

## Divine Channeler Invented by Magecraft

Just as the sorcerer carries within himself the spark of the arcane, the divine channeler similarly carries a divine connection, seemingly touched by a god to do its will.

While they may or may not be part of an organized religion, channelers have the ability to tap directly into or “channel” divine power without the need for meditation or ritualized prayer.

### Adventurers:

Much like clerics, divine channelers adventure to further the will and goals of their deity. However, while they are usually welcomed by their churches, they are treated as unusual and are sometimes misunderstood. As manifestations of their gods, good channelers travel the width and breadth of the land helping the helpless, protecting the weak, and avenging the wronged, while evil channelers spread fear, death, and pestilence wherever they roam.

### Characteristics:

Divine channelers are known as being “touched by the gods.” They cast divine spells by means of an innate connection rather than through laborous training and prayer. Channelers are divine spellcasters that have the ability to cast spells without preparation and more often than clerics, but they acquire powerful spells at a slower rate and have a limited selection of spells.

### Alignment:

Divine channelers can be of any alignment, however, they must be within one step of their deity’s (that is, it may be one step away on either the lawful–chaotic axis or the good–evil axis, but not both). A channeler may not be neutral unless his deity’s alignment is also neutral.

### Religion:

While all divine channelers have a deep spiritual connection to a particular deity, not all know exactly from where their powers come from. However, all are instinctively devout to their faith.

Unlike clerics, channelers are not able to be devoted to a cause or a source of divine power instead of a deity.

### Background:

Divine channelers are typically faithful worshippers who have caught the personal attention of a deity. Many were raised to be clerics, but their deity had other plans for them.

### Races:

Divine channelers tend to be rare in most races. Generally, only races with deities that are actively involved in the day to day life of their mortal followers have channelers. As channelers are given a bit of free reign with their abilities, the deity must be willing to allow a mortal open access to its divine abilities. If not, a deity will generally rely on its clerics to take care of its spiritual goals.

**Table 1: Divine Channeler**

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+2	+0	+2	Divine Focus, Turn/ Rebuke Undead
2 <sup>nd</sup>	+1	+3	+0	+3	Divine Inspiration 1/day
3 <sup>rd</sup>	+2	+3	+1	+3	Divine Health
4 <sup>th</sup>	+3	+4	+1	+4	Deity’s Weapon Focus
5 <sup>th</sup>	+3	+4	+1	+4	Bonus feat
6 <sup>th</sup>	+4	+5	+2	+5	
7 <sup>th</sup>	+5	+5	+2	+5	Divine Inspiration 2/day
8 <sup>th</sup>	+6/+1	+6	+2	+6	
9 <sup>th</sup>	+6/+1	+6	+3	+6	
10 <sup>th</sup>	+7/+2	+7	+3	+7	Bonus feat
11 <sup>th</sup>	+8/+3	+7	+3	+7	
12 <sup>th</sup>	+9/+4	+8	+4	+8	Divine Inspiration 3/day
13 <sup>th</sup>	+9/+4	+8	+4	+8	Deity’s Weapon Specialization
14 <sup>th</sup>	+10/+5	+9	+4	+9	
15 <sup>th</sup>	+11/+6/+1	+9	+5	+9	Bonus feat
16 <sup>th</sup>	+12/+7/+2	+10	+5	+10	
17 <sup>th</sup>	+12/+7/+2	+10	+5	+10	Divine Inspiration 4/day
18 <sup>th</sup>	+13/+8/+3	+11	+6	+11	Divine Weapon
19 <sup>th</sup>	+14/+9/+4	+11	+6	+11	
20 <sup>th</sup>	+15/+10/+5	+12	+6	+12	Transcendent Form, Bonus feat

### Other Classes:

Divine channelers typically get along with most other classes. Clerics realize that channelers are strong in faith, but many feel a bit of resentment towards the connection that they share with their deity. As with clerics though, it is typically religion that determines the channeler's relationship with other classes.

## GAME RULE INFORMATION

Divine channelers have the following game statistics.

**Abilities:** A divine channeler gets bonus spells based on Charisma, and it is this ability that determines how hard a channeler's spells are to resist. In addition to using Charisma for spellcasting, a divine channeler also benefits from high Dexterity, Constitution, and Wisdom scores.

**Alignment:** Any

**Starting Wealth:** 3d4 x 10 gp

**Hit Die:** d6

**Starting Age:** As sorcerer

### Class Skills

The channeler's class skills {and the key abilities for each skill} are Concentration {Con}, Craft {Int}, Diplomacy {Cha}, Gather Information {Cha}, Heal {Wis}, Knowledge (Religion) {Int}, Profession {Wis}, Sense Motive {Wis}, and Spellcraft {Int}. See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Selection: (2 + Intelligence modifier) x 4

Dkill Progression: 2 + Intelligence modifier per level

### Class Features

All of the following are class features of the divine channeler.

**Weapon and Armor Proficiency:** Divine channelers are proficient with all simple weapons, light armor, and with shields (except tower shields). A channeler is also proficient with his deity's favored weapon.

As divine spellcasters, armor does not interfere with their spellcasting ability.

**Aura (Ex):** A divine channeler of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

**Spells:** A divine channeler casts divine spells which are drawn primarily from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. He can cast any spell he knows without preparing it ahead of time, the way a wizard or cleric must (see below).

To learn or cast a spell, a channeler must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a channeler's spell is 10 + the spell level + the channeler's Charisma modifier.

Like other spellcasters, a channeler can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 2: Spells Per Day. In addition, he receives bonus spells per day if he has a high Charisma score. A channeler's selection of spells is limited. A channeler begins play knowing four 0-level spells and two 1<sup>st</sup> level spells of your choice. A channeler also gets one domain spell of each spell level he can cast, starting at 1<sup>st</sup> level (see Deities, Domains, and Domain Spells, below). At each new channeler level, he gains one or more new spells, as indicated on Table 3: Spells Known. (Unlike spells per day, the number of spells a channeler knows is not affected by his Charisma score; the numbers on Table 3: Spells Known are fixed.) These new spells can be common spells chosen from the cleric spell list, or they can be unusual spells that the channeler has gained some understanding of by study. The channeler can't use this method of spell acquisition to learn spells at a faster rate, however.

**Table 2: Spells Per Day**

**Table 3: Spells Known**

Level	0	1	2	3	4	5	6	7	8	9	Level	0	1	2	3	4	5	6	7	8	9	
1 <sup>st</sup>	5	3	-	-	-	-	-	-	-	-	1 <sup>st</sup>	4	2+1	-	-	-	-	-	-	-	-	-
2 <sup>nd</sup>	6	4	-	-	-	-	-	-	-	-	2 <sup>nd</sup>	5	2+1	-	-	-	-	-	-	-	-	-
3 <sup>rd</sup>	6	5	-	-	-	-	-	-	-	-	3 <sup>rd</sup>	5	3+1	-	-	-	-	-	-	-	-	-
4 <sup>th</sup>	7	5	3	-	-	-	-	-	-	-	4 <sup>th</sup>	6	3+1	1+1	-	-	-	-	-	-	-	-
5 <sup>th</sup>	7	7	5	-	-	-	-	-	-	-	5 <sup>th</sup>	6	4+1	2+1	-	-	-	-	-	-	-	-
6 <sup>th</sup>	8	7	5	3	-	-	-	-	-	-	6 <sup>th</sup>	7	4+1	2+1	1+1	-	-	-	-	-	-	-
7 <sup>th</sup>	8	8	7	5	-	-	-	-	-	-	7 <sup>th</sup>	8	5+1	3+1	2+1	-	-	-	-	-	-	-
8 <sup>th</sup>	9	9	7	5	3	-	-	-	-	-	8 <sup>th</sup>	9	5+1	3+1	2+1	1+1	-	-	-	-	-	-
9 <sup>th</sup>	9	9	9	7	5	-	-	-	-	-	9 <sup>th</sup>	9	5+1	4+1	3+1	2+1	-	-	-	-	-	-
10 <sup>th</sup>	9	9	9	7	5	3	-	-	-	-	10 <sup>th</sup>	9	5+1	4+1	3+1	2+1	1+1	-	-	-	-	-
11 <sup>th</sup>	9	9	9	9	7	5	-	-	-	-	11 <sup>th</sup>	9	5+1	5+1	4+1	3+1	2+1	-	-	-	-	-
12 <sup>th</sup>	9	9	9	9	7	5	3	-	-	-	12 <sup>th</sup>	9	5+1	5+1	4+1	3+1	2+1	1+1	-	-	-	-
13 <sup>th</sup>	9	9	9	9	9	7	5	-	-	-	13 <sup>th</sup>	9	5+1	5+1	4+1	4+1	3+1	2+1	-	-	-	-
14 <sup>th</sup>	9	9	9	9	9	7	5	3	-	-	14 <sup>th</sup>	9	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-	-	-
15 <sup>th</sup>	9	9	9	9	9	9	7	5	-	-	15 <sup>th</sup>	9	5+1	5+1	4+1	4+1	4+1	3+1	2+1	-	-	-
16 <sup>th</sup>	9	9	9	9	9	9	7	5	3	-	16 <sup>th</sup>	9	5+1	5+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-
17 <sup>th</sup>	9	9	9	9	9	9	9	7	5	-	17 <sup>th</sup>	9	5+1	5+1	4+1	4+1	4+1	4+1	3+1	2+1	-	-
18 <sup>th</sup>	9	9	9	9	9	9	9	7	5	3	18 <sup>th</sup>	9	5+1	5+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-
19 <sup>th</sup>	9	9	9	9	9	9	9	7	7	5	19 <sup>th</sup>	9	5+1	5+1	4+1	4+1	4+1	4+1	3+1	3+1	3+1	2+1
20 <sup>th</sup>	9	9	9	9	9	9	9	7	7	7	20 <sup>th</sup>	9	5+1	5+1	4+1	4+1	4+1	4+1	3+1	3+1	3+1	3+1

Upon reaching 4<sup>th</sup> level, and at every even-numbered channeler level after that (6<sup>th</sup>, 8<sup>th</sup>, and so on), a channeler can choose to learn a new spell in place of one he already knows. In effect, the channeler “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level channeler spell the channeler can cast. A channeler may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a channeler need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he’ll cast.

**Deity, Domains, and Domain Spells:** A divine channeler’s deity influences his alignment, what magic he can perform, his values, and how others see him. A channeler chooses a single domain from among those belonging to his deity. A channeler can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain. The domain gives the channeler access to a domain spell at each spell level he can cast, from 1<sup>st</sup> on up, as well as a granted power.

**Chaotic, Evil, Good, and Lawful Spells:** A divine channeler can’t cast spells of an alignment opposed to his own or his deity’s. Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

**Divine Focus (Ex):** A divine channeler is innately a divine focus for his deity. Although most channelers carry a holy symbol of their deity, they may ignore the need for a holy symbol as a divine focus when casting divine spells and do not require the use of a holy symbol when turning or rebuking undead.

**Turn or Rebuke Undead (Su):** Any divine channeler, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith. Although many do this through a holy (or unholy) symbol, strength of will and a simple presentation of faith is all that is required (see Divine Focus above).

A good channeler (or a neutral channeler who worships a good deity) can turn or destroy undead creatures. An evil channeler (or a neutral channeler who worships an evil deity) instead rebukes or commands such creatures. A neutral channeler of a neutral deity must choose whether his turning ability functions as that of a good or an evil channeler. Once this choice is made, it cannot be reversed.

A channeler may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A channeler with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

**Divine Inspiration (Ex):** At 2<sup>nd</sup> level, a divine channeler can use his divine connection to gain insight into his next action. Once per day, he can choose to gain a +4 insight bonus on his next ability, attack, or skill roll. At 7<sup>th</sup>, 12<sup>th</sup>, and 17<sup>th</sup> level, the channeler gains the use of this ability an additional time per day (2 times per day at 7<sup>th</sup>, 3 times per day at 12<sup>th</sup>, and so on).

**Divine Health (Ex):** At 3<sup>rd</sup> level, a divine channeler gains immunity to all diseases, including supernatural and magical diseases.

**Deity's Weapon Focus:** At 4<sup>th</sup> level, a divine channeler gains the Weapon Focus feat with his deity's favored weapon. If the character already has this feat, he can choose a different one.

**Bonus Feats:** At 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> level, a divine channeler gains a bonus feat. At each such opportunity, he can choose a divine feat, a metamagic feat, or the extra turning feat. The channeler must still meet all prerequisites for a bonus feat.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The channeler is not limited to the categories of divine feats, metamagic feats, or the extra turning feat when choosing these feats.

**Deity's Weapon Specialization:** At 13<sup>th</sup> level, a divine channeler gains the Weapon Specialization feat with his deity's favored weapon. If the character already has this feat, he can choose a different one.

**Divine Weapon (Su):** At 18<sup>th</sup> level, a divine channeler becomes able to innately focus the power of his deity into any weapon that he uses. Any weapon with which a good channeler (or a neutral channeler who worships a good deity) wields, acts as a holy weapon. Any weapon with which an evil channeler (or a neutral channeler who worships an evil deity) wields, instead acts as an unholy weapon. A neutral channeler of a neutral deity must choose whether this ability functions as that of a good or an evil channeler. Once this choice is made, it cannot be reversed.

**Transcendent Form:** At 20<sup>th</sup> level, a divine channeler becomes a divine creature. He is forevermore treated as an outsider (native) rather than as a humanoid (or whatever the channeler's creature type was) for the purpose of spells and magical effects. Additionally, the channeler gains damage reduction 5/magic, which allows him to ignore the first 5 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Finally, the channeler gains Cold and Fire Resistance of 5. Unlike other outsiders, the channeler can still be brought back from the dead as if he were a member of his previous creature type.

## Ex-Channelers

A channeler who grossly violates the code of conduct required by his god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a channeler of that god until he atones (see the *atonement* spell description in the *Player's Handbook*).

### Apprentice-Level Divine Channeler Characters\*

Base	Fort	Ref	Will	
Attack	Save	Save	Save	Special
+0	+1	+0	+1	Turn/ Rebuke Undead <sup>#</sup>

\* For games that use the optional rules for apprentice-level characters found in the *3E Dungeon Masters Guide*.

<sup>#</sup> This ability is level-based. Treat the apprentice-level character as level zero.

## Class Evaluation

Modified from the Favored Soul class found in the *Complete Divine* and the Channeler class by Jason Locker found on Community3E

Evaluated by the Class Construction System v1.5 by Magecraft  
(System can be found on [www.dragoneers.com](http://www.dragoneers.com))

Class Features	Cost
Hit Dice: d6	10
Weapon Proficiencies: Simple + 1	11
Armor Proficiencies: Light & Shields	17
Skill Points: 2	17
Class Skills: 9	9
Attack Progression: Med	17
Save Progression: 2 High	12
Special Abilities (1-5): Domain (Powerful), No Holy Symbol (Normal), Turn Undead (Powerful), Divine Health (Powerful), Deity's Weapon Focus (Normal), Bonus Feat 1 (Powerful), Divine Inspiration 1 (Normal)	44
Special Abilities (6-10): Bonus Feat 2 (Powerful), Divine Inspiration 2 (Normal)	6
Special Abilities (11+): Deity's Weapon Specialization (Normal), Bonus Feat 3-4 (Powerful), Divine Inspiration 3-4 (Normal), Divine Weapon (Powerful), Transcendent Form (Powerful)	11
Restriction: Cannot cast opposite alignment spells (Weak)	-4
Restriction: Must maintain deity's code of ethics (Strong)	-8
Mystical Ability Cost: Divine	5
Mystical Ability Spell Cost	73
<i>MA Spells/Points Available</i>	<i>84</i>
<i>MA Ability Type: Divine</i>	<i>x1</i>
<i>MA Spell List Type: Large</i>	<i>x1</i>
<i>MA Casting Type: Fast</i>	<i>x1.15</i>
<i>MA Spell Abilities Known: Dropping</i>	<i>x0.7</i>
<i>MA Starting 1<sup>st</sup> Level Ability: 1</i>	<i>x1</i>
<i>MA Maximum Ability Level: 9</i>	<i>x1</i>
<i>MA 0-level Spells: None</i>	<i>x1</i>
<i>Final Multiplier</i>	<i>x0.81</i>
<b>Total:</b>	<b>215</b>