

Channeler Base List 2.4.4

PROTECTIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Prayer II	1 target	1 min/lvl (C)	100'	U
2)	Resistance II	1 target	1 min/lvl (C)	100'	U
3)	Bless II	1 target	1 min/lvl	100'	U
4)					
5)	Holy Circle	5'R/lvl	10 min/lvl	touch	Fm
6)	Protection Sphere II	10'R	1 min/lvl	self	U
7)	Prayer III	1 target	1 min/lvl (C)	100'	U
8)	Resistance III	1 target	1 min/lvl (C)	100'	U
9)	Bless III	1 target	1 min/lvl	100'	U
10)	Divine Intervention	1 target	varies	100'	U
11)	Protection Sphere III	10'R	1 min/lvl	self	U
12)	Protection Circle	5'R/lvl	1 hr/lvl	touch	Fm
13)	Prayer IV	1 target	1 min/lvl (C)	100'	U
14)	Resistance IV	1 target	1 min/lvl (C)	100'	U
15)	Bless IV	1 target	1 min/lvl	100'	U
16)					
17)	Protection Sphere IV	10'R	1 min/lvl	self	U
18)	Prayer V	1 target	1 min/lvl (C)	100'	U
19)	Resistance V	1 target	1 min/lvl (C)	100'	U
20)	Bless V	1 target	1 min/lvl	100'	U
21)					
25)	Protection Sphere V	10'R	1 min/lvl	self	U
30)	Protection Circle True	5'R/lvl	1 hr/lvl	touch	Fm
50)	Protections True	1 target	1 min/lvl	100'	U

1. Prayer II — Target gets a +10 bonus to maneuver rolls. If the caster concentrates during the entire maneuver (requires target to be visible and within 100' of the caster) the bonus is doubled, total +20.

2. Resistance II — Target gets a +10 bonus to his RRs and DB versus elemental attack spells. If the caster concentrates (requires target to be visible and within 100' of the caster) the bonus is doubled, total +20.

3. Bless II — Target gets +10 to his DB.

5. Holy Circle — Caster creates a non-visible immobile circle through which no undead may pass unless a successful RR is made. If the undead persist in their attempts to enter the circle they are allowed a new RR every minute.

6. Protection Sphere II — All within the radius are given the benefits of either *Prayer II*, *Resistance II* or *Bless II* (must be same for all targets).

7. Prayer III — As *Prayer II*, except bonus is +15 (+30 if caster concentrates).

8. Resistance III — As *Resistance II*, except bonus is +15 (+30 if caster concentrates).

9. Bless III — Target gets +15 to his DB.

10. Divine Intervention — Caster may bless one target to make the next of his actions assisted by the Gods. Caster must be able to specify what action he wants to bless (i.e the targets ongoing climbing maneuver) and the maneuver must have a certain end (i.e when target reaches the cliff top). The target will then have the following benefits; maneuver penalty lowered by two degrees (i.e an absurd maneuver merely becomes an extremely hard maneuver), any fumbles will be negated (i.e UM down is impossible) and the maneuver will be completed in 75% of the normal required time, if possible. GM might wish to add or remove benefits depending on what kind of maneuver that is blessed.

11. Protection Sphere III — As *Protection Sphere II*, except all within the radius are allowed the benefits of either *Prayer III*, *Resistance III* or *Bless III*.

12. Protection Circle — Caster creates a non-visible immobile circle through which no evil may pass unless a successful RR is made. The definition of evil must be made upon the faith and religion of the caster. If the evil persist in their attempts to enter the circle they are allowed a new RR every minute.

13. Prayer IV — As *Prayer II*, except bonus is +20 (+40 if caster concentrates).

14. Resistance III — As *Resistance II*, except bonus is +20 (+40 if caster concentrates).

15. Bless III — Target gets +20 to his DB.

17. Protection Sphere IV — As *Protection Sphere II*, except all within the radius are allowed the benefits of either *Prayer IV*, *Resistance IV* or *Bless IV*.

18. Prayer V — As *Prayer II*, except bonus is +25 (+50 if caster concentrates).

19. Resistance V — As *Resistance II*, except bonus is +25 (+50 if caster concentrates).

20. Bless V — Target gets +25 to his DB.

25. Protection Sphere V — As *Protection Sphere II*, except all within the radius are allowed the benefits of either *Prayer V*, *Resistance V* or *Bless V*.

30. Protection Circle True — [RR mod: -20] As *Protection Circle*, except for RR modification and that any evil creature that tries to pass through the invisible circle (and fails) take a *Holy* critical.

50. Protections True — Target get a +30 bonus to *both* his DB, RR *and* maneuver rolls. Caster may concentrate on his target to double that bonus (i.e +60) for maneuvers or RRs, but not for DB. For caster to concentrate, the target must be visible to him and within 100' range.

SPECIAL NOTES

- 1) Bless, Prayer, Resistance and Protection Spheres are not cumulative.
- 2) The GM might wish to add some element of visual effect to the Holy Circle and the Protection Circle spells, i.e a light from heaven that seem to illuminate the area of effect.