

**Channel Energy (Su):** Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy in the Combat Chapter). This power also heals or harms living creatures in the radius. A good cleric (or a neutral cleric who worships a good deity) channels positive energy, damaging undead creatures and causing them to flee. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy, healing undead and bending them to her will. A neutral cleric of a neutral deity must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting). A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier.

**Channel Energy** Drawing upon the power of your deity, you can cause a wave of energy to emanate from you, dealing damage to undead creatures or causing them to become immobilized for a number of rounds. With sufficient power, you can even cause them to be destroyed outright or bend them to your will. Channeling energy is a supernatural ability you can perform as a standard action. It does not provoke attacks of opportunity, but you must be able to present your holy symbol to use this ability. Good characters, or those who worship good deities, use this ability to channel positive energy, which harms undead creatures and causes them to flee. Evil characters, or those who worship evil deities, channel negative energy instead, which heals undead and can cause them to obey the will of the character. Neutral characters that worship neutral deities must choose whether to channel positive or negative energy when they gain this ability. Some feats allow channeled energy to be used on other creatures. Regardless of the character's alignment, such attempts only deal damage and do not cause such creatures to flee or allow the character to gain control of creatures other than undead.

**Channel Positive Energy** When you channel positive energy, you unleash a wave of positive energy in a 30-foot burst. All undead in this radius take 1d6 points of positive energy damage plus 1d6 points of positive energy damage for every two cleric levels you have attained beyond 1st (1d6 at 1st level, 2d6 at 3rd, 3d6 at 5th, and so on) and must flee from you (as if frightened) for 1d4 rounds + your Charisma modifier. Undead in this radius are allowed a Will save that negates the frightened condition and results in half damage. The DC of this save is equal to 10 + 1/2 your cleric level + your Charisma modifier. Undead who take damage greater than their hit points crumble to dust and are destroyed by the power of your deity. If a fleeing undead is subject to channeled negative energy, it is not controlled, but does receive a new saving throw to dispel the flee effect. Living creatures within the area are healed a like amount by this wave of positive energy. You can choose whether or not to include yourself in this effect. Hit points gained above a living creature's total are lost.

**Channel Negative Energy** When you channel negative energy, you unleash a wave of negative energy in a 30-foot burst. All living creatures in this radius take 1d6 points of negative energy damage plus 1d6 points of negative energy damage for every two cleric levels you have attained beyond 1st (1d6 at 1st level, 2d6 at 3rd, 3d6 at 5th, and so on). Living creatures in this radius are allowed a Will save that results in half damage. The DC of this save is equal to 10 + 1/2 your cleric level + your Charisma modifier. You can choose whether or not to include yourself in this effect. Undead creatures within the area are healed a like amount by this wave of negative energy. Hit points above the undead's total are lost. Undead who are within the area of this effect must make a Will save or fall under your command. A cleric can command any number of undead whose total Hit Dice do not exceed his level. Clerics can relinquish control of undead to gain control of new undead. Commanding undead is a standard action that requires line of effect. Intelligent undead receive a new saving throw each day to break free of from your command. If a commanded undead is subject to channeled positive energy, it might flee, but it also receives a new saving throw to dispel the command effect...

**Designer Notes: Channeled Healing** In an attempt to give adventuring groups a ready supply of healing without dramatically boosting the spells for clerics, we unified the rules for positive and negative energy. This means that channeled positive energy harms undead, but also heals the living who are in the radius (both friend and foe). This allows it to work much like the *cure* and *inflict* spells. This is a significant change, though, as it dramatically increases the amount of healing available in a group. We hope this means that the clerics of the world can actually cast their spells instead of just converting them to healing. We are also hoping that this eliminates the need for low-level parties to rest after only a handful of encounters. As with all of the rules in the *Pathfinder RPG*, give these a try and let us know what you think.