

The Channeler

There are those people who go through life following the rules set down by governments so they can have an orderly and safe life. There are those who follow the tenants of faith to have a life full of spirituality. And there are those who even do their best to combine the two so they can live an ever richer, fuller existence. But, every once in a while, there are those who find their happiness in between the lines of society as well as religion, who strive to stand out in a crowd and be different on purpose.

This is the Channeler, a specialty cleric who has dedicated his life to using and forming the channeled energy from his deity, molding it, changing it, and fine-tuning it to fit his needs and the needs of those around him.

Role: Not only do Channelers honor their deities in all they do just like a cleric but they have the special ability to further tap into the positive or negative energy of their deity, depending on their alignment, and expand on that connection, allowing them to use it in many different ways. They can convert the energy given them by their deity into various forms of energy with ever increasing damage as well as protecting themselves and their companions with increasing effectiveness.

As long as they continue to follow the tenants of the faith they choose, as well as teach the dogma, their chosen deity will allow them access to the energy they need. If they make a poor choice and/or go against their faith, then their power is cut off and restitution and repentance must be performed to have it reinstated.

Alignment: Because a Channeler is a sub-class of the cleric, their alignment must be within one step of their deity's, along either the law/chaos axis or the good/evil axis just like the cleric.

Hit Die: d8

Class Skills

The Channeler's class skills are: Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (All) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Wis).

Skill Ranks per Level: 4 + Int modifier.

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Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Energy Damage	Channel Energy
1	+0	+2	+0	+2	Energy Substitution: Fire, Energy Pool	d4	1d6
2	+1	+3	+0	+3	Defensive Energy +1	d4	
3	+2	+3	+1	+3	Bonus Feat, Energy Strike	d6	2d6
4	+3	+4	+1	+4	Widen Channel +5	d6	
5	+3	+4	+1	+4	Focused Energy Damage, Protective Energy +1	d6	3d6
6	+4	+5	+2	+5	Energy Substitution: Cold, Defensive Energy +2	d8	
7	+5	+5	+2	+5	Intensify Energy Damage	d8	4d6
8	+6/+1	+6	+2	+6	Widen Channel +10, Energy Flurry	d8	
9	+6/+1	+6	+3	+6	Bonus Feat, Protective Energy +2	d10	5d6
10	+7/+2	+7	+3	+7	Defensive Energy +3, Improved Energy Damage	d10	
11	+8/+3	+7	+3	+7	Empower Channel	d10	6d6
12	+9/+4	+8	+4	+8	Energy Substitution: Electricity, Widen Channel +15	2d6	
13	+9/+4	+8	+4	+8	Protective Energy +3	2d6	7d6
14	+10/+5	+9	+4	+9	Defensive Energy +4, Greater Energy Damage	2d6	
15	+11/+6/+1	+9	+5	+9	Bonus Feat, Maximize Channel	2d8	8d6
16	+12/+7/+2	+10	+5	+10	Widen Channel +20	2d8	
17	+12/+7/+2	+10	+5	+10	Protective Energy +4	2d8	9d6
18	+13/+8/+3	+11	+6	+11	Energy Substitution: Acid	2d10	
19	+14/+9/+4	+11	+6	+11	Supreme Channel	2d10	10d6
20	+15/+10/+5	+12	+6	+12	Channeling Master	2d12	

Class Features

All of the following are class features of the Channeler.

Weapon and Armor Proficiency: Channelers are proficient with all simple weapons, light and medium armor, but not shields. Channelers are also proficient with the favored weapon of their deity.

Channel Energy (Su): Regardless of alignment, any Channeler can release a wave of energy by channeling the power of his faith through his holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good Channeler (or one who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil Channeler (or one who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral Channeler who worships a neutral deity (or one who is not devoted to a particular deity) must choose whether he channels positive or negative energy. Once this choice is made, it cannot be reversed.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the Channeler. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two Channeler levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the Channeler's level + the Channeler's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A Channeler may channel energy a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A Channeler can choose whether or not to include themselves in this effect. A Channeler must be able to present his holy symbol to use this ability.

Energy Damage: A Channeler can convert channeled energy into an energy ray that does damage. The process of converting channeled energy into a ray that causes damage is taxing to the Channelers' bodies and causes them to get tired. When a Channeler uses half of their channel energy uses for the day, he must make a DC 15 Will save to avoid becoming fatigued. The Channeler can continue using their channel energy ability but the next saving throw is at a -2 due to fatigue. If the Channeler fails his saving throw then he gains the exhausted condition. The Channeler can continue using his channel energy ability but the next saving throw is at a -4 due to exhaustion. If the Channeler fails his saving throw when he is exhausted, he passes out and is unconscious d6 rounds. When he wakes up and comes to, he must rest for at least 12 hours. When the Channeler reaches 5th

level, the Will save DC lowers to 12. When the Channeler reaches 10th level, he has become proficient enough at converting energy that it no longer makes him fatigued or exhausted.

To convert channeled energy into an energy ray, a Channeler must have a Wisdom score of 10 + each die change of damage. For example, a Channeler with a Wisdom score of 14 can only do d10 worth of energy damage as a maximum until his wisdom score goes up. A Channeler with a wisdom score of 18 can do the maximum energy damage of 2d12.

Energy damage is always in the form of a ray that targets one creature until 8th level when the Channeler receives Energy Flurry. The Channeler can use his energy damage ability as many times as he has attacks to hit more than one enemy per round if he chooses. A successful range attack must be rolled to hit the intended target. The range for each ray is 25 ft. + 5 ft. /2 levels. A Channeler using his Energy Damage ability draws from the same pool as his Channel Energy ability.

Energy Substitution: Energy Substitution is what Channelers use to convert the channeled energy from their deity into a form that causes damage to everything except the undead (if they are good Channelers) or everyone else individually (if they are evil Channelers). To damage the undead, a good Channeler must use the normal Channel Energy ability, and to heal the undead, an evil Channeler must do the same. At 1st level, the Channeler learns to channel fire, at 6th level he learns to channel cold, at 12th level electricity, and at 18th level acid.

Energy Pool: At 1st level, a Channeler gains a pool of energy points, points he can use to channel energy and use his energy ray. The base number of points in a Channeler's energy pool is 3 + his Charisma modifier and increases by one point every level. The energy pool is replenished each morning after 8 hours of rest.

Defensive Energy: At 2nd level, the Channeler can form an invisible but tangible field of force around him, providing a +1 deflection bonus to AC. This bonus increases every four levels to a maximum of +5 at 18th level.

Bonus Feat: At 3rd level, the Channeler may choose a bonus feat from the following list: Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, and Weapon Focus. At 9th level, he adds Improved Critical, Improved Precise Shot, Improved Great Fortitude, Improved Iron Will, and Improved Lightning Reflexes to his list of choices. At 15th level, he adds Greater Weapon Focus and Vital Strike to his list of choices. He may take any of these feats without meeting any of the prerequisites.

Energy Strike: At 3rd level, whenever a Channeler uses his energy ray, he can deliver the energy ray through any weapon he is wielding as part of a melee attack. Instead of the melee touch attack normally allowed to deliver the energy ray, a Channeler can make one free melee attack with his weapon (at his highest base attack bonus) as part of his energy ray. If successful, this melee attack deals its normal damage as well as the effects of

the energy ray. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the *keen* weapon property or similar effects), but the energy ray effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Widen Channel: This ability allows the Channeler to increase the area of effect of his channel energy ability from a 30-foot radius to a 35-foot radius. This ability increases every four levels to a maximum of +20 feet at 16th level with a total area of effect of 50 feet.

Focused Energy Damage: A Channeler that reaches 5th level gains the ability to add his Wisdom modifier to his attack and his energy damage rolls.

Protective Energy: Upon reaching 5th level, the Channeler gains the ability to protect one of his companions with an invisible protective field of force that provides that companion with a +1 deflection bonus to AC. This bonus increases every four levels to a maximum of +4 at 17th level. The Channeler can protect more than one of his companions at a time by expending one channel energy use per person protected (protecting one companion is free, more than one is not). To extend protection to more than one person requires the Channeler to make a DC 15 concentration check. If he succeeds, the protection is extended to the person protected but he can also make one attack. He cannot use the full round action and maintain his concentration at the same time. For each person the Channeler wants to protect, the concentration check DC goes up by +2. If the Channeler fails his concentration check, he fails to extend his protection to the new person wanting to be protected. If his concentration is broken, everyone he was protecting loses their protection bonus. The range the Channeler can extend his help is the same as his Channel Energy effective range.

Intensify Energy Damage: When the Channeler reaches 7th level, he gains the ability to intensify his energy ray three times a day. Intensifying his energy damage simply adds one extra damage dice to his energy ray damage (a 7th level Channeler intensifying his energy ray would do 2d8 points of damage instead of the regular 1d8.) The Channeler needs to declare he is using this feat before he rolls his ranged touch attack. If his attack misses, he still expends one of his uses for the day.

Energy Flurry: At 8th level, when the Channeler gains an extra melee attack, he also gains an extra energy damage attack. From this point on his number of energy attacks are the same as his melee attack. Each time the Channeler attacks using his Energy Flurry ability, he uses up one point per attack from his daily uses.

Improved Energy Damage: At 10th level, the Channeler gains the ability to add ½ of his level to his energy damage total.

Empower Channel: When a Channeler of 11th level or higher channels energy to heal, he can choose to have his channel energy total increased by 50% (adding 50% of the rolled damage to the rolled total). Each time this ability is used it costs the Channeler an extra channel energy use for the day.

Greater Energy Damage: A Channeler of 14th level or higher gains the ability to add his entire level to his energy damage rolls.

Maximize Channel: When a Channeler reaches 15th level, he gains the ability, when channeling to heal, to have his channel energy do maximum healing. Each time this ability is used it costs the Channeler an extra channel energy use for the day.

Supreme Channel: When a Channeler reaches 19th level, he gains the ability, when channeling to heal, to have his channel energy be affected as though by both the Empower Channel and the Maximize Channel abilities (maximum plus 50%). Each time this ability is used it costs the Channeler two extra channel energy uses for the day.

Channeling Master: When a Channeler reaches 20th level, he becomes the “Channeling Master”. He gains the ability to simultaneously channel energy using the Maximize Channel and Selective Channel abilities from one hand, healing his allies or damaging undead, and cause energy damage with his three energy ray attacks from the other hand, at the same time. To do this he must hold his holy symbol aloft in one hand and blast away at his enemies with his energy ray in the other hand. By becoming a Channeling Master, his channel energy is extended an extra +10 feet to a total of a 60-foot radius. His channel energy is a 60-foot burst centered on him and his energy damage ray has a range of 75 feet at 20th level. The Channeler may use this ability once per day.