“Rhubarim the Channeler had reluctantly joined the adventurers on what was promised be a ‘nice little stroll in the forest’. It had soon turned into a nightmare. ‘Nice strolls’ had a bad rate of success in the trollshaws and this journey had been even worse. After fighting the last troll, Lothric - the leader of the group - was unable to walk. Rhubarim knew that they must get out of the Trollshaws during the day, else they’d be slain during the next night. He laid his hands on Lothric’s destroyed leg and started praying.”

Channeling has three different uses: (1) it allows for spell users of the same Realm to transmit power between each other, (2) it allows the channeler to transfer spells to another willing being and (3), it allows the use of divine magic through rituals and prayers. The two first actions are resolved on the SM-10.1.9.

Note: Contact with gods are usually represented by the Channeling Realm, so the GM might decide to limit the availability of the channeling skill to pure, semi and hybrid channeling users.

- The percentage number to the right of this box indicate the success rate of the channeling maneuver. To be successful in a transfer spell action, 100% must be reached.

Example: A Druid wishing to help his Ranger friend to understand the language of a squirrel decide to channel an Animal Tongues spell to his friend. The 3rd lvl Animal Tongues spell is labeled “self”, otherwise the Druid would have simply cast the spell on the Ranger sitting next to him. Now he needs to channel the spell with a -20 modification since it is “self”, but he also receive +10 for touch.

Example 2: Ragna, a 6th lvl Cultist with a +72 bonus in her channeling skill want to give Master Ulduin, a 12th level Sorcerer, 40 of her remaining power points. She rolls a mediocre 28, totalling 100, which gives her the Near Success result, sending only 3/4 (i.e 30) of her 40 PP to Ulduin. Ulduin has a great skill bonus of +130 in Channeling, but rolls even worse, a 01 followed by a 45, puts him in the Partial Success result, receiving only 15 of the 30 transferred power points. Ulduin blaim Ragna for being weak.