

10% CHANNELING

“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. His pelvis were broken and his left leg chattered. 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 transfered power points. Ulduin blaim Ragna for being weak.

Channeling Static Maneuver Table SM-10.1.9

-26 down Spectacular Failure ■ 0%
You have earned the (temporary) wrath of your own deity, poor fellow! Whatever you were trying to do fail, and all your power points are immediately revoked. You can regain power at normal rate during your next sleep period.

-25 – -04 Absolute Failure ■ 0%
Your channeling fails and you lose all power points spent on the spell or transfer attempt. In addition all spells cast until next rest will cost double normal power points due to the strain.

05 – 75 Failure ■ 0%
The gods do not obey humans, they say it should be the other way around. Say ten ave maria and try again! (all power points involved in this attempt is gone).

UM 66 Unusual Event ■ 0%
If this was an attempt to transfer PP it was simply unsuccessful. If it was an attempt to transfer a spell the gods decide to have a little fun on your behalf. The spell seem to have effect and power points are spent, but the spell effect is an illusion. I.e if mending a broken leg, it will look good and feel great - until the person rises and tries to walk on it...

76 – 90 Partial Success ■ 50%
Half of the transmitted PP get through. If this was an attempt at transferring a spell, it was unsuccessful (PP still spent).

UM 100 Unusual Event ■ 100%
No matter your modifications, your god must have decided to aid in your task. You are successful in whatever you were trying to do.

91 – 110 Near Success ■ 75%
3/4 of the transmitted PP get through. If this was an attempt at transferring a spell, it was unsuccessful, but you may keep concentration and get another attempt with +10 next round. If you decide to cancel the attempt, the PP involved are spent.

111 – 175 Success ■ 100%
You successfully transfer the spell/power points.

176 up Absolute Success ■ 100%
Divine success! You successfully transfer the spell/power points and in addition you have a +10 bonus to your attempts at using the channeling skill for the rest of the day (24 hours from this time).

Static maneuver modifications:

Open-ended d100 roll

- 10 if target is sighted, but range exceeds 100’.
- 30 if only mental contact have been established (i.e without sight). This can be done via seeing devices, spells or herbs.
- 50 if the target and the caster has determined beforehand when and where the target will be when the spell/power points is transfered (i.e no contact at the time of transfer).
- 20 if the spell to transfer is “self”.
- +10 if target is touched.
- +1 per extra PP invested in the transfer (of spells only).