

Channeler Base List 2.4.1

CHANNELS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Create Holy Water	4 oz. water	P	touch	E
2)	Calming *	1 target	1 rnd/10 fail	100'	F
3)	Channels I	1 spell	—	varies	U
4)	Stunning	1 target	1 rnd/10 fail	100'	F
5)	Channels III	1 spell	—	varies	U
6)	Shudder	1 target	—	100'	E
7)	Channels V	1 spell	—	varies	U
8)	Golden Slumbers	1 target	1 min/10 fail	100'	F
9)	Shock	1 target	—	100'	E
10)	Blinding	1 target	1 min/10 fail	100'	F
11)	Channels VIII *	1 spell	—	varies	U
12)	Coma	1 target	1 hour/10 fail	100'	F
13)	Channels X	1 spell	—	varies	U
14)	Absolution	1 target	1 day/10 fail	touch	F
15)	Holy Shout	20'R	—	self	F
16)	Item Returning	1 object	varies	touch	U
17)	Channels XII	1 spell	—	varies	U
18)	Sanctuary *	caster	—	varies	U
19)	Item Rereturning	1 object	varies	touch	U
20)	Absolution Pure	1 target	P	touch	F
25)	Sanctuary True *	caster	—	varies	U
30)	Lord Channels	1 spell	—	varies	U
50)	Holy Bridge	deity	1 rnd	varies	U

1. Create Holy Water — Caster creates 4 oz. of holy water in a ritual that takes 3 minutes (18 rounds) to perform.

2. Calming — Target is calmed for 1 rnd/10 failure. A calmed target is unable to take offensive action unless attacked.

3. Channels I — Enables caster to channel a 1st level spell to a *willing* target that he can see (or know exactly where he is: direction and distance, or specific location). All normal restrictions apply to the transmitted spell. Power Point cost equals this spell (3 PP) plus the cost of the channeled spell. Only one spell roll is made. Channeling the spell forward require no action from the target, he functions as a simple node.

4. Stunning — Target is stunned for 1 rnd/10 failure.

5. Channels III — As *Channels I*, except that a 2nd or 3rd lvl spell might be transmitted.

6. Shudder — Caster points his hand against target and releases his deity's wrath. An invisible ray of force strikes target and the result is determined on the Cold Ball Attack Table (5.2) at the AT/1 column independent of target's armor type. For criticals use the Unbalance critical strike table (4.12).

7. Channels V — As *Channels I*, except that up to a 5th lvl spell may be transmitted.

8. Golden Slumbers — The target of the spell falls into a deep sleep of which the first minute is magical (and the target cannot be awakened in any normal fashion). After the first minute, the target can be awakened normally.

9. Shock — As *Shudder*, except for the deafening sound that fills the area and that all criticals are Impact.

10. Blinding — As *Golden Slumbers*, except target is blinded for the duration of the spell. Herbs and magical treatment may relieve the blindness.

11. Channels VIII — As *Channels I*, except up to a 8th lvl spell can be transmitted.

12. Coma — As *Golden Slumbers*, except target is sent into a coma for the duration of the spell. Coma relieving spells and herbs are effective during the duration.

13. Channels X — As *Channels I*, except up to a 10th lvl spell can be transmitted.

14. Absolution — Targets soul is torned from his body, leaving him incapacitated and unconsoious. Soul goes wherever souls go for the duration of the spell. It can be returned earlier only through the use of Lifegiving. While the soul is gone, even subconscious activities are at a -75.

15. Holy Shout — All beings not of casters own alignment (i.e religious persuasion) are affected. All those failing their RR by 40 or less are stunned 1 round per 10 failure. Those failing with 41+ are unconscious.

16. Item Returning — Target item (weighing no more than 10 pounds) will return to a designated location. The spell has two possible durations (determined at the time of casting). The caster may send (i.e teleport) the target item to a designated location at the time of casting (with an instant duration), or the caster can designate the item to return to the caster when the possessor of the item has completed a special task (specified at the time of casting).

17. Channels XII — As *Channels I*, except up to a 12th lvl spell can be transmitted.

18. Sanctuary — Caster can return to a predefined place via teleportation. Caster must have lived at this place for at least 30 days, meditating for 16 hours hours each day to define it as his "sanctuary". A spell user may only have one such place defined at any one time.

19. Item Rereturning — As *Item Returning*, except with the possibility for the item to stay at the designated location for up to 1 round per level. At the end of this time the object will go back to where it returned from.

20. Absolution Pure — As *Absolution*, except soul can only be returned through Lifegiving.

25. Sanctuary True — For 1 round per level after he has used Sanctuary the caster may cast this spell and be returned to within 20' of the point which he used sanctuary.

30. Lord Channels — As *Channels I*, except up to a twentieth level spell can be transmitted.

50. Holy Bridge — Opens a direct channel to the casters deity; results depend on personality, motives and powers. Any spell the deity can cast may be transmitted through the gate.

SPECIAL NOTES

1) For the Sanctuary, Sanctuary true, returning and rereturning spells normal encumbrance rules apply (see section 7.1.12 for more on encumbrance limits on spells).

2) Note that the spells on this list may vary in appearance or usage based on the nature of the diety. GM should feel free to replace some of the spells above for spells more appropriate to the diety. For example a diety of Fire may have a Firebolt on lvl 6 instead of the Shudder spell, or a diety of Healing might have a Heal 5-50 on lvl 6 and a Heal 10-100 on lvl 9 instead of the attack spells.

3) The GM should be very careful and clear when defining "alignment" for the Holy Shout spell. This should include all folk who are not

specifically following the casters religion and thus might include some allies.

4) Holy water may act as a repellent against undeads and demons. A 4 oz. dose kept in a flask is enough to force undeads and demons to make an RR vs the creating clerics level or be unable to enter a radius of 10' from the holy water.

5) If thrown against a single undead, a 8 oz. dose of Holy Water has the effect similar to a Repel Undead V spell. Four times that dose, 32 oz. functions as a Repel Undead IX spell. No matter how much applied, there can be no higher effect from Holy Water. 4 ounce [US, liquid] = 1,2 deciliter

6) A willing target for the Channels spell is someone that trusts the caster, even though he don't know what spell will be channeled through him. I.e there is always possible for the target to say "no" and the Channeled spell will then have been cast in vain.