

Channeling Beastmaster

Channeling Semi

The Channeling Beastmaster is a semi-caster of Channeling who uses his affinity with animals to bind them to his service. He regards his animals as his trusted companions and equals, and will care for them accordingly.

Prime Stats: Intuition and Strength

Base List Selection

Animal Bonding
Animal Healing
Animal Mastery
Horseman's Way
Nature's Protections
Sense Enhancement

Level Bonuses

Academic:	-	General:	+2
Athletic:	+1	Linguistic:	-
BAR:	-	Magical:	-
Body Dev.:	+1	Medical:	-
Combat:	+2	Outdoor:	+2
Concentration:	-	Perception:	+1
Deadly:	-	Social:	-
Directed Spells:	-	Subterfuge:	+1

Notes

A Channeling Beastmaster gains +10 to their Channeling Lore skill. They gain +1 per level against the fear effects of Dragons and Giants.

ACADEMIC SKILLS

Administration:	7	Elementalism Lore:	2/8
Advanced Maths	7	Arcane Lore	2/8
Alchemy:	3/5	Mapping:	6
Anthropology:	6	Mechination:	2/5
Architecture:	5	Metal Lore:	2/6
Astronomy:	3/7	Military	2/5
		Organization:	
Basic Maths:	3/6	Mining:	2/6
Biochemistry:	4	Monster Lore:	2
Boat Pilot:	2/4	Navigation:	2/5
Demon Lore:	5	Philosophy/	1/2
		Religion:	
Drafting:	2/5	Physics:	7
Dragon Lore:	4	Planetology:	5
Engineering:	2/5	Poison Lore:	1/4
Faerie Lore:	6	Research:	1/2
Fauna Lore:	2	Sanity Healing	8
		Lore:	
Flora Lore:	2	Siege Engineer:	1/3
Geomancy:	3/5	Smithing Lore:	3/5
Heraldry:	2/5	Special Knowledge	1/3
		Lores:	
Herb Lore:	2/6	Star-Gazing:	2/6
History:	3	Stone Lore:	2/5
Lock Lore:	2/6	Tactics:	1/3
Channeling Lore:	1/3	Teaching:	2/6
Essence Lore:	2/8	Trading Lore:	1/3
Mentalism Lore:	2/8	Weather Watching:	1/4
Hybrid Lore:	2/8	Xeno Lore:	4

ATHELETIC SKILLS

Acrobatics:	2/5	Rappelling:	3/7
Athletic Games:	1/5	Rowing:	1/3
Climbing:	2/5	Sailing:	2/6
Contortions:	2/6	Skating:	2/6
Dance:	2/6	Skiing:	2/6
Distance	2/5	Sprinting:	2/5
Running:			
Diving:	2/4	Stilt Walking:	2/5
Flying/Gliding:	2/6	Surfing:	2/6
Juggling:	1/5	Swimming:	2/5
Jumping:	1/3	Tightrope Walking:	3/6
Pole Vaulting:	2/5	Tumbling:	1/5

BODY DEVELOPMENT

Body Development: 2/7

COMBAT SKILLS

Airborne Combat	3/6	Missile Artillery:	2/5
Blind Fighting –	3/9	Restricted Area	5
Hearing:		Combat:	
BF – Smell: ¹	10	Reverse Stroke:	3/7
BF – Touch	20	Stunned Maneuver:	2/5
BF – Intuition:	25	Subduing:	2/5
Brawling:	2/6	WOW-Pain: ²	4
Closing:	5	WOWUnconscious ³	4
Disarm, armed:	2/5	Weapon Shatter:	4/9
Disarm, unarmed	3/6	Weapon Category 1	3/7
D&DArmour,SL ⁴	2/*	Weapon Category 2	4
D&D Armour,RL	2/*	Weapon Category 3	6
D&D Armour,Ch	4/*	Weapon Category 4	6
D&D Armour,Pl	6/*	Weapon Category 5	6
Feinting:	2/5	Weapon Category 6	9
Grappling Hook:	2/6	Weapon Category 7	9
Increase Wounds:	8	Weapon Category 8	9
Lancing:	3/6	Weapon Category 9	9
MM in SL:	2/*	Weapon Cat. 10	9
MM in RL:	2/*	Weapon Snare:	2/5
MM in Chain:	4/*	We. Style Basic: ⁵	5/12
MM in Plate:	6/*	We. Style Ad.:6	7/18
Martial Arts:	3/7	Weapon Trickery:	3/7
MA Style,Basic: ⁷	8	Yado:	3/6
MA Style, Ad.:8	12		
Melee Scuffle:	2/7	Two Weapon	Var. ⁹
		Combo;	

CONCENTRATION SKILLS

Adrenal Defense:	15	Control	2/6
		Lycanthropy:	
Adrenal Balance:	2/7	Dowsing:	3/7
Adrenal Landing:	2/7	Meditation Heal:	2/5
Adrenal Leaping:	2/7	Meditation Sleep:	2/7
Adr. Quick Draw	1/4	Mediation Trance:	3/7
Adrenal Speed:	2/7	Mnemonics:	3/7
Adrenal Strength:	2/7	SLA:	6
Body Rigidity:	15		

¹ Blind-fighting – Smell etc.

² Way of the Warrior – Pain

³ Way of the Warrior – Unconscious

⁴ Donning & Doffing Armour – Soft Leather (SL), Rigid Leather (RL), Chain (Ch) or Plate (Pl)

⁵ Weapon Style - Basic

⁶ Weapon Style, Advanced

⁷ Martial Arts Style - Basic

⁸ Martial Arts Style - Advanced

⁹ The cost of TWC is the sum of the costs for the two weapons being used.

THE RED COMPANION– PROFESSIONS
CHANNELING BEASTMASTER

DEADLY SKILLS

Ambush:	3	Sniping:	3
Silent Kill:	2/6	Use/Remove Poison:	2/5

SOCIAL SKILLS

Diplomacy:	2/5	Interrogation:	2/4
Duping:	2/6	Leadership:	2/4
Gambling:	2/4	Seduction:	2/6

DIRECTED SPELLS

Directed Spells 9

GENERAL SKILLS

Advertising:	3/6	Play Instrument 2:	3/7
Appraisal:	2/5	Play Instrument 3:	3
Armour Evaluation:	1/2	Poetry:	2/5
Cookery:	2/5	Rope Mastery:	2/6
Crafting:	2/4	Sculpting:	2/6
Fletching:	1/4	Skinning:	1/4
Forging:	3/5	Smithing:	3/5
Gimmickry:	2/6	Stone Crafts:	2/6
Honing:	3/7	Stone Evaluation:	3/6
Horticulture:	8	Tactical Games:	2/5
Leather Working:	2/4	We. & Arm. Maintainance: ¹⁰	3/5
Metal Evaluation:	3/6	Weapon Evaluation:	1/2
Painting:	2/6	Wood Crafts:	1/3
Play Instrument 1:	2/6		

SUBTERFUGE SKILLS

Acting:	2/6	Mimery:	2/6
Begging:	2/6	Pick Locks:	2/5
Bribery:	2/6	Pick Pockets:	2/6
Camouflage:	2/5	Set Traps:	2/4
Disarm Trap:	2/6	Stalk & Hide:	1/4
Disguise:	2/6	Trap Building:	2/6
Falsification:	3	Trickery:	2/6
Hide Item:	2/5		

LINGUISTIC SKILLS

Linguistics	3/*	Public Speaking	2/6
Lip Reading:	3/7	Signaling:	1/4
Mimicry:	2/5	Singing:	2/6
Music:	2/6	Tale Telling:	2/6
Poetic	2/6	Trading:	3/6
Improvisation:			
Propaganda:	3/6	Ventriloquism:	3/5

MAGICAL SKILLS

Airborne	Magical	3/5	Runes:	5
Combat:				
Attunement:	6	Spell Artistry:	3/5	
Channeling:	3	Spell	List 4/*	
		Acquisition:		
Circle Lore:	6	Spell Mastery:	3/5	
Divination:	3/5	Spell Trickery:	3/5	
Magical Research:	4	Summoning:	6	
Magical Ritual:	4	Targeting:	3/6	

MEDICAL SKILLS

Animal Healing:	2/6	Hypnosis:	4
Dentistry:	7	Midwifery:	4
Diagnostics:	3	Second Aid:	3/7
Drug Tolerance:	3	Surgery:	7
First Aid:	2/6		

OUTDOOR SKILLS

Animal Handling:	1/2	Hostile Environments:	2/5
Animal Training:	1/2	Hunting:	1/3
Caving:	2/6	Loading:	1/4
Driving:	1/4	Region Lore:	1/3
Familiar Mastery:	1/2	Riding:	1/3
Foraging:	1/4	Scrounge:	2/6
Herdng:	1/2	Streetwise:	3/6

PERCEPTION SKILLS

Detect Traps:	2/4	Read Tracks:	1/2
Direction Sense:	1/4	Sense Ambush:	1/3
Perception:	2/7	Sense Reality Warp	3/6
Lie Perception:	3/5	Surveillance:	3/6
LSO: ¹¹	2/5	Time Sense:	3/5
Poison Perception:	2/5	Tracking:	1/2

¹⁰ Weapon & Armour Maintenance

¹¹ Locate Secret Opening

ANIMAL HEALING

(Channeling Beastmaster Base)

	Area of Effect	Duration	Range
1.Heal 1-10	1 animal	P	T
2.Animal Restoration I	1 animal	P	T
3.Frost/Burn Relief I	1 animal	P	T
4.Healing 3-30	1 animal	P	T
5.Animal Preservation I	1 animal	1 hr/lvl	10'
6.			
7.			
8.Animal Restoration II	1 animal	P	T
9.Cut Repair III	1 animal	P	T
10.Animal Lifekeeping I	1 animal	1 hr/lvl	10'
11.Muscle Repair True	1 animal	P	T
12.Animal Reviving I	1 animal	P	10'
13.Major Fracture Repair	1 animal	P	T
14.Nerve Repair True	1 animal	P	T
15.Tendon Repair True	1 animal	P	T
16.Animal Restoration III	1 animal	P	T
17.Organ Repair True	1 animal	P	T
18.Animal Reviving II	1 animal	P	10'
19.			
20.Heal 15-150	1 animal	P	T
25.Animal Restoration Tr.	1 animal	P	T
30.Animal Reviving Tr.	1 animal	P	100'
50.Animal Healing	varies	1 rnd/lvl	varies
75.Animal Body Wish I	1 animal	P	T
100.Animal Body Wish II	1 animal	P	T
125.Animal Body Wish Tr.	1 animal	P	T

- 1. Healing 1-10 (H)** Target animal is healed of D10 concussion hits.
- 2. Animal Restoration I (H)** Caster can heal any non-fatal damage to any animal up to 10 lb. in weight. Healing takes 6-600 minutes.
- 3. Frost/Burn Relief I (H)** Target animal is healed of one area of up to mild frostbite or 1st degree burn.
- 4. Healing 3-30 (H)** As *Healing I* except the target animal is healed of 3D10 hits.
- 5. Animal Preservation I (H)** Caster can preserve the dead body of an animal, preventing any further deterioration (i.e. stat deterioration) or damage from already existing wounds; the target will be in a coma; this spell will not prevent the target's soul from leaving the body.
- 8. Animal Restoration II (H)** As *Animal Restoration I*, except will affect an animal up to 150 lb. weight or an animal up to 10 lb. in weight can be healed of fatal damage (though not brought back from the dead).
- 9. Cut Repair III (H)** Allows the caster to stop bleeding on a wound that is bleeding at 3 hits per round.
- 10. Animal Lifekeeping I (H)** Caster can prevent the soul of a dead animal from leaving (thus preventing soul departure and enabling the fallen animal to be restored simply with body repairs). This spell must be cast before the soul leaves the body or *Animal Reviving* will be necessary for recovery.
- 11. Muscle Repair True (H)** Allows caster to repair (not replace) 1 damaged muscle; recovery is instantaneous and requires a 1 minute "operation"(concentration by caster).
- 12. Animal Reviving I (H)** Will return any animal up to 10 lb. in weight from the dead. The dead animal must make an roll (D100, open ended) and add two times it's level. There is an additional modifier of -2 per day that the animal was dead. If the result is over 100, the animal is returned from the dead. If the result is less than 100 the animal can not be revived by this caster (until the caster gains a level). The animal will be at -100 to all actions for a number of days equal to 20 days per day dead.

13. Major Fracture Repair True (H) Allows the caster to mend one simple or compound fracture (not shatters, joint damage etc.). Recovery time is instantaneous.

14. Major Nerve Repair True (H) Allows caster to heal damage (short of total loss) to one nerve; no recovery time.

15. Tendon Repair True (H) Allows caster to repair (not replace) 1 damaged tendon; recovery is instantaneous and requires a 1 minute "operation"(concentration by caster).

16. Animal Restoration III (H) As *Animal Restoration I*, except will affect an animal up to 3,000 lb. weight or an animal up to 150 lb. in weight can be healed of fatal damage (though not brought back from the dead).

17. Organ Repair True (H) Allows the caster to repair any organ damage short of total loss or destruction; requires 10 minute recovery time. Does not include brain or nervous system.

18. Animal Reviving II (H) As *Animal Reviving I*, except modifier is -1 for every day dead and there is no recovery time.

20. Healing 15-150 (H) As *Healing 1-10* except the target animal is healed of 15D10 hits.

25. Animal Restoration True (H) As *Animal Restoration I*, except will affect an animal of any weight or an animal up to 3,000 lb. in weight can be healed of fatal damage (though not brought back from the dead).

30. Animal Reviving True (H) As *Animal Reviving II*, except the animal is automatically brought back from the dead; and the range is 100'.

50. Animal Healing (H) Caster can use one lower level spell from this list each round.

75. Animal Body Wish I (H) Caster is able to restore or recreate the entire body of an animal up to 10 lb. in weight if the caster is able to touch some remains of the body.

100. Animal Body Wish II (H) Caster is able to restore or recreate the entire body of an animal of any size if the caster is able to touch some remains of the body.

125. Animal Body Wish True (H) As *Animal Body Wish II*, except no remains are necessary.

SPECIAL NOTES

- 1) All the spells on this list can only be used on targets of animal intelligence or less.