

Discrete Channels

Warlock Base

Note: *This spell list is used by a religious leader to directly grant power points to his acolytes in a situation where the worshippers make little direct contact with the deity and the leader wishes to maintain close rein over the power of the acolytes (most commonly, this list is used by a Warlock to grant power points to the witches in his coven). The power points granted by an Endowment spell are channeled from the deity into a ‘reservoir’ or power the endowing spellcaster may later access to grant them to the receiving spellcaster.*

Option 1: *This list may be considered strictly a Warlock Base list, with which the Warlock can empower his coven.*

Option II: *This list may be considered a Cleric Base list, in which case it may be the only way a temple’s acolytes and other initiated followers can gain power.*

Option III: *This list may be considered a Professional Guild list, representing the most closely guarded secrets of a given order.*

Option IV: *This list may be considered a Deity Granted list, available only to select followers of a particular deity, and not existing in written or notated form anywhere. This option is highly recommended, principally because a GM should consider carefully the implications of this list falling into the hands of Archmages and other professions.*

	Area of Effect	Duration	Range
1—Detect Endowment	1 target	-	100’
2—Vessel •	self	24 hr	self
3—			
4—			
5—First Endowment •	1 target	-	touch
6—Purge I	1 target	-	100’
7—Sentinel I	10’ R	-	self
8—Power Burn I	1 target	-	100’
9—Enhance I	self	-	self
10—Second Endowment •	1 target	-	touch
11—Purge II	1 target	-	100’
12—Sentinel II	100’ R	-	self
13—Power Burn II	1 target	-	100’
14—Enhance II	self	-	self
15—Third Endowment •	1 target	-	touch
16—Purge III	1 target	-	100’
17—Sentinel III	1000’ R	-	self
18—Power Burn III	1 target	-	100’
19—Enhance III	self	-	self
20—Fourth Endowment •	1 target	-	touch
25—Purge True	1 target	-	100’
30—Sentinel True	V	-	self
35—Power Burn True	1 target	-	100’
40—Enhance True	self	-	self
50—High Endowment •	1 target	-	touch

1—Detect Endowment (I) Caster can determine whether target possesses any power points *endowed* from a secondary source (not a deity).

2—Vessel (U•) Caster makes contact with his divine source in order to receive power with which to endow his followers. Caster cannot use these power points himself, nor are they considered part of his normal reservoir of power (for purposes of determining ‘channeling burnout’ and similar effects). The maximum number of power points the caster may receive to endow upon others is equal to five times his level (although this number may vary considerably (up or down) depending upon the caster’s standing with his deity). These power points received for endowment purposes cannot be multiplied (by spell multipliers) or otherwise increased, but represent a fixed number available until the next time he casts a *Vessel* spell. The *Vessel* spell can only be cast once per day.

5—First Endowment (U•) Caster can endow target with a number of power points equal to his level. Target receives these power points in lieu of receiving them from a higher power. This spell is only usable on Pure, Hybrid, and Semi-spell users of the Channeling realm. The Endowment spell provides a firm conduit for the transmission of power, and no check for channeling burnout needs to be made. The number of power points received may exceed the power points the recipient could have developed at his level. The spellcaster cannot cast the *Endowment* spells on himself. Only one *Endowment* spell (of any level) may be cast on a single target in a given day.

6—Purge I (F) RR mod: -20 Caster can purge the target of all power points granted through a *First Endowment* spell.

7—Sentinel I (I) Caster can invoke a defensive radius centered on himself which is attuned to the use of power by others he has *endowed*. If an *endowed* spellcaster targets a spell toward the caster of the *Sentinel* (using his *endowed* power points), the caster will immediately become aware of the attempt and the type of spell being cast (force, elemental, informational, etc.). The *Sentinel* in no way impedes the spell effects, and the caster receives no defensive modification from it. The caster will become aware of the effect at the moment the spell actually goes off, not the moment the spellcasting is begun (i.e., the caster of the sentinel will become aware of the casting of a Class III spell at him on the *third* round of casting, not the first). **Note:** *The caster of the Sentinel will only be warned about spellcasting attempts using power he has endowed (if the power points come from some other source, are intrinsic to the attacking spellcaster, or were endowed by another, the Sentinel will convey no warning.*

8—Power Burn I (F) RR mod: -20 A more drastic measure than *Purge*, target takes one point of damage for each *endowed* power point he possesses. Target’s *endowed* power points are consumed in the process.

9—Enhance I (U) When cast before an Endowment spell, the caster can cause the *endowed* power points to be more effective against a certain target or in a specific purpose. The recipient gains a +5 bonus to all spellcasting attempts against the appropriate target(s). The *Enhance* spell must be cast and the appropriate targets specified immediately before the power points are *endowed*.

10—Second Endowment (U•) As *First Endowment*, except caster can endow target with a number of power points equal to twice his level.

11—Purge II (F) RR mod: -20 Caster can purge the target of all power points granted through a *Second Endowment* spell.

12—Sentinel II (U) As *Sentinel I*, except for area.

13—Power Burn II (F) As *Power Burn I*, except target takes two points of damage for each *endowed* power point he possesses.

14—Enhance II (U) As *Enhance I*, except bonus is +10.

15—Third Endowment (U•) As *First Endowment*, except caster can endow target with a number of power points equal to three times his level.

16—Purge III (F) RR mod: -20 Caster can purge the target of all power points granted through a *Third Endowment* spell.

17—Sentinel III (U) As *Sentinel I*, except for area.

18—Power Burn III (F) As *Power Burn I*, except target takes three points of damage for each *endowed* power point he possesses.

19—Enhance III (U) As *Enhance I*, except bonus is +15.

20—Fourth Endowment (U•) As *First Endowment*, except caster can endow target with a number of power points equal to four times his level.

25—Purge True (F) RR mod: -20 Caster can purge the target of all power points granted through any level *Endowment* spell.

30—Sentinel True (U) As *Sentinel I*, except caster will become aware of all attempts by an *endowed* target to cast spells at or concerning him (including various indirect, sympathetic magics such as the *Wax Doll* spell) regardless of range. Also, caster will become aware of the attempt during the *first* round of casting, as the *Sentinel True* will detect the invocation of his persona within the framework of the attacking spell as it forms.

35—Power Burn True (F) As *Power Burn I*, except target takes five points of damage for each *endowed* power point he possesses.

40—Enhance True (U) As *Enhance I*, except bonus is +25.

50—High Endowment (U•) As *First Endowment*, except caster can endow target with a number of power points equal to five times his level.