

Channeler Base List 2.4.5

REPULSIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Repel Undead III	1-3 undead	—	100'	F
2)	Cancel Channeling	caster	1 min/lvl	self	F
3)					
4)	Neutralize Curse I	1 curse	1 min/lvl	touch	F
5)					
6)	Repel Undead V	1-5 undead	—	100'	F
7)	Remove Curse	1 curse	P	touch	F
8)	Dispel Channeling I	1 target	—	10'	F
9)	Neutralize Curse II	1 curse	1 hr/lvl	touch	F
10)	Channeling Armor X	1 target	10 min/lvl	10'	U
11)	Repel Undead X	1-10 undead	—	100'	F
12)					
13)	Neutralize Curse III	1 curse	1 day/lvl	touch	F
14)	Dispel Channeling V	5 targets	—	10'	F
15)	Channeling Armor XV	1 target	10 min/lvl	10'	U
16)	Repel Undead XV	1-15 undead	—	100'	F
17)					
18)	Dispel Channeling X	10 targets	—	10'	F
19)					
20)	Repel Undead True	1/2 undead/lvl	—	100'	F
25)	Uncurse True	1 curse	P	touch	F
30)	Channeling Armor XX	1 target	10 min/lvl	10'	U
50)	Mass Repel Undead	2'/lvl R	1 min/lvl	self	F

1. Repel Undead III — Caster chants his holy words pointing his flat palm in the direction of the undead, causing either a “C” *Holy Spell Critical* to one undead or a “B” *Holy Spell Critical* to two undead or an “A” *Holy Spell Critical* to three undead. The same Base Attack Roll is applied to all targets, criticals are rolled separately.

2. Cancel Channeling — When the caster of this spell is target of a spell from the realm of Channeling, the “incoming” spell must first make an RR (before the caster of this spell makes an RR). For RR purposes each spell uses a level equal to its casters level. If the “incoming” spells RR fails, it has no effect on target.

4. Neutralize Curse I — [RR mod: -20] Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect after the duration of this spell.

6. Repel Undead V — As *Repel Undead III*, except causes either an “E” *Holy Spell Critical* to one undead or a “D” *Holy Spell Critical* to two undead or a “C” *Holy Spell Critical* to three undead or a “B” *Holy Spell Critical* to four undead or an “A” *Holy Spell Critical* to five undead.

7. Remove Curse — Permanently removes a curse if it fails an RR. The curses level is the level of its caster. If the curse is not dispelled the caster cannot try again until he has gone up another level of experience.

8. Dispel Channeling I — Any active spell from the realm of Channeling that is on target must RR or be dispelled. For the purpose of RR, use the level of that spells caster as the spells level).

9. Neutralize Curse II — [RR mod: -20] As *Neutralize Curse I*, except for duration.

10. Channeling Armor X — This invisible armor “absorbs” channeling spells rendering them harmless to target. This spell lasts either until 10 PPs of channeling spells has been absorbed or until duration is up, whichever happens first. Incoming spells get no RR, they are nullified.

11. Repel Undead X — As *Repel Undead III*, except causes either an “E” *Holy Spell Critical* to 1-3 undead or a “D” *Holy Spell Critical* to 4-6 undead or a “C” *Holy Spell Critical* on 7-10 undead.

13. Neutralize Curse III — [RR mod: -20] As *Neutralize Curse I*, except for duration.

14. Dispel Channeling V — As *Dispel Channeling I*, except up to 5 targets may be affected.

15. Channeling Armor XV — As *Channeling Armor X*, except this spell may absorb 15 PP of harmful channeling spells before being exhausted.

16. Repel Undead XV — As *Repel Undead III*, except causes either an “E” *Holy Spell Critical* to 1-5 undeads or a “D” *Holy Spell Critical* to 6-10 undeads or a “C” *Holy Spell Critical* to 11-15 undeads.

18. Dispel Channeling X — As *Dispel Channeling I*, except up to 10 targets may be affected.

20. Repel Undead True — As *Repel Undead III*, except causes an “E” *Holy Spell Critical* to as many undead targets as caster’s level divided by two (i.e a 20th level caster can chose 10 targets).

25. Uncurse True — [RR Mod: -50] As *Remove Curse*, except for the RR modification.

30. Channeling Armor XX — As *Channeling Armor X*, except this spell may absorb 20 PP of harmful channeling spells before being exhausted.

50. Mass Repel Undead — As *Repel Undead True*, except all Undead within 2'/lvl radius must resist or take an “E” *Holy Spell Critical*.

SPECIAL NOTES

1) For all spells that affect undead, GMs may want to give modifications to certain very powerful undead. See *Creatures & Monsters* for a complete listing of undeads.

2) The original rule (see Section 7.1.4) that a caster only can attempt to repel a given undead once per experience level is now obsolete (given the new character of the Repel Undead spell).

3) The *Holy Spell Critical Strike Table* is presented in the RMSS #5604 *Channeling Companion*, p.119.

4) Stun, stun no parry, bleeding and penalties on undead caused by the *Repel Undead* spell **will** affect undeads that are normally immune to those types of damage.

5) See Section 7.1.30 for more on curses and removing them.

6) Channeling Armor. The target of this spell has to keep track of the number of PP that the armor has “blocked”. I.e a player character having a *Channeling Armor X* cast upon him become target of a 5th lvl *Dark Sleep* spell, blocking it. Now the *Channeling Armor X* has 5 PP left. If the same player character is targeted by an 8th lvl *Dark Blinding*, the *Channeling Armor X* will **not** block this spell since it does not have enough power.