dangerous line, trading his resiliency for arcane power, tapping into extreme heights of magic, but always knowing a wrong move could leave him weak, crippled, and at the mercy of his enemies.

## The Channeler

**Role:** A Channeler is a master of arcane power, like the wizard or sorcerer, and has a similar array of abilities. Unlike his fellows, however, a channeler must sacrifice his hit points to cast his spells, powering his magic by channeling it through his own body. This allows a channeler to achieve greater heights of power than his fellows, but always at the cost of his own life force.





# The Channeler

**Alignment:** Any.

**Hit Die:** d8.

**Starting Wealth:** 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The channeler's class skills are Diplomacy (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana, nature, planes) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 4 + Int modifier.



**Table: Channeler**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Known	Maximum Spell Level Known
1st	+0	+2	+0	+2	Resiliency, source, toughness, overcharge, eschew materials, spells, cantrips	2	1
2nd	+1	+3	+0	+3	Source spell	3	1
3rd	+2	+3	+1	+3	Sacrificial empowerment	4	2
4th	+3	+4	+1	+4	Source spell	5	2
5th	+3	+4	+1	+4	Source power	6	3
6th	+4	+5	+2	+5	Source spell	7	3
7th	+5	+5	+2	+5	Favored Spell (1st level)	8	4
8th	+6/+1	+6	+2	+6	Source spell	9	4
9th	+6/+1	+6	+3	+6	Source power	10	5
10th	+7/+2	+7	+3	+7	Source spell	11	5
11th	+8/+3	+7	+3	+7	Favored Spell (2nd level)	12	6
12th	+9/+4	+8	+4	+8	Source spell	13	6
13th	+9/+4	+8	+4	+8	Source power	14	7
14th	+10/+5	+9	+4	+9	Source spell	15	7
15th	+11/+6/+1	+9	+5	+9	Favored Spell (3rd level)	16	8
16th	+12/+7/+2	+10	+5	+10	Source Spell	17	8
17th	+12/+7/+2	+10	+5	+10	Source power	18	9
18th	+13/+8/+3	+11	+6	+11	Source spell	19	9
19th	+14/+9/+4	+11	+6	+11	Favored Spell (4th level)	20	9
20th	+15/+10/+5	+12	+6	+12	Master Channeler	21	9

**Weapon and Armor Proficiencies:** A channeler is proficient with all simple weapons. He is not proficient with shields or with any form of armor. A channeler suffers a chance of arcane spell failure if they are using a shield or wearing armor and cast a spell with a somatic component.

**Spells:** A channeler chooses spells from the Wizard/Sorcerer spell list. The Difficulty Class for a saving throw against a channeler's spell is 10 + the spell level + the channeler's Charisma modifier. To cast a spell, a channeler must have a Charisma score of at least 10 + the spell's level.

A channeler does not gain extra spells per day from having a high Charisma. Instead, as a channeler creates his spells by channeling a force of creation through his body, the number of spells a channeler can cast is principally determined by the amount of strain his body can handle. Whenever a channeler casts a spell, he must sacrifice a number of hit points equal to twice the spell's level.



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Spell Level	Hit Points Spent
1st	2
2nd	4
3rd	6
4th	8
5th	10
6th	12
7th	14
8th	16
9th	18

Hit points lost through spellcasting return after 8 hours of rest, and cannot be healed in any other way. In essence, it is both the channeler's total hit points and current hit points that are lowered by his spellcasting. Temporary hit points, or hit points gained by a temporary rise in Constitution, cannot be spent to cast spells.

A channeler's selection of spells is limited. He begins play knowing two spells of 1st level or below of his choosing. At each new channeler level, he gains knowledge of how to cast one new spell, as indicated on Table: Channeler. These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the channeler has gained some understanding of through study.

Upon reaching 3rd level, and at every odd-numbered channeler level after that (5th, 7th, and so on), a channeler can choose to learn a new spell in place of one he already knows. In effect, the channeler loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A channeler may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a channeler need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has the hp remaining to cast it. He cannot cast a spell that would lower his total hp beyond 0, nor his current hp beyond what would kill him.



**Maximum Spell Level Known:** A channeler begins play with the ability to learn 1st-level spells and below. As he attains higher levels, a channeler gains the ability to master more complex spells, as indicated on Table: Channeler. To learn or cast a spell, a channeler must have a Charisma score equal to at least 10 + the spell level.

**Resiliency (Ex):** Instead of rolling Hit Points when you gain a channeler level, you instead simply gain the maximum roll possible, i.e., 8.

**Overcharge (Su):** Whenever a channeler casts a spell, he may choose to overcharge it, pushing his body to its limits to improve the spell's power. Overcharging a spell increases the spell's caster level by 1. This bonus increases by +1 for every 4 channeler levels possesses, to a maximum of +6 at 20th level.

Overcharging a spell is dangerous work. When the channeler overcharges a spell, he has a 50% chance of being nauseated for 1 round afterward, and being sickened for the rest of the day. If the channeler chooses to overcharge a spell while already sickened, the chance of being nauseated increases to 75%. If he overcharges a spell while already nauseated, he is stunned for 1 round.

Like the hit point drain caused by casting spells, these conditions are a unique taxing of the body and soul, and as such no magic may heal or prevent a condition caused by overcharging a spell.

**Toughness:** A channeler gains the Toughness feat as a bonus feat at 1st level.

**Eskew Materials:** A channeler gains the Eskew Materials feat as a bonus feat at 1st level.

**Cantrips:** A channeler may always choose a 0-level spell as one of his spells known. Any 0-level spell he knows is cast like any other spell, but does not cost hp to cast.

**Source:** A channeler gains their abilities by channeling the pure power of a universal force. At 1st level, a channeler must choose what source they draw their power from. This source determines several of their class abilities, grants them an additional class skill, and gives them bonus spells beginning at 2nd level.

**Sacrificial Empowerment (Su):** Beginning at 3rd level, the channeler may choose to bolster his spells beyond the normal limits by sacrificing a part of his health. The channeler may modify a spell with a metamagic feat, without increasing the spell's effective level, instead suffering Constitution damage equal to the level increase of the metamagic feat. You cannot heal this Constitution damage magically; only time and



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the heal skill can restore Constitution damage gained in this fashion. Only one metamagic feat may be applied to a spell at a time by use of sacrificial empowerment. If a channeler is using sacrificial empowerment with the Heighten Spell feat, he cannot improve a spell more than 4 spell levels in this manner.

**Example:** A 5th-level channeler with the Empower Spell feat wants to cast an empowered fireball. Normally this would be impossible, as the channeler can't cast anything higher than a 3rd level spell. Using sacrificial empowerment, however, the channeler may suffer 2 points of constitution damage to augment the spell with his Empower Spell metamagic feat.

**Favored Spell:** At 7th level, choose 1 spell of 1st level or below from your list of spells known. You may cast this spell 3 times per day without the usual hp cost. You may also overcharge this spell without the risk of becoming nauseated by spending an extra use per day of the favored spell. If you apply metamagic feats to a favored spell, you only pay the hp cost for the level increase of the metamagic feats. If you use a favored spell with sacrificial empowerment, you may sacrifice additional uses per day of your favored spell in place of taking Constitution damage, at a rate of one use per day for each point of Constitution damage averted.

At 11th level, you gain an additional favored spell, this time of 2nd level or below. At 15th level you gain an additional favored spell of 3rd level or below, and at 19th level you gain an additional favored spell of 4th level or below.

At every odd level beyond 7th, you may change one of your favored spells, exchanging the old favored spell for a new favored spell. The new spell's level must be the same as that of the spell being exchanged. A channeler may only exchange one spell per level in this fashion, and must choose whether or not to exchange the spell at the same time that he chooses his new spells known.

**Master Channeler:** Decrease the hp cost of your spells by 1.

## Channeler Sources

### Creation

The combination of elements into greater wholes, the arrangements of matter into calculated works; this is the power that fuels your magic. Your powers embody the very concept of creation, and all matter is under your control.

**Class Skill:** Appraise (Int)

**Source Spells:** *grease* (2nd), *wood shape* (4th), *stone shape* (6th), *minor creation* (8th), *wall of stone* (10th), *animate objects* (12th), *limited wish* (14th), *polymorph any object* (16th), *greater create demiplane* (18th).

**Fortification Aura:** Beginning an aura is a standard action, but it is maintained each round as a free action. Each aura affects a 600 ft radius. There is no limit to how long a chan-

neler may have an aura active. An aura cannot be disrupted, but it ends immediately if the channeler is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round.

It is harder to cause destruction in a fortification aura. All creatures gain DR 1/-, and all objects gain a +1 bonus to their hardness. These bonuses improve by +1 for every 5 channeler levels you possess.

**Mending:** Add *mending* to your list of spells known.

**Instant Fortification (Su):** At 5th level, as an immediate action, you may reinforce the mind, body, or soul of yourself or an ally within 30 ft, granting them a +2 bonus to a saving throw, or to their AC against one attack. This ability may be used after the result of the roll or attack is revealed to retroactively change the results of the attack or saving throw. This bonus increases by +1 for every 5 channeler levels you possess beyond 5. You may use this ability a total number of times per day equal to 3 + your Charisma modifier.

**Construct Ally (Su):** At 9th level, as a standard action, you may craft an ally from the surrounding terrain, forging rocks, dirt, trees or whatever else is nearby into a construct to fight for you. This construct counts as an animated object and can be of any shape you desire, although the materials must be those at hand.

This animated object has a number of HD equal to 1/2 your caster level. This construct may be created from Tiny to Huge size, and has a number of construction points equal to 1/4th your class level. It may have up to 2 flaws, which are determined by the shape and material of animated object, and are subject to GM approval. A construct ally can never have the haunted flaw.

You may have a construct ally active a number of rounds per day equal to your class level. These levels do not need to be consecutive. Dismissing a construct ally is a free action.

**Instant Creation (Sp):** At 13th level, you may use *major creation* as a spell-like ability, using your class level as your caster level. You may use this ability once per day, plus an additional time per day at 17th level.

**Creation Master (Su):** At 17th level, your construct ally gains a duration of permanent. If your construct ally is destroyed or voluntarily dismissed, you cannot create another construct ally until the following day.

### Destruction

The breaking apart of matter, the mad rip of structure into smaller parts, the end of nations and eras; this is the force that powers you. Everything must come to an end, and that end is where you find strength.

**Class Skill:** Knowledge (History),

**Source Spells:** *true strike* (2nd), *shatter* (4th), *dispel magic* (6th), *boneshatter* (8th), *call lightning storm* (10th), *disin-*







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**Natural Scion:** At 13th level, Your entangling vines now cover a 10 ft square, and deal damage equal to half your channeler level plus your Charisma modifier (minimum: 1) on a failed save or check. In addition, your creatures summoned through your animal friend ability now last for 1 minute per level instead of 1 round per level.

**Personal Growth:** At 17th level, you may use *plant shape III* once per day as a spell-like ability, using your channeler level as your caster level.

## Chaos

There are those who claim the universe was born of chaos. Still others that claim chaos is how it will end. Whatever its role, chaos is powerful, and it is the source of your magic.

**Class Skill:** Perform (any)

**Source Spells:** *color spray* (2nd), *touch of idiocy* (4th), *rage* (6th), *confusion* (8th), *nightmare* (10th), *phantasmal web* (12th), *insanity* (14th), *scintillating pattern* (16th), *weird* (18th).

**Luck Aura:** Beginning an aura is a standard action, but is maintained each round as a free action. Each aura affects a 600 ft radius. There is no limit to how long a channeler may have an aura active. An aura cannot be disrupted, but it ends immediately if the channeler is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round.

Choose 2 numbers between 1 and 20. Whenever a creature within the aura's range rolls the first number on any d20 roll, it is treated as if the creature had rolled a natural 1. If the creature rolls the second number on any d20 roll, it is treated as if the creature had rolled a natural 20.

**Prestidigitation:** Add *prestidigitation* to your list of spells known.

### Chaotic Reformation (Su):

At 5th level, whenever anyone within 60 ft of you rolls a number divisible by 5 on any dice roll (before bonuses or penalties are added), you may choose to add or subtract 1d4 from the roll as a free action which you may make even when it isn't your turn. You may use this ability after the results of the roll are revealed, and as such it may be used to change a success into a failure, or a failure into a success. You may use this ability a number of times in a day equal to 3 + your Charisma modifier.

**Improved Chaotic Reformation (Su):** At 9th level, the bonus or penalty granted by your chaotic reformation ability increases to 2d4, and is usable on die rolls divisible by 4 instead of

5. Increase the number of times you may use chaotic reformation by 2 per day.

**Greater Chaotic Reformation (Su):** At 13th level, the bonus or penalty granted by your chaotic reformation ability increases to 3d4, and is usable on die rolls divisible by 3 instead of 4. Increase the number of times you may use chaotic reformation by 2 per day.

**Perfect Chaotic Reformation (Su):** At 17th level, the bonus or penalty granted by your chaotic reformation ability increases to 4d4, and is usable on die rolls divisible by 2 instead of 3. Increase the number of times you may use chaotic reformation by 2 per day.

## Fire

The raging, pure element of fire. In alchemy, it represents one of the elemental forces that makes up all matter. In magic, it represents passion, rage, and destruction. To you, it represents power.

**Class Skill:** Survival

**Source Spells:** *produce flame* (2nd), *bull's strength* (4th), *fireball* (6th), *wall of fire* (8th), *fire snake* (10th), *contagious flame* (12th), *fire storm* (14th), *sun burst* (16th), *fiery body* (18th).

**Fire's Fury:** You may use your Strength modifier or your Charisma modifier (whichever is higher) when determining the DCs and other variables of your spells and channeler abilities.

**Spark:** Add *spark* to your list of spells known.

**Flametouched:** At 5th level you may enhance your melee attacks with the power of fire. You must declare you are using this ability before making the attack roll (thus, a failed attack ruins the attempt.) If the attack is successful, it also deals fire damage equal to half your channeler level (minimum: 1). You may use this ability a total number of times per day equal to 3+ your Strength modifier.

**Fire Resistance:** At 9th level, you gain resistance fire 10. This advances to resistance fire 15 at 13th level, resistance fire 20 at 17th level, and fire immunity at 20th level.

**Flame Wave:** At 13th level, you may emit a flame wave as a standard action. This flame wave travels in a 30 ft line, dealing 1d6 fire damage for every 2 channeler levels you possess. You may use this ability a number of times per day equal to 3+ your Strength modifier.





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**Heated Soul:** At 17th level, as a standard action, you may transform yourself into a fire elemental once per day, as the spell *elemental body IV*, using your channeler level as your caster level.

## Water

Water represents purity, cleansing, scrying, and the sustaining of life. Water is known for its ability to assume any shape, flowing with its surroundings and crashing into its targets. All this and more is the source of your power.

**Class Skill:** Swim

**Source Spells:** *hydraulic push* (2nd), *slipstream* (4th), *aqueous orb* (6th), *solid fog* (8th), *geyser* (10th), *cold ice strike* (12th), *greater scrying* (14th), *seamantle* (16th), *tsunami* (18th).

**Reflexive Soul:** You may use your Wisdom modifier or your Charisma modifier (whichever is higher) when determining the DCs and other variables of your spells and channeler abilities.

**Create Water:** add *create water* to your list of spells known.

**Flow like Water (Ex):** At 5th level, you gain Improved Unarmed Strike as a bonus feat. If you already possess this feat, you instead gain 1 style feat for which you qualify. In addition, when unarmored and unencumbered, add your Wisdom bonus (if any) to your AC and CMD. These bonuses to AC apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

This bonus does not stack with a monk's AC bonus.

**Remote Viewing (Su):** At 9th level, you can use clairvoyance/clairaudience at will as a spell-like ability using your channeler level as the caster level. You can use this ability for a number of rounds per day equal to your channeler level. These rounds do not need to be consecutive.

**Cleansed:** At 13th level, you become immune to all poisons and diseases, including magical diseases.

**Quivering Palm:** At 17th level, you may set up vibrations within the body of another creature that can thereafter be fatal if you so desire. You can use this quivering palm attack once per day, and must announce your intent before making this attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if you strike successfully and the target takes damage from the unarmed strike, the quivering palm attack succeeds. Thereafter, you can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to your channeler level. To make such an attempt, you merely will the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 your channeler level + your Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. You can have no more than 1 quivering palm in effect at one time. If you use quiver-

ing palm while another is still in effect, the previous effect is negated.

## Earth

Your power comes from the element of earth. You are hard, resilient, and unrelenting as stone.

**Class Skill:** Knowledge (Geography)

**Source Spells:** *stone fist* (2nd), *stone call* (4th), *meld into stone* (6th), *spike stones* (8th), *communal stone skin* (10th), *stone tell* (12th), *rampart* (14th), *earthquake* (16th), *clashing rocks* (18th,)

**Stone Heart:** You may use your Constitution modifier or your Charisma modifier (whichever is higher) when determining the DCs and other variables of your spells and channeler abilities.

**Acid Splash:** Add *acid splash* to your list of spells known.

**Rigidity (Ex):** At 5th level, you gain a +1 bonus to your CMD vs trip, bull rush, pull, and reposition combat maneuvers. This bonus increases by 1 every four levels thereafter, to a maximum of +5 at 17th level.

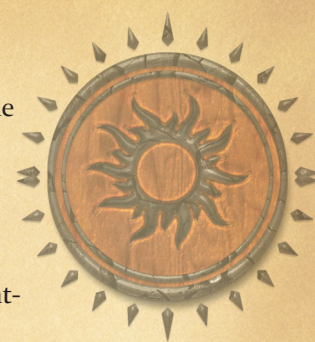
**Adamantine Skin (Ex):** At 9th level, you gain DR 1/-. Your DR increases to DR 2/- at 13th level and DR 3/- at 17th level.

**Stone Mind (Ex):** At 13th level, you may use your Constitution modifier instead of your Wisdom modifier when determining your Will saving throws, whichever is higher.

**Stone Heart (Ex):** At 17th level, you gain the Diehard feat as a bonus feat. If you already possess this feat, you may gain a different feat for which you qualify.

## Air

The element of air and all it represents (speed, travel, etc.) make up the source of your magic. You are as fickle as the winds, and just as powerful.





# The Channeler



**Class Skill:** Sleight of Hand

**Source Spells:** *whispering wind* (2nd), *wind wall* (4th), *gaseous form* (6th), *solid fog* (8th), *control winds* (10th), *chain lightning* (12th), *greater teleport* (14th), *whirlwind* (16th), *mass suffocation* (18th.)

**Essence of Wind:** You may use your Dexterity modifier or your Charisma modifier (whichever is higher) when determining the DCs and other variables of your spells and channeler abilities.

**Mage Hand:** Add *mage hand* to your list of spells known.

**Electric Charge (Sp):** At 5th level, you can touch a weapon as a standard action, giving it the shock property for a number of rounds equal to  $1/2$  your channeler level (minimum 1). At 9th level, you can confer the shocking burst property instead, but the duration of the power is halved. You can use this ability a number of times per day equal to  $3 +$  your Dexterity modifier.

**Resist Electricity:** At 9th level, you gain resist electricity 10. This increases to resist electricity 15 at 13th level, resist electricity 20 at 17th level, and immunity to electricity at level 20.

**Flight (Su):** At 13th level, you gain a flight speed of 60 ft with maneuverability (good).

**Wind Lord (Sp):** At 17th level, you may use *control winds* as a spell-like ability for a number of minutes per day equal to your channeler level. These minutes do not need to be consecutive. Any use of this ability consumes at minimum 1 minute from your total time.

## Life

Your powers come from the spark of life, in all its forms. The beginning of motion, the power of consciousness; you can manipulate all the energies of life and funnel them into your spells.

**Class Skill:** Heal

**Source Spells:** *deathwatch* (2nd), *lesser restoration* (4th), *protection from energy* (6th), *death ward* (8th), *life bubble* (10th), *greater heroism* (12th), *greater restoration* (14th), *euphoric tranquility* (16th), *true resurrection* (18th).

**Life Aura:** Beginning an aura is a standard action, but it is maintained each round as a free action. Each aura affects a 600 ft radius. There is no limit to how long a channeler may have an aura active. An aura cannot be disrupted, but it ends immediately if the channeler is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round.

Death is harder to deal in a life aura. All creatures within the aura gain a bonus to AC, touch AC, and flat-footed AC equal to 1,  $+1$  for every 5 channeler levels you possess.

**Stabilize:** Add *stabilize* to your list of spells known.

**Revitalize:** At 5th level, you may touch a creature, granting it a number of temporary hit points equal to  $1d6 +$  half your channeler level (minimum: 1) for 1 hour. You may use this

ability a total number of times per day equal to  $3 +$  your Charisma modifier.

**Transfer Wounds:** At 9th level, you may touch another creature and transfer your own hp to that creature, in effect taking on the wounds of that creature. The creature is healed and you are harmed in equal amounts. you cannot raise a creature's hit points above its total with this ability, nor can you transfer more hit points than would kill you.

**Healing Energy:** At 13th level, you may channel positive energy as the cleric class feature once per day, using your channeler level  $-4$  as your effective cleric level.

**Life Master:** At 17th level, your revitalize ability now grants temporary hit points equal to  $1d6 +$  your class level, rather than  $1d6 +$  half your class level. In addition, your effective cleric level for your life energy ability is now equal to your channeler level, rather than to your channeler level  $-4$ .

## Death

The power of death fuels your magic. You find strength at every end, at every final heartbeat, and through the manipulation of negative energy.

**Class Skill:** Knowledge (Religion)

**Source Spells:** *murderous command* (2nd), *death knell* (4th), *vampiric touch* (6th), *animate dead* (8th), *slay living* (10th), *circle of death* (12th), *destruction* (14th), *create greater undead* (16th), *energy drain* (18th.)

**Death Aura:** Beginning an aura is a standard action, but it is maintained each round as a free action. Each aura affects a 600 ft radius. There is no limit to how long a channeler may have an aura active. An aura cannot be disrupted, but it ends immediately if the channeler is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round.

Destruction runs quicker within the death aura. Whenever an attack roll is made against a creature within the death aura, it gains a bonus equal to  $1 + 1$  for every 5 channeler levels you possess.

**Bleed:** Add *bleed* to your list of spells known.

**Power Over Undead:** At 5th level, you receive Command Undead as a bonus feat. You can channel energy a number of times per day equal to  $3 +$  your Charisma modifier, but only to use the selected feat. You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against these feats is equal to  $10 + 1/2$  your channeler level  $+ your Charisma$  modifier.

**Siphon Health:** At 9th level, you may spend a standard action to make a touch attack against a creature, dealing negative energy damage equal to  $1d4 +$  half your channeler level, and healing you for the same amount. This ability does not function on creatures who aren't alive, or aren't damaged by



# The Channeler



free action to maintain it each round.

A light aura grants unparalleled perception. Every creature within the light aura gains blindsense to a distance of 60 ft. If a creature already possesses blindsense, increase the size of their blindsense by 60 ft.

**Light:** Add *light* to your list of spells known.

**Enlighten:** At 5th level, you may touch a creature, granting it a boost to its insight and understanding. The creature gains an insight bonus equal to half your channeler level (minimum: 1) to attack rolls, saving throws, ability checks and skill checks for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Blinding Flare:** At 9th level, you may emit a flash of light as a standard action. All creatures within 20 ft of you must pass a Fortitude save (DC 10 + half your channeler level + your Charisma modifier) or be blinded for 1d4 rounds. All creatures in this area are dazzled for a number of rounds equal to half your channeler level (minimum: 1). You may use this ability a number of times per day equal to 3 + your Charisma modifier.

**Mental Invigoration:** At 13th level, you may emit mental light, granting all of your allies within 30 ft. A free reroll with a +2 bonus against any harmful illusion or enchantment effect they are under. If they succeed at this reroll, the effect they are under ends. You may use this ability once per day, plus an additional time per day at 17th level.

**Unparalleled Sight:** At 17th level, you may see all things as they actually are, as the spell true seeing, for a number of rounds per day equal to your channeler level. These rounds do not need to be consecutive. Activating this ability is a free action.

## Darkness

Darkness, shadow, illusion, obscurity- these are the source of your power. You thrive off of misdirection, darkness, and the concealing of secrets.

**Class Skill:** Stealth

**Source Spells:** *vanish* (2nd), *darkness* (4th), *displacement* (6th), *greater invisibility* (8th), *persistent image* (10th), *shadow walk* (12th), *project image* (14th), *screen* (16th), *communal mind blank* (18th,)

negative energy. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

**Undead Servant:** At 13th level, with a ritual requiring 8 hours, you may animate a single skeleton or zombie whose Hit Dice do not exceed your channeler level. This corpse companion automatically follows your commands and does not need to be controlled. You cannot have more than one corpse companion at a time. It does not count against the number of Hit Dice of undead controlled by other methods. You can use this ability to create a variant skeleton such as a bloody or burning skeleton, but its Hit Dice cannot exceed half your channeler level. You can dismiss your companion as a standard action, which destroys it.

**Greater Siphon Health:** At 17th level, your siphon health ability may be used against creatures up to 30 ft away (requiring a ranged touch attack).

## Light

**Class Skill:** Perception

**Source Spells:** *faerie fire* (2nd), *continual flame* (4th), *daylight* (6th), *divination* (8th), *telepathic bond* (10th), *true seeing* (12th), *sunbeam* (14th), *sunburst* (16th), *prismatic sphere* (18th,)

**Light Aura:** Beginning an aura is a standard action, but it is maintained each round as a free action. Each aura affects a 600 ft radius. There is no limit to how long a channeler may have an aura active. An aura cannot be disrupted, but it ends immediately if the channeler is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a





**Darkness Aura:** Beginning an aura is a standard action, but it is maintained each round as a free action. Each aura affects a 600 ft radius. There is no limit to how long a channeler may have an aura active. An aura cannot be disrupted, but it ends immediately if the channeler is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round.

A darkness aura diminishes all perceptions. All sight, sound, and other senses become limited to 60 ft. within the darkness aura.

**Ghost Sound:** Add *ghost sound* to your list of spells known.

**Dampening Touch (Su):** Starting at 5th level, you may touch a creature and darken its mind. The creature suffers a penalty to attack rolls, saving throws, ability checks, and skill checks equal to half your channeler level (minimum: 1) for 1 round. You may not affect a creature more than once per day with your dampening touch ability. You may use this ability a total number of times per day equal to 3 + your Charisma modifier.

**Fade (Sp):** At 9th level, you may turn invisible for a number of rounds per day equal to your channeler level. This functions as the spell *greater invisibility*. These rounds do not need to be consecutive.

**Hidden (Sp):** At 13th level, you are always considered to be under the effects of a nondetection spell. You may drop or restore this protection as a move action whenever you choose.

**Shadow Creations (Sp):** At 17th level, you may use the spell *greater shadow conjuration* as a spell-like ability once per day, using your channeler level as your caster level.

## Channelers in the World

Channeling is a learned skill, and anyone with the aptitude may be trained in it. As such, channelers and wizards have much in common in their origins, and yet they differ greatly in their attitudes and abilities. To many wizards, channelers are violent, lacking in finesse, and unable to grasp the finer parts of tactical planning. To many channelers, wizards are simply those too weak to reach for true power.

Channeling is learned more through meditation and physical discipline than the study of archaic texts and astrological signs, and so while channelers need a master to fully tap their abilities, channelers have little call for grand towers, extensive libraries, and exquisite laboratories. Instead, channelers only require discipline, a teacher

in their respective source, and time. As such, an experienced channeler can expect apprentices to eventually seek him out, whether he possesses a facility or not. This is not to say that towers and guilds for channelers can't or haven't existed in the past, but simply that a channeler's training is more likely to include meditation and manual labor designed to build resilience (blacksmithing, weapon use, animal handling, etc.) than time spent pouring over various tomes and dead languages.

Many channelers speak of the Knack, or the sixth sense that connects them to their source. This is not an innate ability, but is rather the personal itch that often leads to the art of channeling; the Knack is what a channeler claims pulls them to seek out their respective source, and leads to the contemplation necessary to unlock a source's power. When a channeler is faced with those who can't understand why he pursues the dangerous path he does, or worse, would seek to dissuade him from it, many channelers will simply dismiss these doubters, claiming they just don't have the Knack.

The path of the channeler is, in fact, a dangerous one. Many channelers, overzealous to push their abilities, burn themselves out or worse while pursuing their training. However, there is never a shortage of those willing to seek out a master and learn the art of channeling. The appeal of power is one of the great constants among mortals, and channeling, above all else, is about power.

## The Sources

The sources a channeler may tap are the primal, universal forces that make up the universe. Each source possesses diametric opposite; the opponent it struggles against on the mortal planes. For example, nature is opposed by chaos, light by dark, destruction by creation, etc. Without each force's diametric opposite, life could not exist in balance.

The sources are not intelligent, nor are they commanded (although arrogant gods may claim to do so,) they simply exist; they are the very fabric of our universe, without which existence couldn't be. As such, they cannot be petitioned for aid, called, or challenged. They may only be channeled; pulled into the immediate area, then formed into a spell.

It should be noted that as channeling a source requires no allegiances with an intelligent force, channelers of diametrically opposed sources bear no ill will for each other, and it is not uncommon to find light and dark channelers, life and death channelers, or various elemental channelers traveling together in the common pursuit of power. While channelers of opposed sources may find their abilities canceled out by each other, some consider the benefits and insights of an opposed channeler to far outstrip the detriments.

