

CHANNELER

You learn to wield the powers of the spirits. As a Channeler you connect yourself to a spirit animal to enhance your abilities.

SPIRIT ANIMAL

At 3rd level, you connect with a certain animal spirit. Choose one of the following animals to become your spirit animal: Bear, Eagle, Tiger, Wolf. You gain one feature for your spirit animal.

Bear. After you finish a long rest, you gain temporary hit points equal to your Ranger level + your Wisdom modifier (minimum of 1).

Eagle. You gain advantage on perception checks that rely on sight. Additionally, you can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you.

Tiger. Your speed increases by 10 feet. Additionally, opportunity attacks against you are made with disadvantage.

Wolf. When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

SPIRIT ANIMAL ATTACK

At 3rd level, you can use your spiritual bond to aid you in combat. As an action you can summon your spirit animal to make a single attack. You can make a melee spell attack against a creature within 30 feet of you. On a hit, the target takes force damage equal to $1d10 + \text{your Wisdom modifier}$.

The damage increases to $2d10 + \text{your Wisdom modifier}$ at 7th level.

SPIRITUAL BOND

At 7th level, your bond with your spirit animal enhances your abilities even more. You gain one feature for the same spirit animal you have chosen at 3rd level.

Bear. You have advantage on Strength (Athletics) checks in order to Shove or Grapple a target.

Eagle. Your ranged attacks ignore half cover and three-quarters cover.

Tiger. If you move at least 10 feet straight toward a creature before attacking it with a melee weapon, you have advantage on the attack roll.

Wolf. If one of your allies makes a melee weapon attack against a target within 5 feet of you, you can use your reaction to give the ally advantage on the roll.

UNIFIED SPIRITS

At 11th level, when you use your action for a spirit animal attack, you can make one weapon attack as a bonus action against the same enemy.

Additionally you gain one feature for the same spirit animal you have chosen at 3rd level.

Bear. The damage of your spirit animal attack becomes $2d12 + \text{your Wisdom modifier}$.

Eagle. The range of your spirit animal attack becomes 120 feet.

Tiger. If you move at least 20 feet straight toward a creature before attacking it with a your spirit animal attack, that target must succeed on a Strength saving throw against your spell DC or be knocked prone.

Wolf. If you are within 5 feet of the target, the spirit animal attack is made with advantage.

SPIRITUAL FUSION

At 15th level, you gain one ability for the same spirit animal you have chosen at 3rd level. You can use this ability a number of times equal to your Wisdom modifier (minimum of 1) before you need to take a long rest.

Bear. You gain resistance to all damage until the start of your next turn.

Eagle. You gain the ability to fly for 1 minute. You have a flying speed equal to your current walking speed.

Tiger. When you score a hit with a melee weapon attack on which you had advantage, you can make this attack a critical hit.

Wolf. As an action you can Howl. Creatures of your choice that you can see within 30 feet and that can hear you must succeed on a Wisdom saving throw against your spell DC or have disadvantage on the next attack roll they make before the end of their next turn.

ART CREDIT

Spirit of the Bear by Guild Wars

