**Rechanneler**

The rechanneler feeds off of their opponents attacks, turning the energy back unto them. Some of them prefer to rush into combat and draw the fire of their enemies, using it to fuel their retaliation. Others use it to discourage enemies from attacking them, and revel in the relative safety their ability brings.

Circle 1- Hurt me, I dare youEX:

 You learn how to turn the damage inflicted on you back on your aggressors. For every 10 points of damage you take, you get a pain point. Losing temporary hit points does not give you pain points. You may have as many pain points at a time as you have circles in rechanneler. Each pain point gives you a +1 fury bonus to attack rolls and all damage, and a 5ft increase to your movement speed. Pain points expire at the beginning and end of a [Encounter]

Circle 2- Pain redoubled:

 I can take itSU: You may spend a move action to spend any number of pain points. Each pain point spent can be used to heal all allies in [Close] range 5 hp.

 Time to get out of hereEX: As a free action, you can spend a pain point to move 10ft.

Circle 3- Master of painEX:

 You gain [Fast healing] equal to twice the number of pain points you possess.

Circle 4- Pain returned:

 You may choose to learn one of the following abilities:

 Nova of painSU: You can spend a standard action to spend all of your pain points, dealing 10 damage per point to all opponents within [Close] range.

 Fueled by painSU: Once time per [Scene] for every circle of rechanneler you possess, you may use pain points to cast a spell you know. This costs 1 pain point per circle of the spell. Spells cast in such a way take the same amount of time to cast as normal, but do not consume a spell slot. You can only use this ability to cast a spell at least 1 circle lower than the maximum circle you can cast.

 Hatred SpikeEX:As a swift action, you can channel your pain and hatred into your weapon, striking with mighty blows. You may spend any number of pain points, and get a +5 fury bonus to damage for each point, which stacks with other fury bonuses from this track. This bonus lasts till the end of the [Round].

Circle 5- OverchargeSU:

 When you possess your maximum number of pain points, you turn additional attacks back on the attacker. Any opponent who hits you with an an attack takes 1 point of damage per level you possess. This can only harm any particular enemy once per [Round].

Circle 6 – You shall suffer for what you did to me:

 You gain one of the following abilities:

 Empowered by painSU: When using a spell, spell-like, or supernatural ability, you may use a move action to spend a number of pain points to calculate all level-dependent variables as if your effective level where that many higher while using that ability.

 Greater novaSU: You must have Nova of pain in order to use this ability. When using Nova of pain, all enemies subject to it are [Blown away] from you and are [Battered] and [Entangled].

Hatred MaulEX: You must have Hatred Spike to gain this ability. When using Hatred Spike, any enemy you hit gains [Bleeding] and is [Shaken] for 1 [round].

Circle 7- Bring itEX:

 Once per [Encounter], as a swift action, you can become the perfect receptacle to damage. For the following [Round], you have [Immunity] to hit point and ability damage, [Dazed] and [Stunned] conditions, and any damage you would have taken still gives you pain points.