

CHANNELER

Favored Attributes: Dex, Int, Cha

Class Skills: Acrobatics, Athletics, Crafting, Intimidate, Notice, Prestidigitation, Resolve, Sneak, Tactics

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

Starting Proficiencies: 4

Lifestyle: Low [Per Burglar]

Legend: Low [Per Assassin]

>Class abilities

Will of the Lightning - Replace text with: "When you spend and roll 1 or more action dice to boost the result of a Spellcasting check made to cast a Channeling spell, the DC of any saving throw prompted by the spell increases by an amount equal to the highest result of any 1 action die rolled. Further, you learn an additional 4 level 0 spells from any school."

Path of Channeling - Replace text with that of the Way of the Crucible from the Conjuror in Spellbound preview, except that the Disciplines available are Energy, Force, and Weather.

Circle of Power - Replace with Circle of Channeling; as Circle of Conjuring in the Conjuror in Spellbound preview, except bonus spells learned are from Channeling Disciplines.

Bonus Feat - May be from Ranged Combat or Spellcasting trees.

Weird Lore - Alter the following options:

>Channeling Resistance: Rename Channeler Defense; replace text with that of Conjuror Defense from the Conjuror in Spellbound preview, except it protects against Channeling spells.

>Low-Light Vision: Replace with Darkvision I.

>Professional Recognition: Replace text with: "Your tireless efforts have earned you the respect of your peers. When you gain this ability, choose a Study you have. The Disposition of any NPC sharing that Study with you improves by 5."

>Ray Avoidance: Bonus to Def instead applies against any Attack spell without an Area.

>Skill Mastery: Replace with Expertise, choosing from the class skills.

Add the following option:

>Channeler Improvisation: You're always considered to have a ready mage's pouch when casting an Energy, Force, or Weather spell.

All other features and abilities of the Channeler should work fine as-written. Don't use any feats from the Channeler splat except Sequential Learning, as everything else is either a rehash of stuff that's in Fantasy Craft already or is repeated in the Seer splat except with proper Fantasy Craft-compatible wording.

SEER

Favored Attributes: Intelligence, Wisdom, Charisma

Class Skills: Bluff, Crafting, Haggle, Impress, Investigate, Medicine, Notice, Prestidigitation, Resolve, Search, Sense Motive, Survival

Skill Points: 8 + Int modifier per level

Vitality: 6 + Con modifier per level

Starting Proficiencies: 3

Lifestyle: Medium [Per Assassin]

Legend: Medium [Per Burglar]

>Class abilities

Path of Mystery - Replace text with that of the Way of the Crucible from the Conjuror in Spellbound preview, except that the Disciplines available are Artifice, Divination, and Word.

Circle of Power - Replace with Circle of Seeing; as Circle of Conjuring in the Conjuror in Spellbound preview, except bonus spells learned are from Artifice, Divination, and Word Disciplines.

Mysterious Lore - Alter the following options:

>Cross-Class Ability: Change to Cross-Training (as the Sage ability)

>Seer Improvisation: Change to "You're always considered to have a ready mage's pouch when casting an Artifice, Divination, or Word spell."

>Skill Mastery: Replace with Expertise, choosing from the class skills.

From the Seer splat, you can use the following feats:

Consecrated Spells: The Alignment requirement should be generic, like all Alignment requirements in Fantasy Craft. Otherwise works as-written.

Extra Discipline: Works in Fantasy Craft as-written.

Pleasures of a Chaotic Heart: Remove the Alignment requirement and change the text to:

"You may substitute your Wis bonus for your Con bonus when determining your Fort save bonus. You also learn 1 spell from the Shapeshifting Discipline and the spell point cost for you to cast any Shapeshifting spell decreases by 1 (minimum 1)."

Rewards of a Good Life: Remove the Alignment requirement and change the text to:

"When you spend and roll 1 or more action dice to boost a save result, you may also add your Wis bonus to the total. You also learn 1 spell from the Healing Discipline and the spell point cost for you to cast any Healing spell decreases by 1 (minimum 1)."

Shelter of an Orderly Path: Remove the Alignment requirement and change the text to:

"You may substitute your Wis bonus for your Dex bonus when determining your Ref save bonus. You also learn 1 spell from the Seals School and the spell point cost for you to cast any Seals spell decreases by 1 (minimum 1)."

Spoils of an Evil Mind: Use Spoils of Evil (Call to Arms: Infernalist)