

The Wheel of Time

The Roleplaying Game

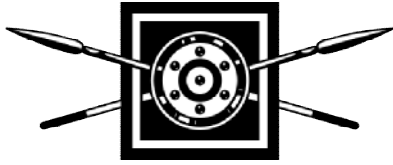
Star Wars Saga Edition Conversion

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With abundant help from the Call of the Horn Roleplaying Game Community at
<http://www.pencil-pushers.net>

TABLE OF CONTENTS

Chapter One: The Wheel of Time	3
Chapter Two: Backgrounds	5
Chapter Three: Heroic Classes	17
Chapter Four: Skills	30
Chapter Five: Feats	33
Chapter Six: Heroic Traits	38
Chapter Seven: Equipment	41
Chapter Eight: Combat	54
Chapter Nine: The One Power	62
Chapter Ten: Latent Abilities	87
Chapter Eleven: Advanced Classes	95
Chapter Twelve: The Westlands and Beyond	116
Chapter Thirteen: Organizations	125
Chapter Fourteen: Gamemastering	141
Chapter Fifteen: Eras of Play	149
Chapter Sixteen: Allies and Enemies	151



CHAPTER ONE THE WHEEL OF TIME



This is the Star Wars: Saga Edition conversion of the Wheel of Time roleplaying game. The Wheel of Time is a great setting for roleplaying, with a few unique characteristics that make it unlike any other fantasy setting.

DIFFERENCES FROM STAR WARS

There are some obvious differences between Star Wars and the Wheel of Time settings. While this is a conversion of the Wheel of Time Roleplaying Game to the Star Wars: Saga Edition Roleplaying Game, there are obvious differences in setting and technology. These differences are generally covered in the chapters found in this book.

The Wheel of Time roleplaying game is one of unlimited possibilities, just like Star Wars, except it is confined to one world, and specifically, in most cases, one part of one continent. Nearly anything that is possible in any other fantasy setting is possible in the Wheel of Time, but the Wheel of Time setting is phenomenal in its ambition. Not typical to other fantasy settings, each story in the Wheel of Time has a purpose, and should be told not like an epic adventure, but as a grand litany, a song to the heroes that gave birth to the legends that unfolded because of them.

THE WHEEL OF TIME TURNS

The Wheel of Time itself consists of seven Ages. This book is written for the Third Age, which is the same Age used in the Wheel of Time novel series.

An Age is an era, consisting of many centuries. Because time in this setting is cyclic, an Age will come to pass, and then will come again when the Wheel of Time returns to the same point. Events of an Age become history in the Age that immediately follows it, then legend in the ones after, slowly fading as myth until it is completely forgotten by the time the Age comes again.



To incorporate this into your own game, explore mythologies and legends from different cultures. Have the players select heroes and heroines from ancient stories to emulate. The Gamemaster and players

should converse about the characters and what legends they become. Most importantly, remember that the story is the seed of the eventual legend, so it doesn't need to be played out exactly like the legend, though there should be many similarities.

In many cases, an individual is a reborn person from a past age, or from several ages before. Perhaps in such a previous life they were someone of greatness, whether for good or evil. However, not every person is someone who has lived lives before the present one.

Just as there is a Wheel of Time, there is a Great Tapestry, which weaves the threads of each individual throughout the Pattern. Any given person's thread may cross several others in a short time, or it may be straight for most of its entire existence. While some threads affect the direction of many others, some remain straight on the same course for most of their lives. Ta'veren are individuals whose threads are so impacting that they affect numerous threads wherever they go, and can even be the focal points of the Pattern for periods of time. Ta'veren are rare, though some ta'veren exist that have more of an impact on the threads around them than other ta'veren.

The Great Tapestry has a rhyme and reason for everything that transpires. The Pattern is emerging as something wondrous. Characters have destinies that are to be fulfilled, and the Pattern will help these heroes along the way. Whether traveling alone against all the dangers of the world, or traveling with companions to complement each others' strengths and weaknesses, the heroes of the Wheel of Time play an important part in the outcome of the very future, and past, of the world.

SETTING

This is a setting in which the Dark One exists, and ordinary citizens fear his return. Colossal magic can alter the very Pattern and physical world in such phenomenal ways that innocent bystanders can have their lives completely changed forever for generations to come. Yet, individuals with such power are rare. Nonetheless, the Last Battle looms, the Dragon has been reborn, and the Dark One and his Forsaken have returned.



In a world of such powerful magic, it can seem overwhelming, or even foolish, to play a hero who cannot wield this power. Yet, the focus of the Wheel of Time is not to win a story, nor is it to notch kills on a sheet of paper. The focus is to tell a story that will be told and magnified for generations to come, one that centers on the characters and the lives they lead as they go forth through the Pattern and perform their heroic deeds.

This is a roleplaying game. Everyone has a role, especially in this setting. There are very few completely “black” villains, and very few completely “white” heroes. Nearly all are shades of gray. Male channelers may oppose the Dark One vehemently, but insanity may take a toll on them. A tavern carouser may lie, cheat, steal, gamble, womanize, and fight, but he may be the first to stand up against Shadowspawn who suddenly emerge. The heroes who save the world might end up being the people once thought to be villainous, while those who join the Dark One may very well be the ones once considered heroes. Even heroes might have rivalries and dislike one another.

The One Power doesn’t need to be an unbalancing presence in the game. Every character should focus on his role in the story, and roles are ever-changing. Channelers cannot do everything, and they have drawbacks as well.

In the Westlands, depending on the timeframe, people can travel and be reasonably assured they are not going to encounter monsters on the road. Many go their entire lives without seeing the One Power used, and some consider Shadowspawn to be a myth to scare children. This is not a high-combat setting. Heroes may go very far between fights unless they choose to throw themselves into the various wars brewing. In a world where Tuatha’an heroes exist, many possibilities for story and character roleplaying come about.

A BEGINNING

Gamemasters choosing to play in the Wheel of Time setting are advised to really focus on the story and the characters themselves. Playing a story in the Wheel of Time should be much like experiencing a legend in the making. The mood is one of dark evil, yet vibrant colors and hope where once there was none. No odds are too overwhelming for the strong, clever, mystical heroes that will emerge in the stories told, from fierce fights to ancient mysteries, political intrigue, and magnificent fanfare. Heroes come in all shapes and sizes, from all over the land, each one unique from the others.

Make sure everyone has a chance to have their thread be one of importance.

Welcome to the Wheel of Time!

AN INTRO BY OUR COMMUNITY LEADER

The Wheel of Time turns, and Ages come and pass, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth comes again.

The Wheel has turned once more and the final battle approaches along with the conclusion of the Wheel of Time novels. The Muse has left us but his world and the ideas contained in them will live as long as we continue to dream of Aes Sedai, the Borderlands, and Myrddraal. But many of us want to do more than reflect on the stories told in the novels; we want to craft our own characters and throw them at the Wheel to see where the pattern will weave them. We want to roleplay in one of the richest fantasy settings ever created.

Once, in another age, we roleplayers were brought together by a game. I had the pleasure of running Call of the Horn where like minded people gathered to write propose new rules, fill setting gaps, and write adventures to expand on what Wizards of the Coast had provided with the original Wheel of Time Roleplaying Game. We are a close community that continues to discuss roleplaying and the WoT.

Now, Two Rivers Wolfbrother has crafted an updated roleplaying game to allow us to take up the Hunt for the Horn once more. You can play a *cardin'sor*-wrapped Maiden of the Spear or a thief-taker. Discover the terror inspired by the Neverborn as your Warder defends his Aes Sedai. The beauty of a roleplaying game is that its only limit is our fertile imaginations. These rules allow you to play one of Lews Therin’s Hundred Companions or forge an empire with Arthur Hawkwing. They are your ticket to crafting your own stories in the Wheel of Time setting.

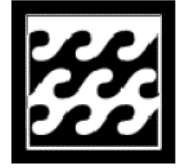
This book is an effort sustained by a passion for the world of the Wheel of Time; a Herculean task undertaken by a fan for other fans. I hope you enjoy it.

May you always find Water and Shade.

Eosin



CHAPTER TWO BACKGROUND



At the time of the novels, there are several kingdoms and nations throughout what is known as the Westlands, as well as people coming from other places as well, such as the Aiel Waste, a far away continent called Seandar, and even the islands of the sea itself. There is also a giant race of people called the Ogier, who are not humans, though they have many similar traits to humans. Though life is mostly similar in the Westlands, cultures and backgrounds are different enough that for the purposes of character creation, the cultures have been split into groups, and these groups have been split into individual nations.

You may choose to be from any background, though there are certain limitations for some backgrounds. While many backgrounds tend to favor certain roles, others may rarely have certain types of heroes. For example, Borderlanders produce many armsman heroes, yet among the Tuatha'an, armsmen are almost unheard of, and armsmen from the Aiel Waste are very different from armsmen in Amadicia. Ogier characters cannot be initiates, because Ogier cannot channel the One Power.

Because the possibilities are vast in the Wheel of Time, you are encouraged to use your creativity, whether it is to play a more common type of hero or a rare find in the Great Tapestry. No matter what you are, you can make your character unique in many ways.

HUMANS

Humans are the main race in the Wheel of Time, and nearly all heroes from any Age will be human. Following are the different backgrounds for human characters.

Human Traits

All Humans have the following traits:

Ability Scores: A human character does not gain any bonuses or take any penalties to ability scores at character creation.

Bonus Feat: At first level, a human character gains a bonus feat.

AIEL

The Aiel are a clan-based society in the vast desert to the east of the mountain range known as the Spine of the World. This land is called the Aiel Waste by those in the Westlands, but the Aiel call it the Threefold Land, because to them it is a shaping stone to

make them, a testing ground to prove their worth, and a punishment for their sin. While most members live in communities and in relative peace, trying to survive in such a harsh place, there are also warrior societies that exist as well, often uniting members of different clans.

Culture: There are twelve clans (excluding the thirteenth "Jenn" clan), and each clan is divided into communities, called septs. A character will introduce herself as being a member of a clan as well as a sept. Each clan has its own Clan Chief, always a male, as well as several Wise Ones, who are female.

There are also twelve warrior societies, each with its own unique role in battle and general security of the Aiel, which exist simultaneously together and separately from the clans and septs. Members from any clan can be in any society, and indeed each society is represented by each clan. Even when clans are enemies, members within the same warrior society will not fight each other.

Aiel follow a code of ethics called *ji'e'toh*, which means honor and obligation. This code governs most aspects of life for an Aiel, and all follow it except most of the members of the Shaido Aiel. Among the many tenets of this code is the rule of *gai'shain*, which causes that any individual captured in battle becomes a servant to the captor for a year and a day. It is also against the code to kill a *gai'shain*.

Appearance: Aiel have tan skin and tend to be much taller than humans from other places. They usually have light hair and pale eyes.

Aiel among warrior societies often wear clothing they call a *cadin'sor*, which helps them blend into their surroundings in the Threefold Land. Whenever an Aiel fights, he covers his face due to ancient traditions that state this must be done.

Psychology: Aiel are vigilant and can be aggressive, and tend to be much more fearless than those



on the other side of the Spine of the World. Honor is essential to them as well, and few Aiel will do anything to stain their honor, even if doing so would greatly benefit them.

Example Aiel: Aviendha, Rhuarc, Couladin, Amys, Sevanna, Bain, Chiad.

Aiel Traits

All Aiel characters have the following traits:

Desert Survivor: When in a desert environment, Aiel may reroll any Survival check, though they must keep the second result, even if it is worse.

Durable: Aiel may spend a Hero Point as a free action to reroll any Endurance check, though they must keep the second result, even if it is worse.

ATHA'AN MIERE

The Atha'an Miere, or Sea Folk as they are commonly called by people in the Westlands, are the exotic, hardy people who inhabit the sea and the distant islands they fiercely guard. Legends of the sea, the Atha'an Miere have ship designs and sailing expertise unmatched by any other culture, and while they trade and interact with Westlanders, they are strongly tight-lipped about their own lands and culture.

Culture: Atha'an Miere life is spent mostly at sea, where they are born, grow, and eventually die.

The leader of the Sea Folk carries the title of Mistress of Ships, whose counterpart is the Master of the Blades. Atha'an Miere culture is divided into clans, with the head of a clan having the title of Wavemistress, with her counterpart being the Swordmaster. On each ship, the captain is the Sailmistress, whose counterpart is the Cargomaster. Another important role on each ship is the Windfinder, a channeler who is in charge of gathering winds and moving waves with the One Power, and who is outranked on her own ship only by the ship's Sailmistress and Cargomaster.

Appearance: Sea Folk have dark brown skin and are taller than most Westlanders (though shorter than Aiel). They have black hair and dark eyes.

Atha'an Miere tend to wear lightweight clothes, and when they are out at sea and out of



view of Westlander ports, they wear no shirts, including the females, and they don't often wear shoes on their ships. Atha'an Miere like to wear jewelry, and often have many jeweled and precious facial piercings, which are often connected by chains.

Psychology: Atha'an Miere are shrewd negotiators and traders, and are very proud of their culture. Indeed, the idea of bargaining itself is so important to the Sea Folk that it is incorporated into nearly every facet of life. In return for anything given by the Atha'an Miere, they will always seek to be given something in return as a fair trade, even when it comes to the Caramoor.

Example Atha'an Miere: Zaida din Parede Blackwing, Harine din Togara Two Winds, Talaan din Gelyn, Moad.

Atha'an Miere Traits

All Atha'an Miere characters have the following traits:

Expert Sailor: Sail is always a class skill for Atha'an Miere. Furthermore, once per encounter, an Atha'an Miere may spend a Hero Point as a free action to take 20 on a Sail check, even when taking 20 would not normally be allowed.

SEANCHAN

The Seanchan are the descendants of a fleet of ships that left the Westlands in the time of Artur Hawkwing. Among those ships was Artur Hawkwing's own son, Luthair Paendrag Mondwin. Once thought lost forever, the Seanchan have returned to the Westlands and have begun conquering lands with their Ever Victorious Army, forcing any they conquer to swear oaths of allegiance to them. Most Seanchan live on the continent of the same name far to the west of the Westlands, beyond the Aryth Ocean.

Culture: The Seanchan of the home continent of Seanchan live in a strict culture structured by class. The lowest class are called *da'covale*, which means "those who are property." The highest residents of Seanchan are called the Blood, and are revered as descendants of Hawkwing himself, though a few are adopted into their ranks.

In the Westlands, the Seanchan are mostly a military presence. They allow nations and individuals to live their lives however they wish, for the most part, as long as they do not forsake their oaths.

Appearance: The Seanchan can be of virtually any skin type, shape, or size.

The Seanchan dress according to their rank. Members of the Low Blood wear bowl cuts and wear a tail on the back of their head. They lacquer the last one or two nails on each hand, depending on rank. The High Blood nobles shave the sides of their head and lacquer the first one or two nails on each hand. Members of the Imperial Family shave their head and lacquer all fingernails on each hand.



Psychology: The Seanchan arrogantly believe they are be destined to reclaim the entire continent that Artur Hawkwing once claimed. They do not tolerate misbehavior by the people they conquer, whom they see as commoners at best.

Few Seanchan have any desire to acclimate into Westland society. Instead, they continue to live the way they would have in Seanchan.

Example Seanchan: Tuon Athaem Kore Paendrag, Alivia, Suroth Sabelle Meldarath, Selucia, Almurat Mor, Egeanin Tamarath, Turok Aladon, Furyk Karede, Seta Zarbey.

Seanchan Traits

All Seanchan characters have the following traits:

Disciplined: Seanchan may spend a Hero Point as a free action to reroll any Focus check and keep the better result.

Rememberer: Seanchan may reroll any Knowledge (academics) check made to remember events as far back as the time of Artur Hawkwing. If they reroll the check, they must keep the second result, even if it is worse than the first result.

TUATHA'AN

The Tuatha'an, often called the Traveling Folk or simply the Tinkers, are an unusual people loved by some, and despised by others. They travel the Westlands and Aiel Waste (though more frequently the former), searching for "the Song." They have yet to find it, yet this does not stop their search. They travel on, never settling anywhere long, and passively bringing their customs and ways to anyone who will befriend them.

Culture: Tuatha'an follow the Way of the Leaf. They believe that there is never a reason to do violence, not even to defend their own family or fight off evil beings. A Tuatha'an who turns his back on this way of life is called a Lost One, and is considered no longer to be a part of the Tuatha'an.

The Traveling Folk are renowned for their ability to fix things (which is indeed where they gained their nickname "tinkers"). In their travels, they frequently stop by villages and cities, offering to fix things for local residents, and also proselytizing their beliefs to anyone who will listen. For their attempts to convert others to their ways, they have gained a reputation as baby thieves (as well as ordinary thieves).

Tuatha'an also love music, and spend much of their time in the late afternoons and evenings dancing and playing various instruments.

Appearance: Tinkers come from a variety of backgrounds, especially considering that a percentage of their population is converts to their ways. Most tend to have light or dark brown hair and dark eyes.

Tuatha'an paint their traveling home-wagons in the same way they dress: in bright, vibrant colors that stands out and even agitates the eyes of some. Their demeanors are typically cheery and bright, and they walk with a rhythm to their step, as though they are listening to music nobody else can hear.

Psychology: To a Tinker, violence damages a person's soul every bit as much as the damage they cause by their violence, even if the violence is for what others might consider a noble reason. They abhor violence, but will seek to help in other ways as they can, though they will never ask others to fight for them.

They are welcoming, helpful, and joyful, though they can seem intrusive and false-handed to some.

Example Tuatha'an: Raen, Aram, Ila.

Tuatha'an Traits

All Tuatha'an characters have the following traits:

Persuasive: Tuatha'an may spend a Hero Point as a free action to reroll any Persuasion check and keep the better result.

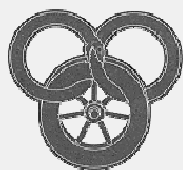
Gatherer: Tinkers may always take 10 on Survival checks made to do anything except hunt wild animals or track.



WESTLANDERS

The Westlands have diverse geography, including plains, forests, hills, mountains, and several cities and communities throughout. The Aiel call it the Wetlands due to the fact that there is much more rain than in their "Threefold Land." Numerous kingdoms and independent city-states can be found from the coasts to the south and west to the mountain ranges to the east and the Blight to the north.

Below are the three major divisions of the Westlands: the Borderlands, which include the northernmost kingdoms nearest the Blight, the Coastlands, which include the nations



BIRTHPLACE VERSUS RESIDENCE

It often happens that characters are born in one land and are raised in another. It also occurs sometimes where a character is born and raised one place and has only been living in a place for a short time.

Your background reflects your general upbringing. When determining your background traits, if you were born and raised through most of your childhood and adolescence in a certain place, that place should be chosen as your background. Even if your character currently lives, and has lived for some time, in a different place, the place she was born and raised is her background.

If the character was born somewhere but raised in a different land, the land he was raised in is his background when determining traits. For example, Rand al'Thor could be considered an Aiel, but the fact that he was raised in the Two Rivers gives him the traits from the Two Rivers background.

Alternately, for characters whose backgrounds are still vague, a generic human background can be used. A generic human gains the human traits, plus one extra trained skill. Such characters do not gain benefits from having any background.

to the south and west along the coastline, and the Midlands, which include the countries throughout the fertile plains and woodlands between the ocean and the Blight.

BORDERLANDERS

As the years go by the deadly Blight gains ground, ever moving southward. In the Westlands, the kingdoms of Saldaea, Kandor, Arafel, and Shienar stand to stave the Blight and its dangerous minions off. Until recently, these nations included Malkier, but Malkier finally became overwhelmed and swallowed by the Blight. These resilient people have their own kingdoms, their own cultures and societies, but the thing they are easily most renowned for is their stalwart stance against the forces of the Blight.

Example Borderlanders: al'Lan Mandragoran (Malkieri), Zarine ti Bashere t'Aybara (Saldaean), Mazrim Taim, (Saldaean), Agelmar Jagad (Shienaran), Alanna Mosvanni (Arafellin), Masema Dogar (Shienaran), Jahar Narishma (Arafellin), Davram Bashere (Saldaean), Ingtar Shinowa (Shienaran), Hurin (Shienaran), Uno Nomesa (Shienaran), Nesune Bihara (Kandori).

Borderlander Traits

All Borderlanders have the following traits.

Vigilant: Borderlanders are always ready for combat. They may reroll their Initiative checks if they choose, but must keep the second result, even if it is worse.

ARAFELLIN

Arafellins are a staunch, proud people, and protect the Westlands from the Blight just as much as their neighbors. Though their pride is abundant, Arafellins are a humble nation, willing to do whatever it takes to do their duty, even if it means expending their lives for the cause.

Culture: Arafellins, perhaps more than any of the Borderlanders, love artistic endeavors as well as ones of battle. Though seen as rough and unsophisticated by some other cultures in the Westlands, Arafellin art is an expression of the souls of battle-hardened warriors and gritty survivors.

As Borderlanders, certainly their culture is in a state of constant readiness against raids from the Blight, and Arafellins are not outdone by their neighbors along the Blight's borders. Their warriors prefer to wield two swords, both sheathed on their backs, and they fight with a mixture of grace, fortitude, and soulful passion as though each battle is a blessing, whether they die or not.

Appearance: Arafellins are fair-skinned and light-haired, and tall, typically with broad shoulders and large muscles. They dress conservatively and practically, and both men and women wear their hair long. Men will often braid their hair into two thick braids and wear silver bells or other trinkets on the ends.

Psychology: Arafellins love art and dutifully fight the Blight, but their vigilance and alertness is also legendary. Part of their success is their ability to see danger coming before it arrives at their walls.

Arafellin Traits

All Arafellin characters have the following traits:

Alert: Once per encounter, Arafellins may spend a Hero Point as a free action to take 20 on any Perception check, even when taking 20 would not normally be allowed.

KANDORI

The Kandori are tough, strong, and earnest, and the minions of the Blight have extraordinary difficulty getting past their stalwart and often brutal guardians. Above the other Borderlander nations, Kandori love combat and beating up on Shadowspawn creatures the most, though rarely to the point of doing it just for savagery sake.

Culture: The merchants of Kandor are among the best in the Westlands, especially considering their limitations in their tradable goods. With few marketable items, Kandori still manage to have a hefty presence in marketplaces all the way south even to the coastal towns, where they trade with merchants and even Sea Folk.

Kandors seem to live in the moment, and can be raucous and loud when the time doesn't warrant better behavior. Though their vigilance is high, they know how to rest

when the time comes for resting, and be frivolous when times aren't as gray as they sometimes are along the Blight.

Appearance: Kandori are light-skinned and of average height. Both men and women wear jewelry, especially earrings, and embroidered clothes that seem elegant for Borderland cultures. The men usually wear long, forked beard, though they are neat and well-groomed.

Psychology: Natives of Kandor know they will likely die in battle, so they try to live life to the fullest every day. They are also cunning, able to see strengths and, perhaps more importantly, weaknesses. Kandori don't appreciate unearned frivolity, and can seem quite gruff in most scenarios, despite their sociability.

Kandori Traits

All Kandori characters have the following traits:

Savvy: Kandori may spend a Hero Point as a free action to reroll any Persuasion check, though they must keep the second result, even if it is worse.

SALDAEAN

Saldaeans are swift riders and swift killers of Blight creatures. Their range of the Blight is vast, so their coverage must equal the challenge. Among the Saldaeans, women fight alongside their men, and are equally capable in combat. Though they generally prefer light weapons such as short swords and daggers, they manage to inflict damage swiftly and beat the threats that come into their lands back.

Culture: The people of Saldaea enjoy feats of physical dexterity and balance. Men and women train themselves to be master horse riders and acrobats, not only for the benefits on the battlefield, but also to display and put on a show for those around them. Horsemanship is an important part of Saldaean culture.

Above all else, however, Saldaeans take very seriously their responsibility to protect their portion of the border from the constant raids of the Shadowspawn abominations. Their duty is to keep the Blight back along mostly flat lands, except the lands to the far west along the coast, where they become treacherously rocky and mountainous. Still, the Saldaeans rise to the challenge with their ingenuity and bold fearlessness.

Appearance: Saldaeans have light to tan skin and dark hair is generally worn at medium length. Their almond-shaped eyes are generally found to be exotic and even alluring, and Saldaean women particularly are found to be extremely attractive not only for their toughness, but also their ironic wiles.

Saldaean clothing tends to be cut and crafted for riding, with few extra niceties except for colors and patterns designed to show the wearer's family.

Psychology: Saldaeans are bold, willing to do daring things most wouldn't even imagine to attempt. To them, risks are worth taking if the reward is great, and bravery is its own reward.

Saldaean Traits

All Saldaean characters have the following traits:

Master Rider: Saldaeans can spend a Hero Point as a free action to reroll any failed Ride check. They must keep the second result, even if it is worse.

SHIENARAN

The Shienarans are an extraordinarily proud warrior culture in the far eastern reach of the Borderlands. Every bit as vigilant and sturdy as the other Borderland kingdoms, these warriors do not fear the Shadowspawn they must fight so often along the Blight's borders. Shienarans yearn for peace, though they know it won't likely happen for a very long time.

Culture: Shienarans revere life and honor death. They admire peace, but master combat. A great deal of their cultural and general outlooks seem like an oxymoron to most other cultures, but Shienarans recognize the virtues of these things, and it causes their admiration of them to increase.

Nobody, not visitors or natives, is allowed to wear a mask or hood within the walls of a city. Baths are taken publicly, which can be something of a shock to conservative and modest visitors. Above all else, Shienaran culture is a warrior one, and nobody is more important than the brave individuals that fight and die to protect all decent life from the ravaging forces of the Blight.

Appearance: Shienarans are tall, slightly shorter than Atha'an Miere, but taller than other Westlanders. They have light tan skin and dark eyes. Their dark hair is worn long, though the men often shave all parts of their head except the topmost part, which is tied into a topknot.

Shienaran warriors wear breastplates and often wear two swords in battle. When not in battle, the men wear robelike garb and boots, while the women wear elaborate dresses tied at the waist.



Psychology: Shienarans are generally fearless, though they are considerably more careful and calculating in their ventures. They have a sense of duty that prevails most other things, and Shienarans who give their word will do everything in their power to fulfill it.

Shienaran Traits

All Shienaran characters have the following traits:

Heroic Stealth: Any time a Shienaran spends a Hero Point to gain a bonus die to a Stealth check, she can roll one additional die, keeping the highest die.

COASTLANDERS

All along the southern and western coasts of the Westlands, from Tear to Bandar Eban, merchants and sailors trade their goods in the diverse coastal kingdoms. In the major port cities, trade happens at the docks, but most of the similarities end there. While these are among the wealthiest nations in the entire Westlands, they are also diverse and vibrant.

Example Coastlanders: Siuan Sanche (Tairen), Juilin Sandar (Tairen), Leane Sharif (Domani), Berelain sur Paendrag Paeron (Mayener), Bayle Domon (Illianer), Nalesean Aldiaya (Tairen), Alise Tenjile (Taraboner), Liandrin (Taraboner), Tylin Quintara Mitsobar (Altaran), Teslyn Baradon (Illianer).

Coastlander Traits

All Borderlanders have the following traits.

Sociable: Coastlanders are naturally sociable. They may always reroll Persuasion checks, but they must keep the second result, even if it is worse.

ALTARAN

Much of Altaran culture and fame lies in its main city, the large port of Ebou Dar. While many call the residents of this city the Ebou Dari, the rest of Altara also has a vibrant and colorful presence in the Westlands. Renowned for their festivals as much for their dagger-dueling, Altarans tend to think of themselves as belonging to their region or city, not generally their kingdom.

Culture: Altarans are justly famous for the significance of daggers in their culture. Duels are commonplace, even to the death. A woman will even wear a marriage knife as a necklace around her neck, with stones on the hilt to represent her children. Different colors tell of the state of the child, whether they are alive or not, if they died in a duel, and other things. She is to stab the husband with it if he ever displeases her.

Altarans have many festivals, including the Festival of the Birds, during which Ebou Dari natives will dress in feathered costumes and masks, and the Festival of Lanterns,

which is not unique to them, and during which fancy, colorful paper lanterns are hung from windows, tree branches, and anything else that can hold lanterns. Indeed, Altarans know how to celebrate their holidays.

Appearance: Altarans have olive skin and dark hair and eyes. They are shorter in general than other Westlanders. Scars are considered beauty marks.

To complement their olive skin, Altarans tend to favor light shades of clothes. The men often wear vests, and frequently without shirts, while the women wear snug dresses that show a lot of cleavage (and their marriage knives). Both men and women like jewelry, including rings and earrings.

Psychology: Though many consider them violent in their customs, Altarans, and specifically Ebou Dari people, are generally easy-going and friendly. They settle insults with duels, but are generally respectful to each other and those from beyond their borders.

Altaran Traits

All Altaran characters have the following traits:

Always Ready: An Altaran may spend a Hero Point as a free action to reroll any Initiative check, though the reroll must be accepted, even if it is worse.

DOMANI

Arad Doman is a nation full of political and social strength. The Domani are outdone by no one when it comes to getting what they want or need, especially when they are trying to get what they want from a member of the opposite sex. Domani men and women—especially the women—are famous throughout the Westlands for their ability to seduce. Despite being an isolated nation, Arad Doman is a powerful land, with a strong military and a rich culture.

Culture: Domani women are raised to be seductive and attractive. They are taught from childhood by their mothers everything from attire to kissing techniques, all to attract men. Indeed, no women are considered more alluring than Domani women. Men are good at attraction as well, but they don't have the same amount of fame that the women have.

Luxuries and hedonistic endeavors are enjoyed to the fullest, perhaps more by Domani than by anyone else. Falconry, fine food and drink, gambling, plays and live music, sports, and many other things are enjoyed to the fullest by the Domani. They are good at



what they do, and have a progressive, industrious culture, but they also know how to have fun.

Appearance: Domani skin tones range from pale to coppery. They usually have dark hair and eyes, and are of average height. Most Domani are thin, but their lifestyles can bring some to portliness.

Male Domani dress in shirts and trousers, made from fine material whenever possible. They often grow mustaches that are trimmed thin. Females wear body-covering dresses that cling to every curve and are often made from sheer material. This gives the impression of nudity while actually exposing very little.

Psychology: Domani live frivolous lives, and they are natural pleasure-seekers. While they are generally easy-going, enraged frenzies can happen at the slightest provocation, especially among the men. Domani are unpredictable.

Domani Traits

All Domani characters have the following traits:

Fiery: Domani characters may spend a Hero Point as a free action to reroll Persuasion checks made to intimidate. They must keep the second result, even if it is worse.

Seductive: When dealing with members of the opposite sex, Domani characters may reroll Persuasion checks made to change the person's attitude as a free action and keep the better result.

ILLIANER

Illian is a nation of freedom-loving people with a certain sense of adventure that permeates from them. There are perhaps no better seamen in the Westlands than the men from Illian. Meanwhile, on the land they will stand up to any threat, and with their balanced governance, they have very few enemies.

Culture: Illianers abhor tyranny, despite the fact that they are ruled by a king (though they do have other ruling bodies as well). To them, tyranny represents, among other things, an opposition of freedom, and few things are more important to Illianers than their freedoms.

Illian is also the traditional starting place of the Great Hunt, which sees thousands of people from across the Westlands gather at the Square of Tammaz to begin their search for the Horn of Valere. It is a major port, and Illianers frequently see people from many different lands and nations in their communities.

Appearance: Illianers are slightly above typical average height and build, and they tend to be light-skinned and have dark hair and eyes. Both men and women are sturdily built, with a tendency for stockiness.

Among both nobility and the common folk, men favor beards that leave their upper lip bare. Clothing for men is typically simply shirt and trousers, whereas for women it is dresses with low-cut necklines.

Psychology: From the founder of their kingdom, Illianers revere adventure and freedom to be among the loftiest of virtues and ideals. Their sense of adventure is unrivaled, while their love of freedom drives them. Illianers are a versatile people, and can be found in virtually any role.

Illianer Traits

All Illianer characters have the following traits:

In the Know: An Illianer may spend a Hero Point as a free action to reroll any Gather Information check. The second result must be kept, even if it is worse than the original.

TAIREN

Other than the White Tower, perhaps no other place is more well-known and magnificent than the Stone of Tear. From nobles to commoners, Tairens strive for greatness in any endeavor that they do, and their beliefs are that there is nobody out there who has more potential than they do. Though many see them as arrogant, often it is simply confidence in themselves.

Culture: Tairens do not like channelers, yet ironically they have a constant reminder of the power of the One Power in the form of the Stone of Tear, which itself was created using the One Power, and the Prophecies of the Dragon include the Stone. Even though they do not like channelers, many Aes Sedai come from Tear.

All throughout the Westlands, there is a notable difference between commoner and noble. Yet, in Tear this is particularly noticeable. Nobles elevate themselves to extraordinary heights while the commoners toil in astounding poverty in some parts of the kingdom. The nobles consider it their responsibility to use whatever means necessary to fulfill their demands, which, to many, includes protecting their people and even the entire world, starting at the Stone of Tear.

Appearance: Tairens are generally of average height and weight, and they have light skin. They have dark hair and eyes.

Tairen noblemen wear elaborate clothes, including colorful coats with puffy, padded sleeves and embroidered sashes. The



noblewomen wear long silk gowns that leave the shoulders and a fair amount of the chest bare. Commoners wear much more drab attire, with the men wearing snug-fitting coats, and the women often wearing aprons over plain-colored dresses. Commoners also often wear wide-brimmed, conical straw hats.

Psychology: With very rare exceptions, Tairens are, as a whole, very confident, sometimes even to the point of arrogance. Yet, Tairens see themselves as vessels of greatness, and they do what they can to fulfill what they believe their potential is.

Tairen Traits

All Tairens gain the following traits:

Bluff: Any time a Tairen spends a Hero Point to add a bonus die to a Deception check, the number of dice rolled increases by one, and the best result is kept.

TARABONER

In the southwestern corner of the Westlands lies the cultural and artistic kingdom of Tarabon, as well as its major port city Tanchico. Tarabon is a progressive kingdom with a great respect for historical artifacts and art in its many forms. Even though their location makes them the first nation to be conquered by the Seanchan invaders, their sense of culture helps them keep many of their traditions alive. Tanchico is one of the most important port cities in the Westlands, as it joins the west with the south in both culture and trade.

Culture: Taraboners have a very old culture, with a great deal of history. It is a society that spawns a high percentage of unique thinkers and great artists, from sculptors and painters to minstrels and actors. Many gleemen come from Tarabon, and the Illuminator's Guild was started there.

Taraboners seem to have an optimistic outlook on the world more frequently than other nations. These Taraboners see life as an opportunity to explore possibilities and pursue dreams, and their society certainly doesn't discourage them.

Appearance: Taraboners have light to tan skin, and are of average height and build. They have a have dark hair, which the women wear in small braids worn long, and dark eyes.

Male Taraboners often wear bushy mustaches and cylindrical hats, and prefer baggy shirts and pants. The women wear dresses similar in style to Domani dresses, which cling to every curve and leave little to the imagination, though they are certainly less transparent than the ones worn by their Domani counterparts. Men and women alike wear semi-transparent veils that partially conceal their faces, leaving only their eyes in view.

Psychology: Taraboners are generally optimistic and hopeful in their endeavors. They tend to aim high in their goals and don't quit on their dreams easily.

Taraboner Traits

All Taraboners gain the following traits:

Conceal Intent: A Taraboner may spend a Hero Point as a free action to take 20 on a Deception check, even when taking 20 would not normally be allowed.

MIDLANDERS

In the heart of the Westlands lies the Midlands, the nations that neither border the Blight nor the sea. These nations are in the center of everything, from trade and culture to wars that may occur. Still, these hardy people are in the center of everything not only geographically, but socially, politically, and economically as well.

AMADICIAN

Wedged between Altara and Tanchico, Amadicia is a kingdom with a relatively weak government that rules beside the influential Fortress of the Light, the headquarters of the Children of the Light. Despite their neighbors, they are a conservative people, with a love of simplicity and tradition. Amadicians do not trust channelers, and no channelers are allowed within their borders. This is most likely due to the influence of the Children of the Light.

Culture: Life is peaceful in Amadicia, despite the unmistakable presence of one of the most powerful independent military organizations in the Westlands. Their orderly lifestyle and strict laws make life safe for the common man, perhaps safer than anywhere else in the known world.

Amadicians are proud of their traditions, and do everything they can to cling to them and keep them unchanged except when they are obviously beneficial. They have a tendency to distrust change done in the name of progress unless they can see plainly how it will improve their way of life. This is not to say that things never change, but rather that changes are done conservatively.

Appearance: Amadicians are of the typical Midlander build, which is what is considered average for the rest of the Westlands. Amadicians, however, have a tendency for stockiness among both men and women. They have light skin with dark, curly hair and eyes.

Women and men both dress modestly. The women wear body-covering, long-sleeved dresses that extend to the ankles at the bottom and the neck at the top, and bonnets. The dresses and bonnets are decorated with velvet bows. The men wear knee-length coats and otherwise plain shirts and trousers. Colors are generally earth-tones, except in the case of the coats, which have a tendency to be somewhat more colorful.

Psychology: Amadicians strive to be in control of every aspect of their lives. They seek order and justice in all things, and can be content with simplicity and mediocrity as long as they can live comfortably and contribute to their community.

Amadician Traits

All Amadicians gain the following traits:

Informed: Any time an Amadician spends a Hero Point to gain a bonus to a Gather Information check, they roll one additional die and keep the highest result.

ANDORAN

The largest kingdom in the midlands is among the most powerful in all the Westlands in virtually every way. Andor has a strong military, nobles who rule well, commoners who are proud of their nation, economic stability, and a culture rich with tradition and vibrancy. Generally considered the “average” that many others are compared to, Andorans are very versatile and reliable.

Culture: Andor is a secure nation, and this security grants Andorans the ability to pursue the trades and skills they want. The Queen’s Guard is among the best national militaries south of the Borderlands, and the people are generally happy and friendly. With its diverse land and people, individuals of nearly any specialty can be found somewhere within the borders of Andor.

Andoran life is relatively simple and peaceful. Though there are many who may consider Andor less than friendly allies, their strong military presence and economic and cultural importance keeps would-be enemies at home. Andor is often considered to be the nation that is good at everything, best at nothing. While this is debatable in a general sense, individuals from Andor are just as likely to be significant people, or even heroes.

Appearance: Andorans are light-skinned, with dark hair and dark eyes, though since they are in the midst of so many crossing routes and cultures, traits from many other lands can be found frequently. Most Andorans are of average height and weight. General appearances can vary from region to region, though in general, Andorans look similar to each other wherever in the country they are.

Andorans dress moderately. While the nobles prefer silken clothes, commoners wear hardy, practical clothes made from wool, cotton, or other durable, reliable fabrics. Simply put, nobles and commoners alike dress for their lifestyles.

Psychology: Perhaps no single other kingdom in the Westlands has a more diverse people than Andor. Their unifying traits are their general patriotism, their sense of security, and their sense of significance, almost as though they are a part of something greater than themselves.

Andoran Traits

All Andorans gain the following traits:

Significance: Any time an Andoran spends a Hero Point to add a bonus die to any Wisdom-related or Charisma-related skill check, she adds an additional +1 bonus to the check.

CAIRHIENIN

A vast kingdom that shares its name with its capital city, Cairhien is a kingdom rich with political maneuvering and national pride. Cairhienins from the nobility to the lowest commoners are masters of the Great Game, a system in which even the slightest gaffe can earn you a lifelong enemy. Though seen as unnecessarily frivolous by many, Cairhienins stand their own in military and intellectual endeavors as well. While Cairhien enjoys a very good relationship with the Aiel before King Laman’s disastrous mistake of cutting their gift of an *avendoraldera* tree. Before that error, they were among the only people allowed to travel through the Aiel Waste. Since then, they are the most reviled people by the Aiel.

Culture: Daes Dae’mar is at the heart of everything Cairhienins do. Even among the commoners, the Great Game is essential to a person’s social, and sometimes their physical, standing. A person can rise and fall in their social ranking with the slightest maneuvers or mistakes.

Despite their love of pomp, Cairhienins are typically very reserved and orderly. They will do virtually nothing without careful planning, partially as a result of their adherence to the Great Game. This makes Cairhienins very good at battle strategy, governance, city planning, and creative learning, among many other things.

Appearance: Cairhienins are, on average, the shortest people in the Westlands. They have dark hair and eyes, and light, even pale skin. Among the nobility, features are graceful and soft, and are even so among the commoners when compared with commoners from other nations.

Cairhienin attire among nobles includes dark clothes and lace with narrow, brightly colored horizontal sashes or bars of gold, silver, and scarlet, the number of which announces their rank in society. Their hair is dressed as elaborately as their lifestyles. Men and women wear it long, and the women curl it into a tower of beautiful locks.

Psychology: Cairhienins are master planners, and they demand to be in control of their own lives, which they desire to be orderly and full of comforts.



Cairhienin Traits

All Cairhienins gain the following traits:

Elegance: A Cairhienin spend a Hero Point as a free action to take 20 on a Persuasion check, even when taking 20 would not normally be allowed.

GHEALDANI

The hilly, forested kingdom of Ghealdan lies between the easternmost parts of Andor and the kingdom of Amadicia. To the east are the Mountains of Mist. The Forest of Shadows can be found along the northern border, where nobody travels, and the Rivers Eldar, Boern, and Manatherendrelle run through it as well. Ghealdan is a land of mysteries and intrigue, and its people are diverse and hardy.

Culture: Ghealdan has a history of trouble with neighboring countries, and while they are not completely xenophobic, they do take steps to ensure they are well-defended if anyone does try to attack them. Their cities are walled, and they have a stout military renowned for its toughness and keen knowledge of the land.

Communities in Ghealdan are centered around individual families, with men and women generally responsible as parents and raising their children well. Marriages are very happy occasions, as are other events throughout a child's life, such as their completion of apprenticeship. The birth of a child is also an occasion celebrated throughout the community.

Appearance: Ghealdani men and women have a tendency for stockiness. They are generally of average height, though above-average weight. Skin tones range from slightly tanned to light, and hair and eyes are usually dark tones, typically brown. Hairstyles among men are diverse, but among women the popular style is pigtailed held by curled ribbons.

Ghealdani males favor dark coats with double rows of wooden buttons, and short, baggy trousers that extend to the knee-high, thick boots they wear. The women prefer practical dresses that are modest, with a lot of knit clothing and thick aprons.

Psychology: There is very little fear among the Ghealdani, though they do love their lifestyle and take many steps to protect themselves. They are passionate about their families and communities. A Ghealdani militia is a force to be reckoned with simply because they are tough and passionate, a difficult combination to overcome.

Ghealdani Traits

All Ghealdani characters gain the following traits:

Sturdy: A Ghealdani may spend a Hero Point as a free action to take 20 on any Endurance check, even when taking 20 would not normally be allowed.

MURANDIAN

With a history of weak nobles and near-total xenophobia, Murandy is a kingdom renowned for its instability. The governing nobles are ever-changing, trade is nearly non-existent, and people live in a state of virtually no confidence in those above them. Still, their self-reliance makes them stronger in many ways.

Culture: Murandians have more admiration for their local rulers than their national ones, and as such, local laws are generally enforced over those set forth by the national rulers. This makes it much more possible for the commoners to have a more say in what happens in their local area, but it creates a dangerously fragmented kingdom and makes it vulnerable to outside threats. It also creates very little national pride and the large cities, such as the capital city of Lugard, are run-down and dilapidated from lack of attention.

Murandians are very aware of their political situation, and it can make many of them quite self-minded. To them, it is a matter of survival, and if survival means taking more than is owed to you, or disregarding rules entirely, then that is what they will do. With the country itself in constant jeopardy, stability must begin with oneself, according to many Murandians.

Appearance: Murandians are of average height and weight. They have light-colored skin and dark hair and eyes, like nearly all Westlanders.

Male Murandians often grow mustaches and goatees, which they painstakingly curl and fashion. Men wear knee-length coats and high-crowned hats, and typical trousers and shirts that are common in the Midlands. Women wear modest dresses that are also typical, though they tend to be slightly higher up on the ankle. They wear colorful and often striped aprons. Bright scarves often adorn their heads.

Psychology: Murandians are not fatalist, but they have next to no confidence in the future of their nation. Most of them yearn for a strong government, but at the same time they do not respect it and admire the strong local governments that oversee them. Murandians have a tendency to be stubborn and licentious.

Murandian Traits

All Murandians gain the following traits.

Suspiciousness: Any time a Murandian spends a Hero Point to add a bonus die to a Perception check, the number of dice rolled is increased by one, and the best roll is accepted.

TAR VALONER

Throughout the Westlands, there are a few independent city-states. Easily the most influential of these is the city of Tar Valon, the location of the White Tower, center of the Aes Sedai. Merchants and diplomats from all over the Westlands come to Tar Valon. It

is a center of politics, commerce, and trade, and with the help of the powerful Aes Sedai, it has enough might that it rarely has to be concerned with being conquered, and indeed it hasn't been in a very long time.

Culture: Tar Valon culture is unique in that it has elements of the multitudes of cultures within it. It resembles a coastal port city in many ways, but the people behave much like Midlanders as well, and their firm military tradition reminds one of the Borderlands. Nearly the entire city was built by ogier stonemasons, and it is widely regarded as perhaps the most beautiful city in the Westlands.

The White Tower stands tall in the center of the island-city, and Dragonmount can be seen from anywhere in the city. The magnitude for the good and bad that can come from the One Power is constantly being pressed into the minds of citizens and visitors alike as a constant reminder. One cannot come within several leagues of the city without receiving these reminders, and the locals generally admire the Aes Sedai and the wondrous things that can be done with the One Power.

Appearance: Tar Valoners are similar in build to other Midlanders, except many of them have traits and appearances from other lands. It is common for a person claiming to be a Tar Valoner to have parentage from other lands, such as the Borderlands or Coastlands.

Attire also varies by land. An Amadician Tar Valoner is likely to dress much like an Amadician in Amador would, while a Domani would dress like she would in Bandar Eban. However, a common Tar Valoner style of dress is simple, Midlander-style attire, with trousers and shirts, dresses, and coats in the winter.

Psychology: Tar Valoners are secure with themselves, and many are fascinated by the different cultures that pass through their city. Many love the independence they enjoy, and the freedoms that come with that independence.

Tar Valoner Traits

All Tar Valoners characters gain the following traits:

Multicultural: Any time a Tar Valoner spends a Hero Point to add a bonus die to a Persuasion check, the number of dice rolled is increased by one, and the highest result is kept.

TWO RIVERS FOLK

Though it is considered to be a part of Andor, the Two Rivers region is quite different from the rest of Andor, especially western Andor. Lying between the Manetherendrelle and While the Two Rivers is lightly populated, their wool and tabac are sold throughout the Westlands and even beyond by merchants. Two Rivers folk are hardy and bullheaded, though few ever leave their remote region of the Westlands.

Culture: Two Rivers folk are generally welcoming and pleasant people. They tend to become fascinated with visitors who do things other than farm, and it can be years between sightings of such a person as a gleeman or noble. Still, the simple life is best for them, and they wouldn't want it any other way.

It is said that the people of the Two Rivers never give up, no matter what occurs. Through the harshest winters and the worst disasters, Two Rivers natives band together to get through everything that comes their way.

Appearance: Two Rivers folk are mostly built like other Andorans, though their lifestyle makes them somewhat more hardy and stout than most other Midlanders. They have dark hair and eyes, and light skin.

Natives of the Two Rivers wear hardy clothes, typically made from wool and furs. They dress modestly, with men wearing trousers or breeches and thick shirts, while the women wear ankle-length dresses and aprons. Grown women of marrying age wear their hair long, in a single, thick braid.

Psychology: While most inhabitants of the Two Rivers are largely ignorant of the world beyond their small region, they have their own wisdom, and are fast learners. They do not allow themselves to be defeated, stubbornly clinging to hope even when others would call the situation hopeless.

Two Rivers Folk Traits

All Two Rivers characters gain the following traits:

Survivor: A native of the Two Rivers may spend a Hero Point as a free action to reroll Survival checks. The second roll must be kept, even if it is worse.

OGIER

Not all of the residents of the Westlands are humans. Living in mysterious places called *steddings* are a giant race called Ogier. Ogier are found in other lands as well, though they do not live in *steddings* in these other lands.

Ogier stand about eight to ten feet tall and weigh twice to three times as much as humans. They normally have brown hair and eye colors within the same color range as humans. Even for their size, they have thick fingers and wide noses, and their ears are long and pointed, ending in small tufts of hair. They have light skin.

Ogier lifespans are much longer than humans. An Ogier can expect to live over six hundred years, and reaches full maturity at around eighty to a hundred years of age.

Ogier Traits

All Ogier have the following traits:

Ability Modifiers: +4 Strength, -4 Dexterity. Ogier are very powerfully built, but not very agile.

Large Size: As Large creatures, Ogier take a -1 size penalty to Reflex Defense, a -5 size penalty on Stealth checks, and gain a +5 size bonus to their damage threshold. Their lifting and carrying limits are double those of Medium characters.

Speed: Ogier base speed is 8 squares.

Great Fortitude: Ogier gain a +2 racial bonus to Fortitude Defense.

Keen Senses: Ogier may reroll any Perception check, but must keep the second result, even if it is worse.

Ogier in the Westlands are Ogier from *steddings*, called “*Stedding Ogier*” in this book for differentiation and specification. In the Westlands, they would simply be called Ogier, or other honorifics.

STEDDING OGIER

Found in *steddings* throughout the Westlands, *stedding* Ogier are the master stoneworkers and builders whose works can be seen in many of the major cities throughout the Westlands, including Cairhien, Caemlyn, and others. Most of their original work done in Tar Valon can still be seen. They are renowned for their wisdom, pacifism, and longevity, among many other things.

Culture: Hierarchy in the *stedding* consists of a council of Elders, called the Stump, who make important decisions for the whole of the community and meet with any visitors. Community, specifically family, is very important to these Ogier.

Stedding Ogier spend much of their lives in study, and their longevity enables them to become extraordinarily wise by their adult years. This longevity also gives them great patience. While they have been involved in wars in the past, they have been choosing neutrality for the past few centuries because they generally do not like violence. While they are now very rarely seen outside the *stedding*, their stoneworking techniques have been passed down through the generations, and they are still very capable builders. Trees are held in such high esteem that harming one even for practical or even

necessary use causes the Ogier grief, even if they are not a Treesinger.

Appearance: *Stedding* Ogier look just like ordinary Ogier in general appearance. Male Ogier often grow bushy sideburns and eyebrows.

Dress styles among *stedding* Ogier is generally fancy, though not frivolous. Males wear fine coats with embroidery, while females often wear flowers in their hair. The number of embroideries on an ogier’s clothes displays rank in society.

Psychology: *Stedding* Ogier value wisdom, and are indeed very well-educated. They are certainly more patient than humans are typically capable of being, and when diplomacy can work, it is always preferable to resorting to violence, though violence is a reasonable alternative in some cases.

Stedding Ogier Traits

All *stedding* Ogier characters gain the following traits:

Longing: *Stedding* Ogier who spend too much time outside *steddings* risk their well-being. After a number of consecutive months equal to their Constitution modifier, the Gamemaster makes a secret attack against the Ogier’s Will Defense (1d20 + 10). This attack gains a +5 modifier for each week after the first roll the Ogier spends out of *steddings*. Success causes the Ogier to move one persistent step down the condition track. This condition track damage persists until the Ogier spends at least one day in a *stedding*.

SEANCHAN OGIER

Ogier from the continent Seanchan live as part of the Seanchan Empire. For many, their most important role is in the military, fighting as barely-controlled brutes on the battlefield known as Gardeners. This is not the role of all Ogier in Seanchan, however, and many serve in other roles. While their cousins in the Westlands are patient and generally peaceful, the ones in Seanchan are virtually the opposite.

Culture: Seanchan Ogier that become Gardeners cultivate their primal natures, living in their units as united as legions often are, ready to die for each other, but more importantly kill before they are killed. They are not mindless barbarians, but rather brutal masters of physical power.

Appearance: Seanchan Ogier that become Gardeners tend to look rough, with coarse features and wild styles of hair and grooming. They tend to be even more muscular than Westland *stedding* Ogier.

Psychology: Seanchan Ogier are loyal to the Imperial Family and to their cultural legacy. Though it isn’t possible for them to join the Blood, their place in the Imperial scheme helps them feel revered and important.



Seanchan Ogier Traits

All Seanchan Ogier have the following traits:

Extreme Hardiness: Seanchan Ogier may add their Strength modifier to their Damage Threshold.

RACIAL TALENT TREES

Heroic ogier characters have access to the following talent trees.

STEDDING OGIER TALENT TREE

You are an Ogier from the Westlands, and have spent nearly your entire life in a stedding.

Great Patience: You are extraordinarily patient. Once per encounter you may extend the time it takes to make an Intelligence-based or Wisdom-based ability or skill check that normally takes a swift, move, or standard action to a full-round action, or a full-round action to one full minute. Doing so allows you to take 20 on the skill or ability check.

Great Wisdom: Any time you spend a Hero Point to increase an Intelligence-based or Charisma-based ability check or skill check, you increase the number of dice rolled by one.

Reduced Longing: You make Longing checks once a month, rather than once a week. The difficulty similarly only increases once a month.

Stonework Mastery: You are trained in the Craft skill.

Any time you are working on a project that includes masonry or stonework, you may reroll any failed checks, but you must keep the second result, even if it is worse.

Woodland Resolve: Any time you damage an opponent who has caused harm to any plant or animal in a woodland environment, you gain a +1 morale bonus to all Defenses for the remainder of the encounter. This bonus can only be increased once per encounter.

OGIER RAGE TALENT TREE

There is a saying that goes "to anger the Ogier and pull the mountains down on your head." You are the embodiment of such rage.

Brutal Rage: Any time you use the Ogier rage ability, your bonus to attack rolls and damage increases by an additional +6.

Prerequisite: Ogier Rage.

Intimidating Rage: While raging, you may reroll any Persuasion checks made to intimidate and keep the better result. Furthermore, you can make Persuasion checks to intimidate as a swift action rather than a full-round action.

Prerequisite: Ogier Rage.

Ogier Rage: Once per encounter, you can fly into an Ogier rage. While raging, you gain a +2 rage bonus on melee attack rolls and damage rolls, and Damage Threshold. You also gain one additional hit point per character level.

The rage lasts a number of rounds equal to 5 + your Constitution modifier. At the end of this rage, you move -1 persistent step along the condition track. This penalty is imposed until you spend at least 10 minutes recuperating, during which time you cannot engage in any strenuous activity.

You may take this ability multiple times. Each time, it increases the number of times you may use this ability per day by one.

Undying Rage: You take no penalties from Condition Track damage during your Ogier Rage. Furthermore, your rage continues to the end of its duration, no matter how much damage you take. If you take damage that results in you being reduced to 0 hit points, you may continue on until the end of the Ogier rage. At the end of this rage, if you were reduced to 0 hit points, you fall unconscious, or, if you took damage that exceeded your damage threshold and reduced you to 0 hit points, you die. Regardless, at the end of the Ogier rage, you take one additional step down the condition track normally.

Prerequisite: Ogier Rage.

SEANCHAN OGIER TALENT TREE

You are an Ogier from the Westlands, and have spent nearly your entire life in a stedding.

Dominating: You are able to use your mass and powerful, rough appearance to intimidate your opponents. Any time you make a Persuasion check to intimidate, you add your Strength modifier to the check (as well as your Charisma modifier).

Durable: You are extremely sturdy. Any time you spend a Hero Point to add a bonus to a Constitution check or Constitution-based Skill check, you may reroll the lowest result and keep the higher of the two rolls.

Musclebound: You are extremely strong. Any time you spend a Hero Point to add a bonus to a Strength check or Strength-based Skill check, you may reroll the lowest result and keep the higher of the two rolls.



CHAPTER THREE HEROIC CLASSES



Detailed in this chapter are the five base heroic classes. Each is unique in design and function.

Presented immediately below is a list of each heroic class and its role in the Wheel of Time.

CHOOSING A HEROIC CLASS

Talent trees aside, there are several advantages and disadvantages to each class. Of course, you should always choose the class that fits your character's storyline and role.

Armsman	A tough martial warrior skilled with weaponry and combat.
Initiate	A trained channeler belonging to a channeling organizations.
Noble	A skillful hero who does well at inspiring allies and awing foes.
Scout	A master of the wild who is adept at surviving and overcoming.
Wanderer	A clever rogue who uses skillfulness, cunning, and also luck.

ARMSMAN

An armsman's strengths are his combat prowess. He is resilient, with the highest hit points gained at each level and a high starting Fortitude Defense. He is also the class with the highest attack bonus, gaining a full point each class level.

The drawback to the armsman class is the lack of versatility in its starting feats, and also in its lack of skills. With the lowest amount of trained skills to start with and such a small list to go on with, this is a class designed for fighters, but not for a whole lot else.

INITIATE

The initiate's strengths lie in her feat choices. The class is designed to provide channelers with options that aren't available to those who aren't trained. The initiate has many channeling-oriented feats available to her, and is a great class to get a head-start on becoming as powerful a channeler as she desires to be.

Initiates, however, have low hit points and no high defense bonuses. While she may be a master of the One Power, the initiate may find herself unable to do things that require skillfulness or combat ability.

NOBLE

The noble's foremost abilities lie in her skillfulness. No class is the noble's equal for skill versatility and proficiency. The noble also has the highest Will Defense of any of the classes, and if that is coupled with a high Wisdom score, she can be nigh impossible to manipulate.

The noble's most glaring weakness can be her lack of hit points. Her feats tend to be selfless, so while she works well with others, by herself she can often be lacking.

SCOUT

A scout is skillful, but also resilient. While a majority of his abilities are most useful in the wilderness, he is able to use most in urban areas as well.

A scout's drawback is his lack of any great strengths. He is skillful, but not as skillful as others can be. He is tough and good in combat, but again, not as much as it's possible to be. While not the worst at anything, he's not the best at anything either. Unless, that is, he's in the wilderness.

WANDERER

A wanderer is a jack-of-all-trades. All skills are available to her. She is also the best at specializing in them, and her feats tend to be more various than any other class. A wanderer can be good at a whole array of things, while other classes tend to be much more specific.

Wanderers tend to be best only when they are in their game, however. They aren't particularly tough, either, with no bonus at all to Fortitude and lot hit point dice.

HEROIC CHARACTERS

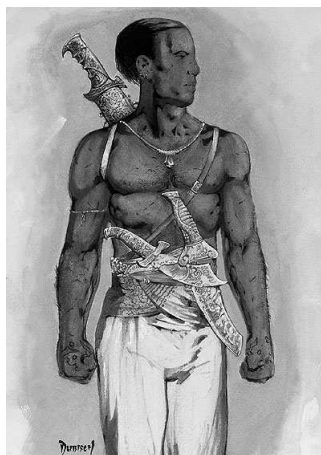
A heroic character is an important person in the Grand Tapestry. Whether she is a reborn hero from Ages long forgotten or acting heroically for the first time, she is special from other people.

Heroic characters differ from nonheroic characters in many ways. Only heroic characters gain access to heroic classes, and the talents they provide. All heroic characters also gain Hero Points, which enable them to step forward and perform heroic deeds where nonheroic characters would often fail.

ARMSMAN

The armored soldier on the battlefield. The Child of Light patrolling the town. The warder keeping vigilance over his Aes Sedai. The spear dancer. The Borderlander guardian. The weapon expert. These and many more are examples of the armsman.

An armsman is one who trains and focuses on martial combat. He is a master of war and can often use a broader range of weapons and armor. No class is better equipped to make a hero who can fight battle after battle and weave his own thread into the Tapestry with legends of battle glory and weapon cunning.



BACKGROUND

Every armsman is different, even if many are similar. An armsman from the Borderlands is almost certainly a man or woman who has spent time fighting back the Shadowspawn raiding from the Blight. Meanwhile, an armsman from the Midlands and Coastlands are often members of national armies or militias, with others belonging to specific martial organizations such as the Children of the Light or the Band of the Red Hand.

Among the Atha'an Miere, armsmen may be the Masters of the Blades and Swordmasters of their ships. Aiel armsmen are the bulk of the ferocious algai'd'siswai. The Seanchan have several different martial organizations, including the Deathwatch Guard. Tuatha'an do not believe in violence, so a Tinker-raised armsman is a former-Tinker by default.

Ogier armsmen are only somewhat common among the Seanchan, and can be mighty warriors.

EXAMPLES OF ARMSMEN IN THE WHEEL OF TIME

al'Lan Mandragoran, Galad Damodred, Gawyn Trakand, Gareth Bryne, Birgitte, Aram, Dain Bornhald, Eamon Valda, Couladin.

Hit Points

Armsmen begin play with a number of hit points equal to 30 + Constitution modifier. At each level after their first, they gain 1d10 hit points plus their Constitution modifier.

Hero Points

Armsmen gain a number of Hero Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Hero Points left over from the previous level are lost.

CLASS FEATURES

The following are class features of the armsman class.

Defense Bonuses

At 1st level, you get a +1 bonus to Reflex Defense, and a +2 bonus to Fortitude Defense.

Starting Feats

At 1st level, you gain five of the following feats for free.

Armor Proficiency (light, medium)

Shield Proficiency

Weapon Proficiency (any)

Class Skills

At 1st level, you gain a number of trained skills equal to 2 + your Intelligence modifier. These skills must be taken from the following list of class skills.

Acrobatics, Athletics, Craft, Deception, Endurance, Focus, Initiative, Knowledge (tactics), Perception, Persuasion, Ride.

Talents

At 1st level, and every odd-numbered level of this class thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may select from any talent tree you wish, but you must meet any prerequisites. Unless specifically stated otherwise

TABLE 3-1: THE ARMSMAN		
CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, starting feats, talents
2nd	+2	Bonus feat
3rd	+3	Talent
4th	+4	Bonus feat
5th	+5	Talent
6th	+6	Bonus feat
7th	+7	Talent
8th	+8	Bonus feat
9th	+9	Talent
10th	+10	Bonus feat
11th	+11	Talent
12th	+12	Bonus feat
13th	+13	Talent
14th	+14	Bonus feat
15th	+15	Talent
16th	+16	Bonus feat
17th	+17	Talent
18th	+18	Bonus feat
19th	+19	Talent
20th	+20	Bonus feat

in the description of the talent, you can only take a talent once.

ARMOR SPECIALIST TALENT TREE

You can maximize the benefits you receive from wearing armor or using shields and reduce some of the drawbacks.

Armor Mastery: The maximum Dexterity bonus of your armor improves by +1. You must be proficient with the armor you are wearing to gain this benefit.

Prerequisite: Armored Defense.

Armored Defense: When calculating your Reflex Defense, you may add either your heroic level or your armor bonus, whichever is higher. You must be proficient with the armor you are wearing to gain this benefit.

Improved Armored Defense: When calculating your Reflex Defense, you may add your heroic level plus one-half of your armor bonus (rounded down) or your armor bonus, whichever is higher. You must be proficient with the armor you are wearing to gain this benefit.

Prerequisite: Armored Defense.

Juggernaut: Your armor does not reduce your speed or the distance you can move while running. You must be proficient with the armor you are wearing to gain this benefit.

Prerequisite: Armored Defense.

Second Skin: When wearing armor with which you are proficient, your armor bonus to your Reflex Defense and equipment bonus to your Fortitude Defense increase by +1.

Prerequisite: Armored Defense.

Shield Block: Any time an opponent successfully hits you in combat, you may sacrifice your upcoming attack and instead immediately make a melee attack roll with your shield to negate the attack. If your attack roll is greater than the opponent's successful attack roll, the attack is instead negated.

You may only use this attack once per round. You must be proficient with shield you are using to gain this benefit.

BATTLE DANCER TALENT TREE

You are an agile combatant and weave through the battlefield with deft ability.

Acrobatic Recovery: If an effect causes you to fall prone, you can make a DC 20 Acrobatics check to remain on your feet.

Elusive Target: When fighting an opponent or multiple opponents in melee, other opponents attempting to target you with ranged attacks suffer a -5 penalty. This penalty is in addition to the normal -5 penalty for firing into melee, making the penalty to target you -10.

Improved Feint: When using the Deception skill to make a feint, you may do so as a swift action instead of a standard action.

Improved Initiative: You may choose to reroll any Initiative check, but the result of the reroll must be accepted, even if it is worse.

Prerequisite: Trained in the Deception skill.

Skirmisher: If you move at least 2 squares before you attack and end your move in a different square from where you started, you gain a +1 bonus on attack rolls until the start of your next turn.

You may take this talent multiple times. Each time, it grants an additional +1 bonus on attack rolls until the start of your next turn when you move at least 2 squares.

BRAWLER TALENT TREE

You excel at man-to-man, melee combat.

Expert Grappler: You gain a +2 competence bonus on grapple attacks.

Melee Smash: You deal +1 point of damage with melee attacks.

Stunning Strike: When you damage an opponent with a melee attack, your opponent moves an additional -1 step along the condition track if your attack roll result equals or exceeds the target's damage threshold.

Prerequisite: Melee Smash.

Unbalance Opponent: You are skilled at keeping your opponents off balance in melee combat. During your action, you designate an opponent no more than one size category larger or smaller than you. That opponent doesn't get to add his Strength bonus on attack rolls when targeting you. If the opponent has a Strength penalty, he still suffers that penalty. The opponent's Strength modifier still applies to damage, as usual. You can select a new opponent on your next turn.

Prerequisite: Expert Grappler.

SOLDIER TALENT TREE

You use advanced combat tactics to bring down opponents quickly and shield opponents from harm.

Battle Analysis: As a swift action, you can make a DC 15 Knowledge (tactics) check. If the check succeeds, you know which allies and opponents in your line of sight are reduced to at least half of their maximum total hit points.

Devastating Attack: Choose a single exotic weapon or weapon group with which you are proficient. Whenever you make a successful attack against a target using such a weapon, you treat your target's damage threshold as if it were 5 points lower when determining the result of your attack.

You may select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

Prerequisite: Weapon Focus with the chosen exotic weapon or weapon group.

Harm's Way: Once per round, you may spend a swift action to shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attacks made against the protected ally affects you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

Prerequisite: Trained in the Initiative skill.

Penetrating Attack: Choose a single exotic weapon or weapon group with which you are proficient. Whenever you make a successful attack against a target using such a weapon, you treat your target's damage reduction as if it were 5 points lower when determining the result of your attack.

You may select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

Prerequisite: Weapon Focus with the chosen exotic weapon or weapon group.

Weapon Specialization: Choose a single exotic weapon or weapon group with which you are proficient. You gain a +2 bonus on damage rolls with such weapons.

You may select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

Prerequisite: Weapon Focus with the chosen exotic weapon or weapon group.

Class Feats

At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Acrobatic Strike, Armor Proficiency (any), Bull Rush, Careful Shot, Cleave, Combat Reflexes, Coordinated Attack, Crush, Daggersmaster, Deadeye, Dodge, Double Attack, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Exotic Weapon Proficiency, Far Shot, Great Cleave, Improved Charge, Improved Disarm, Martial Arts I, Martial Arts II, Martial Arts III, Melee Defense, Mighty Swing, Mobility, Momentum Strike, Mounted Defense, Quick Draw, Pin, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Rapid Strike, Running Attack, Shake It Off, Shield Proficiency, Ship Combat, Skill Focus, Sniper, Staffmaster, Throw, Toughness, Trip, Triple Attack, Triple Crit, Weapon Finesse, Weapon Focus, Weapon Proficiency (any), Whirlwind Attack.

INITIATE

The Aes Sedai in the White Tower. The Asha'man in the Black Tower. The Windfinder summoning wind from the back of an Atha'an Miere ship. The sul'dam as well as her damane. The One Power specialist. The secret student of an old channeler. The focused channeling disciple. All of these are examples of the initiate.

The initiate is one who focuses on improving her channeling ability. The One Power is her ally, and it makes her extremely powerful. Note that this class is not for wilders, as it is a class designed for students trained in the One Power by people or, more commonly, organizations.



BACKGROUND

Most female channelers in the Westlands (including among the Tuatha'an) who are a part of an organization are trained for at least some time in the White Tower. Those who fail to become Accepted either use what they learned in their homeland or wherever they decide to channel, or they join the Kinship in Ebou Dar. Male channelers born after Rand al'Thor declares himself to be the Dragon Reborn join the Black Tower if they join any organization. Any other organizations in the Westlands are rare, tiny, and usually very short-lived.

Among the Aiel, women who can channel are trained as Wise Ones. Female channelers among the Atha'an Miere are trained to be Windfinders. The Seanchan train women who are known to be able to channel as damane, though unbeknownst to them, the sul'dams who hold the leashes are also channelers of the One Power.

There are no Ogier initiates because they cannot channel.

EXAMPLES OF INITIATES IN THE WHEEL OF TIME

Egwene al'Vere, Moiraine Demandred, Suan Sanche, Mazrim Taim, Elaida do Avriny a'Roihan, Alise Tenjile, Cadsuane Meliandhrin, Talaan din Gelyn.

Hit Points

Initiates begin play with a number of hit points equal to 18 + Constitution modifier. At each level after their first, they gain 1d6 hit points plus their Constitution modifier.

Hero Points

Initiates gain a number of Hero Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Hero Points left over from the previous level are lost.

CLASS FEATURES

The following are class features of the initiate class.

Defense Bonuses

At 1st level, you get a +1 bonus to Reflex Defense, a +1 bonus to Fortitude Defense, and a +1 bonus to Will Defense.

Starting Feats

At 1st level, you gain four of the following feats for free.

Channeler (Gift)
Extra Affinity
Remove Block
Skill Training
Weapon Proficiency (simple weapons)

Class Skills

At 1st level, you gain a number of trained skills equal to 3 + your Intelligence modifier. These skills must be taken from the following list:

Craft, Deception, Endurance, Focus, Gather Information, Initiative, Knowledge (any), Perception, Persuasion, Ride, Survival, Treat Injury.

Talents

At 1st level, and every odd-numbered level of this class thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may select from any talent

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, starting feats, talents
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent
6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+10	Bonus feat
15th	+11	Talent
16th	+12	Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus feat

tree you wish, but you must meet any prerequisites. Unless specifically stated otherwise in the description of the talent, you can only take a talent once.

COMBAT CHANNELER TALENT TREE

You are a deft channeler on the battlefield or in other combat situations.

Defensive Channeling: You do not provoke attacks of opportunity when creating weaves with an activation of a standard action.

Prerequisite: Trained in the Channel skill.

Hasten Weave: You may spend a Hero Point to use a weave more quickly. A full-round activation becomes a standard action. A standard action becomes a move action. A move action becomes a swift action. These benefits apply specifically to creating weaves.

Prerequisite: Trained in the Channel skill.

Improved Defensive Channeling: You do not provoke attacks of opportunity when creating weaves with a full-round action activation.

Prerequisite: Trained in the Channel skill, Defensive Channeling.

DISCIPLINE TALENT TREE

You are a master of your own body and mind, and your self-balance.

Equilibrium: As a swift action, you can spend a Hero Point to remove all debilitating conditions affecting you and return to a normal state.

Improved Focus: You can reroll any Focus check, but you must keep the second result, even if it is worse.

Physical Recovery: Whenever you use your second wind, you regain a number of additional hit points equal to 1d6 per Hero Points you possess (maximum 10d6).

Prerequisite: Equilibrium.

Physical Stillness: You may always reroll Survival checks made to endure extreme temperatures and keep the better result.

Furthermore, you gain a +2 bonus to your Fortitude Defense to avoid taking full damage from extreme heat or cold.

ONE POWER SAVANT TALENT TREE

You have honed your ability to channel, and have the One Power coursing through you.

Channeler Health: Your Fortitude Defense is considered to be 5 higher when resisting toxins, poisons, and disease.

Prerequisite: Channeler feat.

Enhanced One Power Awareness: Any time you make a Channel check to sense the One Power or sense your surroundings, you may reroll the Channel check and keep the better result.

Prerequisite: Trained in the Channel skill.

Weave Precision: Any time you use a weave that has a cone, ray, or area effect, you may spend a Hero Point to reroll the Channel check made to create the weave and keep the better result.

Prerequisite: Trained in the Channel skill.

WEAVEMASTER TALENT TREE

You have learned unique ways to thread with weaves of the One Power.

Copy Weave: You may spend a Hero Point to duplicate a weave not in your own Weave Suite after one is created. You must be able to see the weave being used, or be able to successfully analyze the residue of the weave in order to duplicate it.

After successfully analyzing the weave or residue, you may recreate the weave. In creating the weave, you still must succeed in the Channel check to create the weave.

Prerequisite: Trained in the Channel skill.

Link Mastery: Any time you lead a group of channelers in linking for a weave, you may always reroll your initial and final Channel checks in casting the weave. If you are a member of the link, but not the leader, you may reroll your Channel check to aid the leader.

Furthermore, if you successfully aid the leader, he gains an additional +1 bonus to his check from you, in addition to the regular bonuses gained from aiding another.

Prerequisite: Trained in the Channel skill.

Quick Analyzer: Whenever you use the Channel skill to analyze a weave, the time required to do so is halved.

Prerequisite: Trained in the Channel skill.

Unweave: You may use the Channel skill to undo weaves you have created, making the residue much less noticeable by other channelers. If successful, the difficulty of any Channel checks made to detect the weave in the future are increased by +10.

Furthermore, if you are successful in undoing the weave, other channelers may not analyze the weave, nor learn the weave from observing it.

Prerequisite: Trained in the Channel skill.

Weave Focus: Choose one weave in your Weave Suite. Any time you make a Channel check to create that weave, you may reroll the Channel check and keep the better result.

You may take this talent multiple times, selecting a new weave for this bonus to apply to each time.

Prerequisite: Trained in the Channel skill.

Weave Student: You are a particularly skillful learner and master weaves with great efficiency. Any time you channel the weave for which you have taken the Weave Focus talent, and if your weave is successful, you treat the effect as though it was +5 higher.

Prerequisite: Trained in the Channel skill.

Class Feats

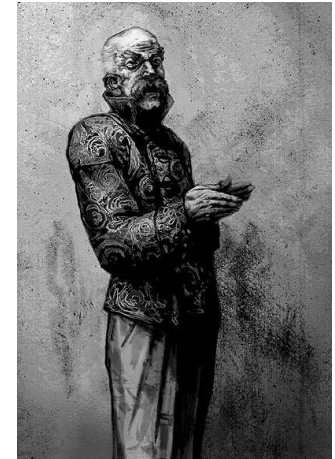
At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Able Channeler, Channeler, Extra Affinity, Extra Talent, Foreboding, Herbal Remedies, Heroic Readiness, Melee Defense, Old Tongue, Poison Resistance, Rapport, Recall, Remove Block, Skill Focus, Skill Training, Tie Off Weave, Weapon Proficiency (any).

NOBLE

The traveling regent to the throne. The hunter for the Horn of Valere. The courtier in the finest royal courts. The leader of a smugglers guild. The royal princess. The local governor. The field officer. All of these are examples of the noble.

The noble is a natural leader, but also a socially adept person in nearly any given situation, with prowess and resources to accomplish any of her goals and aid others assisting her in her pursuits. They don't necessarily have to be members of noble families, but they are generally well-connected and great at interacting with other people.



BACKGROUND

Nobles do not necessarily have to be members of Noble Houses. They can be people with no titles at all. In the Westlands, courtly nobles tend to own lands and may even control armies. Those who don't have titles are normally leaders in their own rights, from the leaders of organizations to simply those who have a knack for working with people.

The same can be said in the Threefold Land. People with the noble class could be Wise Ones or Clan Chiefs. Atha'an Miere Sailmistresses and other taskmasters can frequently be nobles. The Seanchan Blood are certainly nobles. The noble is one of the more common classes among the Tuatha'an, with not only the Mahdi often having levels, but various heroes who have the knack for social cunning.

Ogier nobles are common. Scholars and Elders are certainly great candidates for this class, and there are many scholars among the Ogier.

EXAMPLES OF NOBLES IN THE WHEEL OF TIME

Elayne Trakand, Morgase Trakand, Berelain dur Paendrag Paeron, Zarine ni Bashere t'Aybara, Davram Bashere, Tuon Athaem Kore Paendrag, Gareth Bryne, Bair, Tylin Quintara Mitsobar, Jaichim Carridin, Amys.

Hit Points

Nobles begin play with a number of hit points equal to 18 + Constitution modifier. At each level after their first, they gain 1d6 hit points plus their Constitution modifier.

Hero Points

Nobles gain a number of Hero Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Hero Points left over from the previous level are lost.

CLASS FEATURES

The following are class features of the noble class.

Defense Bonuses

At 1st level, you get a +1 bonus to Reflex Defense, and a +2 bonus to Will Defense.

Starting Feats

At 1st level, you gain four of the following feats.

Affluent
Armor Proficiency (light)
Skill Focus
Skill Training
Weapon Proficiency (any).

Class Skills

At 1st level, you gain a number of trained skills equal to 6 + your Intelligence modifier. These skills must be taken from the following list:

Deception, Gather Information, Focus, Initiative, Knowledge (any), Perception, Persuasion, Ride, Treat Injury.

Talents

At 1st level, and every odd-numbered level of this class thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may select from any talent tree you wish, but you must meet any prerequisites. Unless specifically stated otherwise in the description of the talent, you can only take a talent once.

INFLUENCE TALENT TREE

One of your greatest strengths is your ability to exert influence over your opponents.

Demand Surrender: Once per encounter, you can make a Persuasion check as a standard action to demand surrender from an opponent who has been reduced to one-half or less of its hit points. If your check result equals or exceeds the target's Will Defense, it surrenders to you and your allies, drops any weapons it is holding, and takes no hostile actions. If the target is higher level than you, it gains a +5 bonus to its Will Defense. If you or any of your allies attack it, it no longer submits to your will and can act normally. You can only use this talent against a particular target once per encounter. This is a fear effect.

Prerequisite: Presence.

Improved Weaken Resolve: As Weaken Resolve (see below), except that the target doesn't stop fleeing from you if it is wounded.

Prerequisites: Presence, Weaken Resolve.

Presence: You can make a Persuasion check to intimidate a creature as a standard action (instead of a full-round action).

Weaken Resolve: Once per round, when you deal damage equal to or greater than the target's damage threshold, make a Persuasion check as a free action; if the result equals or exceeds the target's Will Defense, you fill the target with terror, causing it to flee from you at top speed for 1 minute. The target can't take standard actions, swift actions, or full-round actions while fleeing, and the target stops fleeing and can act normally if it is wounded. As a free action or reaction, the target can spend a Hero Point (if it has not already spent one earlier in the round) to negate the effect. The effect is automatically negated if the target's level is equal to or higher than your character level. This is a fear effect.

Prerequisite: Presence.

INSPIRATION TALENT TREE

You have abilities that enable you to better inspire your followers and allies and urge them to greatness.

TABLE 3-3: THE NOBLE		
CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, starting feats, talents
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent
6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+10	Bonus feat
15th	+11	Talent
16th	+12	Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus feat

Bolster Ally: As a standard action, you can bolster an ally within line of sight, moving him +1 step along the condition track, and giving him a number of bonus hit points equal to his character level if he's at one-half his maximum hit points or less. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. You can't bolster the same ally more than once in a single encounter, and you can't bolster yourself.

Ignite Fervor: Whenever you hit an opponent with a melee or ranged attack, you can (as a free action) choose to give one ally within your line of sight a bonus to damage on his next attack equal to his character level. Once his fervor has been ignited, the affected ally doesn't need to remain within line of sight of you; if his next attack misses, he loses the bonus to damage granted by this talent. You can't ignite fervor in yourself.

Prerequisites: Bolster Ally, Inspire Confidence.

Inspire Confidence: As a standard action, you can inspire confidence in all allies in your line of sight, granting them a +1 moral bonus on attack rolls and a +1 morale bonus on skill checks for the rest of the encounter or until you're unconscious or dead. Once inspired, your allies don't need to remain within line of sight of you. You can't inspire confidence in yourself.

Inspire Haste: As a swift action, you can encourage one of your allies within line of sight to make haste with a skill check. On that ally's next turn, that ally can make a skill check that requires a standard action as a move action instead. You cannot inspire haste in yourself.

Inspire Zeal: Whenever an ally within line of sight of you makes an attack that moves an opponent down the condition track (such as by dealing damage that equals or exceeds the target's damage threshold), that ally moves the target an additional -1 step down the condition track.

Prerequisites: Bolster Ally, Inspire Confidence, Ignite Fervor.

LEADERSHIP TALENT TREE

You know how to take charge and lead your companions to success.

Born Leader: Once per encounter, as a swift action, you grant all allies within your line of sight a +1 insight bonus on attack rolls. This effect lasts for as long as they remain within line of sight of you. An ally loses this bonus immediately if line of sight is broken or if you are unconscious or dead. You cannot use this ability on yourself.

Coordinate: A noble with this talent has a knack for getting people to work together. When you use this talent as a standard action, all allies within your line of sight grant an additional +1 bonus when they use the aid another action until the start of your next turn. You cannot use this ability on yourself.

Distant Command: Any ally who gains the benefit of your Born Leader talent does not lose the benefit if their line of sight to you is broken.

Prerequisite: Born Leader.

Fearless Leader: As a swift action, you provide a courageous example for your allies. For the remainder of the encounter, your allies receive a +5 morale bonus to their Will Defense against any fear effect. Your allies lose this benefit if they lose line of sight to you, or if you are killed or knocked unconscious. You cannot use this ability on yourself.

Prerequisite: Born Leader.

Rally: Once per encounter, you can rally your allies and bring them back from the edge of defeat. As a swift action, any allies within your line of sight who have less than half their total hit points remaining gain a +2 morale bonus to their Reflex Defense and a +2 bonus to all damage rolls for the remainder of the encounter.

Prerequisites: Born Leader, Distant Command.

Trust: You can give up your standard action to give one ally within your line of sight an extra standard action or move action on his next turn, to do with as he pleases. The ally does not lose the action if line of sight is later broken.

Prerequisites: Born Leader, Coordinate.

LINEAGE TALENT TREE

You lead a privileged life and gain benefits of an upbringing beyond most people of the Westlands.

Connections: You are able to obtain licensed, restricted, military, or illegal equipment without having to pay a licensing fee or endure a background check, provided the total cost of the desired equipment is equal to or less than your character level x 100 silver marks. In addition, when obtaining equipment or services through the black market, you reduce the black market cost multiplier by 1.

Educated: You may make any Knowledge check untrained.

Wealth: Each time you gain a level (including the level at which you select this talent), you receive an amount of silver marks equal to 500 x your noble level. You can spend these marks as you see fit. The marks are given by a close ally or family member, who must give it in person or through a trusted giver.

Bonus Feats

At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Affluent, Armor Proficiency (light, heavy, medium), Coordinated Strike, Exotic Weapon Proficiency, Heroic Focus, Heroic Readiness, Informer, Melee Defense, Mounted Defense, Old Tongue, Performer, Quick Draw, Rapport, Recall, Shield Proficiency, Skill Focus, Skill Training, Weapon Finesse, Weapon Focus, Weapon Proficiency (any).

SCOUT

The wild woodsman. The sneaky brigand. The ever-alert investigator. The morat'raken. The wilderness savant. The survivor. The explorer. The hunter. All of these are examples of scouts in the Wheel of Time.

The scout is one who knows trials will come, and more importantly, he knows how to get through them. He is a rural hero, and a survivor. More importantly, he doesn't just survive and endure, he overcomes and finds victory where there otherwise wouldn't be any.



BACKGROUND

Scouts from the Midlands and Coastlands tend to emerge from areas of little to no populations of other people, such as regions like the Two Rivers, or any other area with small towns or no towns at all. In the Borderlands, scouts are often the ones who venture forth and survey the Shadowspawn hordes emerging, and they often fight alongside any of the soldiers defending the land from the Blight.

Scouts are common among the Aiel, especially among some of the warrior societies. Maidens of the Spear, Black Eyes, Brothers of the Eagle, Dawn Runners, Night Spears, and Water Seekers commonly have scouts among their ranks. Among the Atha'an Miere, scouts are especially common on rakers and other smaller ships, and on exploring vessels. Scouts are perhaps slightly less common among the Seanchan in the Westlands, though heroic morats are frequently scouts. Among the Tuatha'an, scouts are rare, but possible among the people who spend their lives constantly traveling the Westlands.

EXAMPLES OF SCOUTS IN THE WHEEL OF TIME

Perrin Aybara, Abel Cauthon, Chel Vanin, Juilin Sandar, Bain, Chiad, Hurin.

Hit Points

Scouts begin play with a number of hit points equal to 24 + Constitution modifier. At each level after their first, they gain 1d8 hit points plus their Constitution modifier.

Hero Points

Scouts gain a number of Hero Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Hero Points left over from the previous level are lost.

CLASS FEATURES

The following are class features of the scout class.

Defense Bonuses

At 1st level, you get a +2 bonus to Reflex Defense, and a +1 bonus to Fortitude Defense.

Starting Feats

At 1st level, you gain four of the following feats for free.

- Armor Proficiency (light)
- Shake It Off
- Skill Training
- Weapon Proficiency (any).

Class Skills

At 1st level, you gain a number of trained skills equal to 5 + Int modifier. These skills must be taken from the following list.

- Athletics, Craft, Endurance, Focus, Initiative, Knowledge (any), Perception, Ride, Stealth, Survival, Treat Injury.

Talents

At 1st level, and every odd-numbered level of this class thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may select from any talent tree you wish, but you must meet any prerequisites. Unless specifically stated otherwise in the description of the talent, you can only take a talent once.

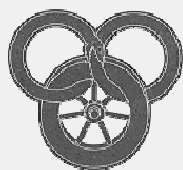
AWARENESS TALENT TREE

You are very alert and good at avoiding peril.

Acute Senses: You may choose to reroll any Perception check, but the result of the reroll must be kept, even if it is worse.

TABLE 3-4: THE SCOUT

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, starting feats, talents
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent
6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+10	Bonus feat
15th	+11	Talent
16th	+12	Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus feat



UNICLASS VERSUS MULTICLASS

There are certain advantages to multi-classing, including an extra feat upon the first level of the new class, access to more skills, improved defenses, and possibly even access to more talents.

The benefits to sticking with a single class include more class feats, greater mastery in a singular field, and greater bonuses on class-specific bonuses.

In the end, characters should not be made by taking paths that give them the greatest benefits simply to make the character more powerful. A character should always take talents and feats that best fit him, and ones that make sense to gain along the adventure's path.

The following rules apply to uniclass characters.

Seven Levels: A character with seven levels in any single heroic class gains an additional Hero Point at each level.

Twelve Levels: A character with twelve levels in any single heroic class gains one Destiny Point upon taking the twelfth level of the class.

Keen Shot: You take no penalty on your attack roll when attacking a target with concealment (but not total concealment).

Prerequisite: Acute Senses.

Uncanny Dodge I: You retain your Dexterity bonus to your Reflex Defense regardless of being caught flat-footed or struck by a hidden attacker. You still lose your Dexterity bonus to your Reflex Defense if you are immobilized.

Prerequisite: Acute Senses.

Uncanny Dodge II: You cannot be flanked. You can react to opponents on opposite sides of you as easily as you can react to a single attacker.

Prerequisites: Acute Senses, Uncanny Dodge I.

CAMOUFLAGE TALENT TREE

You are great at keeping yourself unnoticed.

Hidden Movement: You're very good at hiding when mobile. You take no penalty on your Stealth check when moving your normal speed.

Prerequisite: Improved Stealth.

Improved Stealth: You may choose to reroll any Stealth check, but the result of the reroll must be accepted even if it is worse.

Total Concealment: Any situation that would give you concealment grants you total concealment instead.

Prerequisites: Hidden Movement, Improved Stealth.

SURVIVOR TALENT TREE

You are able to react to danger quickly and get yourself out of tight spots.

Evasion: If you are hit by an area attack, you take half damage if the attack hits you. If the area misses you, you take no damage.

Extreme Effort: You can spend two swift actions to gain a +5 bonus on a single Strength check or Strength-based skill check made during the same round.

Sprint: When you use the run action, you can move up to five times your speed (instead of the normal four times your speed).

WOODSMAN TALENT TREE

Your place is in a specific environment, such as the woods, mountains, plains, or even the Threefold Land.

Expert Tracker: You take no penalty on Survival checks made to follow tracks while moving your normal speed. (Without this talent, you take a -5 penalty on Survival checks made to follow tracks while moving your normal speed.)

Prerequisite: Trained in the Survival skill.

Favored Environment: You gain a +2 bonus to Climb, Endurance, Initiative, Jump, Knowledge (nature), Perception, Ride, Stealth, Survival, and Swim checks made in any environment chosen from the following list: the Blight, desert (includes the Threefold Land), forest, mountains, plains. Furthermore, when you are in your chosen environment, you may always spend a Hero Point to gain a reroll with any of the skills above, and you keep the better result.

You may select this talent multiple times. Each time, it applies to a different environment.

Fringe Savant: Whenever you roll a natural 20 on a skill check during an encounter, you gain one temporary Hero Point. If the Hero Point is not used before the end of the encounter, it is lost.

Long Stride: Your speed increases by 2 squares if you are wearing light armor or no armor. You cannot use this talent if you are wearing medium or heavy armor.

Bonus Feats

At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Animal Empathy, Armor Proficiency (light or medium), Careful Shot, Deadeye, Dodge, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Exotic Weapon Proficiency, Extra Second Wind, Far Shot, Herbal Remedies, Mobility, Momentum Strike, Mounted Defense, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Shake It Off, Ship Combat, Skill Focus, Skill Training, Sniper, Staffmaster, Toughness, Weapon Proficiency (any).

WANDERER

The traveler from far away. The lucky gambler. The disruptive sneak. The master sailor. The jack-of-all-trades. The smuggler. The rogue. All of these are examples of wanderers in the Wheel of Time.

The wanderer relies on skillfulness and luck to get to the next day. He is a masterful blend of charms and daring, and can be the wild card in any encounter, whether as an enemy or ally.



BACKGROUND

The wanderer is possibly the most diverse class, and anyone from any walk of life may have levels in it. In the Borderlands, wanderers are far less common than armsmen and scouts, as they tend to focus on the Blight. However, merchants from the Borderlands can certainly be wanderers, as can many other people. In the Midlands, wanderers are frequent from Tar Valon to Ghealdan, and can emerge from any place in society, though they tend to come from the larger towns and cities more frequently. In the Coastlands, the wanderer is easily the most common heroic class, with docks and taverns throughout the land.

Wanderers are actually somewhat rare among the Aiel. Among the Atha'an Miere they are common, especially among heroes who don't have positions on ships, though among the leaders as well. The Seanchan don't have a lot of need for wanderers in the Westlands apart from manning their ships. The wanderer is the most common hero raised among the Tuatha'an.

EXAMPLES OF WANDERERS IN THE WHEEL OF TIME

Matrim Cauthon, Loial, Padan Fain, Bayle Domon, Aludra, Setalle Anan

Hit Points

Wanderers begin play with a number of hit points equal to 18 + Constitution modifier. At each level after their first, they gain 1d6 hit points plus their Constitution modifier.

Hero Points

Wanderers gain a number of Hero Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Hero Points left over from the previous level are lost.

CLASS FEATURES

The following are class features of the wanderer class.

Defense Bonuses

At 1st level, you get a +2 bonus to Reflex Defense, and a +1 bonus to Will Defense.

Starting Feats

At 1st level, you gain five of the following feats for free.

Jack-of-All-Trades
Skill Focus
Skill Training
Weapon Proficiency (simple weapons)

Starting Skills

At 1st level, you gain a number of trained skills equal to 4 + Int modifier. These skills must be taken from the following list.

Acrobatics, Athletics, Craft, Deception, Endurance, Focus, Gather Information, Initiative, Knowledge (any), Perception, Persuasion, Ride, Sail, Stealth, Survival, Treat Injury.

Talents

At 1st level, and every odd-numbered level of this class thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may select from any talent tree you wish, but you must meet any prerequisites. Unless specifically stated otherwise in the description of the talent, you can only take a talent once.

FORTUNE TALENT TREE

You have a certain luck about you that gets you out of situations and guides you.

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
		Defense bonuses, starting feats, talents
1st	+0	
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent
6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+10	Bonus feat
15th	+11	Talent
16th	+12	Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus feat

Fool's Luck: As a standard action, you can spend a Hero Point to gain one of the following benefits for the rest of the encounter: a +1 luck bonus on attack rolls, a +5 luck bonus on skill checks, or a +1 luck bonus to all your defenses.

Fortune's Favor: Whenever you score a critical hit with a melee or ranged attack, you gain a free standard action. You must take the extra standard action before the end of your turn, or else it is lost.

Gambler: You gain a +2 competence bonus on Wisdom checks made when you gamble.

You can select this talent multiple times. Each time you take this talent, the competence bonus increases by +2.

Knack: Once per day, you can reroll a skill check and take the better result.

You can select this talent multiple times. Each time you take this talent, you can use it one additional time per day.

Lucky Hit: Once per day, you can reroll an attack roll and take the better result.

You can select this talent multiple times. Each time you take this talent, you can use it one additional time per day.

Prerequisite: Knack.

MISFORTUNE TALENT TREE

You are very roguish and good at defeating your opponents through cunning and deftness.

Dastardly Strike: Whenever you make a successful attack against an opponent that is denied its Dexterity bonus to Reflex Defense, the target moves -1 step along the condition track.

Disruptive: By spending two swift actions, you can use your knack for causing trouble and instigating chaos to disrupt your enemies. Until the start of your next turn, you suppress all morale and insight bonus applies to enemies in your line of sight.

Sneak Attack: Any time your opponent is flat-footed or otherwise denied its Dexterity bonus to Reflex Defense, you deal an extra 1d6 points of damage with a successful melee or ranged attack. You must be within 6 squares of the target to make a sneak attack with a ranged weapon.

You may select this talent multiple times. Each time you select it, your sneak attack damage increases by +1d6.

Walk the Line: As a standard action, you can do or say something that catches your enemies off guard. All opponents within 6 squares of you and in your line of sight take a -2 penalty to their defenses until the start of your next turn. The penalty is negated if line of sight is broken.

Prerequisite: Disruptive.

SAILOR TALENT TREE

You are at home on a ship, and have advantages there.

Marine Warrior: You gain a +1 bonus to attack rolls while aboard a ship. This applies to ranged attacks from the ship (even attacking targets off the ship), as well as personal weapons used aboard the ship.

Prerequisite: Sea Legs.

Sea Legs: You may reroll Acrobatics checks made to keep your balance on a ship and keep the better result. Furthermore, you are considered to be trained in the Acrobatics skill when balancing, even if you are not, though this does not give you a +5 advantage to checks made to balance.

Wavedriven: Once per day while aboard a ship, you can add your wanderer class level as a bonus on a single attack roll, skill check, or ability check. The decision to add this bonus can be made after the result of the roll or check is known.

STREETWISE TALENT TREE

You know how to get information and are a savvy merchant, and you are an adept trader, within the underworld or without.

Barter: You may reroll any Persuasion check made to haggle and keep the better result.

City Knowledge: You may reroll any Knowledge (Bureaucracy) checks made about a specific city of your choice and keep the better result. Furthermore, you gain a +2 bonus to all Gather Information and Persuasion checks when you are in that city.

You may take this talent multiple times. Each time you take it, choose a different city for it to be applied to.

Improved Gather Information: You may reroll any Gather Information check, but must keep the second result, even if it is worse.

Urban Tracker: You reduce the time it takes to make a Gather Information by 1/2. When making a Gather Information check, divide the amount it normally would have taken by 2.

Prerequisite: Improved Gather Information.

Bonus Feats

At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Craft Specialist, Daggermaster, Deadeye, Dodge, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Exotic Weapon Proficiency, Jack-of-All-Trades, Lock Picker, Mobility, Performer, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Ship Combat, Skill Focus, Skill Training, Sniper, Staffmaster, Weapon Finesse, Weapon Focus, Weapon Proficiency (any).



CHAPTER FOUR SKILLS



Skills in the Wheel of Time Roleplaying Game work with the same mechanics as in the Star Wars: Saga Edition Roleplaying Game. Some exceptions exist, as a few skills are not present in the Wheel of Time, while others exist that wouldn't be in Star Wars. Finally, some skills have been modified to make things more clean in this setting.

REMOVED SKILLS

The following skills are not available in the Wheel of Time Roleplaying Game.

Climb
Jump
Mechanics
Pilot
Use Computer
Use the Force

In some cases, a new skill has been created that resembles one of the skills on the above list. Some have been merged into one skill, called Athletics. Use Computer has no replacement. Focus is a new skill.

NEW SKILLS

The following are new skills for the Wheel of Time Roleplaying Game.

ATHLETICS (STR)

Armor Check Penalty

Use this skill to climb or repel down a cliff, or jump for height or length.

Climb: All uses of the Climb skill presented in Star Wars: Saga Edition Roleplaying Game may be used with the Athletics skill.

Jump: All uses of the Jump skill presented in the Star Wars: Saga Edition Roleplaying Game may be used with the Athletics skill.

CHANNEL (CHA)

Requires the Channeler Feat

You can use the One Power, manipulating it to your will and using it to enhance your own capabilities.

Activate Weave (Trained Only): You make a Channel check to use a weave. The duration of the use of this action varies by weave.

Embrace the One Power (Trained Only): You can embrace the One Power with a DC 10 Channel check. This must be done before using the Channel skill in any other way. Embracing the One Power is a move action for men or two swift actions for women. For women, the swift actions can be distributed between two consecutive rounds. Maintaining your embrace of the One Power requires a swift action each round, unless you are casting a Weave Power as a full-round action.

When you are embracing the One Power, you are immune to compulsion effects.

One Power Meditation (Trained Only): As a full-round action, you can enter a Force trance with a DC 10 Channel check. In this state, you remain fully aware of your surroundings. Each hour you remain in the trance, you move up one step on the condition track. You can emerge from the trance as a swift action.

Sense the One Power (Trained Only): You automatically sense when another character of the same gender makes a Channel check. To determine the distance from which a weave can be sensed multiple the Channel check result by 5 miles. The residue of the weave remains a total number of minutes equal to 20 x the Channel check result.

This ability may also be used to notice channelers of the same gender holding the One Power. They may be noticed at a range of a number of miles equal to their base Channel skill, including feat and attribute bonus modifiers. This range is doubled if the channeler being detected has the Strong Channeler feat, or quadrupled if they have the Powerful Channeler feat.

You may detect the ability to channel in a person, even if the person is not actively channeling. The subject must be in line of sight to use this ability. If you succeed at a DC 15 Channel check, you can sense the channeler, and also their strength in the One Power (number of weaves known, if they have the Strong Channeler or Powerful Channeler feat, etc.). This use of the Channel skill requires the target to be trained in the Channel skill in order to be detected.



Finally, you may detect the ability to learn to channel in an individual. The individual must be within line of sight and 6 squares. If you succeed at a DC 15 Channel check, you can determine if the person has the Channeler feat, but does not have the Channel skill trained.

Sense Surroundings (Trained Only): As a swift action, you can make a DC 15 Channel check to ignore the effects of cover or concealment when you make Perception checks to detect or observe targets. This DC is increased by +5 if this ability is used against targets with total cover.

Stave off Fatigue (Trained Only): While embracing the One Power, once per round as a reaction, you may make a Channel check to temporarily avoid moving down the condition track for a number of rounds equal to your Constitution modifier (minimum 1 round) by making a Channel check DC 15 + 5 for each additional step you would be moved down the condition track. When you do finally move down the condition track, you move an additional -1 step, and your condition track penalties become persistent.

CRAFT (INT)

The Disable Device, Jury-Rig, and Repair Object applications of the Mechanics check found in the Star Wars: Saga Edition Roleplaying Game are available for the Craft skill. Furthermore, the following application may be used with the Craft skill.

Create Object: You can make a Craft check to create an object from available materials. Creating an object requires proper tools, though some objects may be made without tools at the gamemaster's discretion. Raw materials have a basic cost of three-quarters of the item's listed cost, though the cost can be lower or higher based on availability in the region.

The first thing to determine when building an object is the difficulty, which is determined based on the first and second charts below. Next, determine how long the project will take based on the cost of the item in silver marks. Each success represents an hour of work and builds 5 mk toward the object for weapons, shields, and armor, or 1 mk for general items (multiplied according to the chart). Failure on this check means an hour of work was spent, but no more progress was added to the total.

SIZE	MULTIPLIER
Small or smaller	x1
Medium	x2
Large	x5
Huge	x10
Gargantuan	x20
Colossal	x50
Colossal (building)	x100

ITEM TYPE	DC	DESCRIPTION
Simple	10	One material type (wood, cotton, etc.), uses common tools
Moderate	20	A few materials, requires specialized knowledge and/or tools
Complex	30	Several materials, requires special facilities, tools, and/or expertise

CIRCUMSTANCE	DC
Based on a common item	-5
Detailed knowledge of item	-10
Detailed schematics available	-10
Low quality materials	10

Handle Illuminations: You may use this skill to handle Illuminations. Creating an Illuminations display has a DC of 15. Rigging Illuminations to explode has a DC of 20.

Jury-Rig: You may temporarily rig an object to work again with a successful DC 25 Craft check. The object works until it is either damaged again or until the end of the scene, at which point it becomes disabled again.

Repair: By spending at least 1 hour of work on an object, you may repair an object. At the end of the hour, make a Craft check. The DC is 5 more than the DC would be to finish creating the item from scratch.

Traps: You may use this skill to disarm traps or rig an object to fall on someone or similar tasks. The DCs on these checks vary, but a full-round action is required to disarm traps, while setting up traps generally requires several rounds.

FOCUS (WIS)

Use this skill to ignore distractions, maintain concentration, and maintain composure.

Composure: You can compose yourself, mind and body, to overcome failure and embarrassment. You can make a Focus check (DC 20) as a reaction to gain a retry on a failed Knowledge or Persuasion check. The second result must be kept, even if it is worse.

You may also use this application as a full-round action to gain the emotional state required to channel if you have a block when the circumstances do not naturally bring you into that state of emotion. Composing yourself this way has a DC of 20.

Concentrate: In any round during which you suffer a distraction or threat, you may make a Focus check as a swift action to resist the distraction. At DC 20, any penalties imposed by unfavorable circumstances on a skill check are halved. You may enable yourself to take 10 despite threats or distractions with a Focus check (DC 10 + DC of task).

A female channeler may use this application when embracing the One Power. If she does so, she may take 10 on Channel checks that would normally allow 10 to be taken despite threats of distractions with a Focus check (DC 5 + DC of task).

Flame and Void (trained only): Any round before you aim, as a standard action, you may make a Focus check (DC 20) to reduce the range penalty of the shot by 1. You may also spend three swift actions in any round and make a DC 20 Focus check to gain a +1 bonus on attacks made until the beginning of your next turn.

Male channelers may also use this application of the Focus skill to embrace the One Power more securely. With a success, the male channeler may spend an extra swift action whenever he uses a weave that applies or heals damage to increase the die type by one.

Use Blade Technique: You may use a blade technique gained from the Blade Techniques feat, using the DCs presented in the descriptions.

KNOWLEDGE (INT)

This skill works identically to the version presented in the Star Wars book, except with different fields.

Academics: History, geography, mathematics, astronomy, sciences, arts, architecture.

Culture: Behaviors, lifestyles, linguistic differences, streetwise

Health: Medicines, psychology, healing herbs and plants, human biology

Nature: Animal and plant identification, weather prediction, animal behavior, geology

Politics: *Daes Dae'mar*, Noble Houses, etiquette, political maneuvering

Tactics: Battlefield strategies, army logistics, recruitment

Technology: Physics, inventions, chemistry

SAIL (DEX)

The sail skill encompasses the Avoid Collision, Dogfight, Engage the Enemy, Increase Vehicle Speed, and Ram uses of the Pilot skill found in the Star Wars book. It applies to ships and other boats.





CHAPTER FIVE FEATS



Like skills, feats in the Wheel of Time Roleplaying Game work very similarly to the way they do in the Star Wars: Saga Edition Roleplaying Game. And, like skills, there are some feats that no longer apply to the Wheel of Time setting, some that have been modified, and some new feats altogether.

REMOVED FEATS

The following feats are not available in the Wheel of Time Roleplaying Game: Burst Fire, Cybernetic Surgery, Dreadful Rage, Extra Rage, Force Boon, Force Sensitivity, Force Training, Linguist, and Strong in the Force. This is just the list from the Core Rulebook. Other feats may not be available as well, pending the judgment of the Gamemaster.

RENAMED FEATS

The following list provides feats found in the Star Wars Roleplaying Game book (in parentheses) and the new names for them in the Wheel of Time Roleplaying Game. Included in the list are feats that have few or no differences in their descriptions.

Bull Rush (Bantha Rush)
Foreboding (Bad Feeling)
Heroic Focus (Strong in the Force)
Heroic Readiness (Force Readiness)
Ship Combat (Vehicular Combat)

NEW FEATS

The following are new feats available for the Wheel of Time Roleplaying Game.

AFFLUENT

Your social graces and acquisitions bring you great success, and can be called upon when you need them most.

Prerequisites: Cha 13+.

Benefit: Any time you roll a natural 20 on a Charisma-based skill check or ability check, you immediately gain 1 Hero Point. If this Hero Point is not used by the end of the encounter, it is lost.

Class Feats: This feat is a bonus class feat for the Noble heroic class.

ANIMAL EMPATHY

You have a rapport with animals, and are able to befriend and calm them.

Prerequisites: Trained in the Survival Skill.

Benefit: You may make Survival checks to calm or befriend animals. This check works much like a Persuasion check made to change a person's attitude. The check is made versus the target animal's Will Defense, and if successful, its attitude toward you increases as it would on the Persuasion chart. All animals gain a +10 bonus to their Will Defense to avoid this check.

Class Feats: This feat is a bonus class feat for the Scout heroic class.

BLADE TECHNIQUES

You have mastered three blade techniques. See Chapter Eight: Combat for more rules on blade techniques and for the list.

Prerequisites: Weapon Focus (heavy blades) or Weapon Focus (light blades).

Benefit: You gain a number of blade techniques equal to 1 + your Wisdom modifier (minimum 1).

Special: You can select this feat more than once. Each time you select it, you gain an additional number of blade techniques equal to 1 + your Wisdom modifier.

CRAFT SPECIALIST

You are able to make special adjustments when crafting or repairing objects such as weapons, tools, armor, etc..

Prerequisite: Trained in the Craft skill.

Benefit: You can modify armor, objects, shields, or weapons so that they gain special traits. Unless otherwise noted, you cannot add more than one modification to any object.

When crafting an object, you may add one hour per five marks to the total time to make the project as you increase what you add to the item. If the object is a general item,

you may add one hour per mark to the total time to finish the project. Adding these hours enable you to create the mastercraft item.

When repairing an object, you may add one hour total to the project (making it two hours of work). Adding this hour of work enables you to not only repair the item, but also add the modification to make it a mastercrafted item.

When your project is complete, the item gains the modification and is considered a mastercrafted item.

Class Feats: This feat is a bonus class feat for the Wanderer heroic class.

Armor Trait	Benefit
Agile Armor	The armor's maximum Dexterity bonus increases by 1.
Fortifying Armor	The armor's bonus to damage threshold increases by 1.
Protective Armor	The armor's bonus to Reflex Defense increases by 1.
General Item Trait	Benefit
Specialist Bonus	All bonuses to Skill checks granted by the item increase by 2.
Shield Trait	Benefit
Guardian Shield	The tower shield allows you to protect one additional person from one attacker.
Melee Protection	The shield forces an additional -1 penalty to the selected opponent's melee attack roll.
Ranged Protection	The shield forces an additional -1 penalty to the selected opponent's ranged attack roll.

Weapon Trait	Benefit
Brutal Surface	The bludgeoning weapon treats a damaged opponent's damage threshold as though it was 1 point less.
Improved Accuracy	The weapon gains a +1 bonus on attack rolls.
Improved Damage	The weapon gains +2 points of damage on successful attack rolls.
Injuring Point	The piercing weapon deals 1 additional point of damage for a number of rounds after the initial attack for 1d4 rounds.
Keen Blade	The slashing weapon gains an additional 1d4 whenever the wielder scores a successful critical hit.

DAGGERMASTER

You are a master with daggers, and turn them into swift, lethal weapons.

Prerequisites: Dexterity 13+, Weapon Finesse, Weapon Proficiency (basic weapons) or Weapon Proficiency (light blades).

Benefit: You score an automatic hit with a natural 19 as well as a natural 20 when using a dagger. You also gain your Dexterity modifier to damage instead of Strength.

Class Feats: This feat is a bonus class feat for the Armsman and Wanderer heroic class.

DETECT TA'VEREN

You have the rare ability of being able to detect *ta'veren*.

Prerequisites: Charisma 13+.

Benefit: Any time you are near a character who is *ta'veren*, your Gamemaster must make an immediate Perception check to determine if you notice the aura around the character, outlining him as a *ta'veren*. The DC to notice this is 15. If the check fails, you do not notice the aura.

EXTRA AFFINITY

You have a skill for manipulating Flows of the One Power related to a particular element.

Prerequisites: Trained in the Channel skill.

Benefit: You gain one Affinity.

Class Feats: This feat is a bonus class feat for the Initiate heroic class.

EXTRA TALENT

You are capable in more One Power Talents.

Benefit: You gain a number of Talents equal to 1 + your Wisdom modifier.

Class Feats: This feat is a bonus class feat for the Initiate heroic class.

FEARLESS

You are difficult to intimidate.

Benefit: You gain a bonus of +5 to your Will Defense when resisting Persuasion skill checks made to intimidate you. This bonus also applies to attacks against your Will Defense when facing an overwhelming opponent, such as a clearly more powerful enemy or a much larger army.

HERBAL REMEDIES

You are skilled at using herbs, teas, and various natural ingredients to heal.

Prerequisites: Trained in Treat Injury.

Benefit: You may choose to double the time it takes to use the Treat Injury skill. By doing so, you gain a +5 bonus to your Skill check and you may reroll any failed checks and keep the second result. The second result must be kept, even if it is worse.

Class Feats: This feat is a bonus class feat for the Scout heroic class.

JACK-OF-ALL-TRADES

You have a knack for all skills.

Benefit: Once per encounter, you can make a skill check as though you are proficient with that skill. You gain no bonus to that skill (as you normally would if you were proficient), but you take no penalty when using the skill. This feat does not apply to the Channel skill.

LOCK PICKER

You know how to pick locks.

Prerequisite: Trained in the Craft skill.

Benefit: You may use the Craft skill to pick locks. The DC of this check is determined by the lock. For more information on locks, see Chapter Seven: Equipment.

Class Feats: This feat is a bonus class feat for the Wanderer heroic class.

PERFORMER

You can do performances to earn money or other things.

Prerequisites: Trained in the Persuasion skill.

Benefit: You can make a Persuasion check to determine the results of your time spent performing. The result of the Persuasion check determines the result and success of your performance.

To gain money from your performance, you must perform for at least two hours, and

the result of the check determines an entire day's worth of effort. You gain a number of silver pennies equal to the result of your roll.

Class Feats: This feat is a bonus class feat for the Noble and Wanderer heroic classes.

OLD TONGUE

You understand the Old Tongue.

Prerequisites: Int 13+.

Benefit: You can read, write, understand, and speak the Old Tongue.

PSYCHOLOGIST

You are able to treat characters with Madness scores to reduce their scores.

Prerequisites: Int 13+, trained in Knowledge: Health.

Benefit: You may use the Knowledge: Health skill to treat insanity. In order for this treatment to work, you must meet with the character suffering from madness for a total of two hours no less frequently than every other day for a total of ten hours (minimum five days, maximum ten days). During each treatment, for the hours to count, a Knowledge: Health roll must be made (DC equal to the character's Will Defense). Once this is done, the character's Madness score is reduced by one (see Chapter 10: Latent Abilities for more information on Madness).

Permanent degradations may be eliminated using this treatment as well. Once the character's Madness score is reduced to a score equal to or less than one quarter of his Wisdom score, an attempt may be made to eliminate a permanent degradation. This requires twice as much work (four hours over the course of ten to twenty days, no less than every other day),



and the DC for the attempt is equal to 10 + the character's Will Defense.

A character's Madness score can never be reduced below 1 in this fashion. Once a character has gained some Madness, unfortunately no amount of treatment can fully eliminate it.

REMOVE BLOCK

You overcome your block so that you no longer need it to channel.

Prerequisite: Channeler.

Benefit: You no longer need to meet the conditions of your block in order to channel. You may channel in any emotional condition.

Class Feats: This feat is a bonus class feat for the Initiate heroic class.

SHIELD PROFICIENCY

You are proficient with shields.

Benefit: You are proficient with shields. For more information on shields, see Chapter Seven: Equipment.

Class Feats: This feat is a bonus class feat for the Armsman and Noble heroic classes.

STAFFMASTER

You are a master of staff weapons.

Prerequisites: Intelligence 13+, Melee Defense, Weapon Proficiency (simple weapons) or Weapon Proficiency (polearms)

Benefit: Any time you fight defensively while wielding a quarterstaff or similar weapon, you gain a bonus to your Reflex Defense equal to your Intelligence modifier.

Class Feats: This feat is a bonus class feat for the Armsman, Scout, and Wanderer heroic classes.

STRONG CHANNELER

You are well above average in channeling strength.

Benefit: You double your weaves per hour.



Special: This weave may be taken multiple times. Each additional time, the multiplier increases. So the second time you take this feat, your weaves per hour becomes triple your Constitution modifier plus Wisdom modifier. The third time, it is quadrupled, and so on.

TIE OFF WEAVE

You can tie off weaves, holding them in a more enduring state.

Prerequisites: Channeler.

Benefit: You are able to tie off eligible weaves, making them last as long as you desire. Make a DC 25 Channel check to tie off a weave that states in its description that it can be tied. It takes one full-round action to successfully tie off a weave. You can choose any duration you desire up to permanent.

Normal: Without this feat, weaves you activate dissipate when you stop embracing the True Source, or when you stop concentrating on them.

Class Feats: This feat is a bonus class feat for the Initiate heroic class.

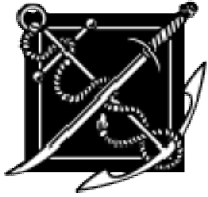
WEAPON PROFICIENCY

You are proficient with a single weapon group, chosen from the following list.

Benefit: Choose a weapon group from the following group. You are proficient with weapons from this weapon group. For more information on these specific weapons, see Chapter Seven: Equipment.

Normal: If you wield a weapon with which you are not proficient, you take a -5 penalty to all attack rolls made with that weapon.

Special: You can take this feat multiple times. Each time, you choose a new weapon group. The weapon groups are Axes Picks and Hammers, Basic Weapons, Bows, Crossbows, Exotic Weapons, Heavy Blades, Light Blades, Maces, Polearms, Slings and Thrown Weapons, and Spears and Lances.



CHAPTER SIX HEROIC TRAITS



Most of the heroes played in the Wheel of Time are going to be Humans, and the Star Wars: Saga Edition Roleplaying Game Core Rulebook provides statistics for humans' average height, weight, and lifespan. These rules suffice for the Wheel of Time Roleplaying Game as well, though Atha'an Miere and Borderlanders tend to be taller on average, while Cairhienins tend to be shorter than average. Overall, however, the range is roughly the same for all backgrounds.

Ogier characters are considered to be a child from age 1 – 19, a young adult from 20 – 99, an adult from 100 – 349, middle aged from 350 – 449, old from 450 – 549, and venerable from age 550. Their average height and weight is 2.8 meters and 190 kg for males, and 2.4 meters and 150 kg for females.

HERO POINTS

In the Wheel of Time RPG, characters do not gain Force Points. Instead, they are called Hero Points, which work just like they do in the Star Wars RPG. Some intuitive differences exist, and other obvious differences where the Force wouldn't apply. Other uses for Hero Points include the following:

- Background skill bonuses.
- Some talents and weaves require you to spend a Hero Point to activate.
- As a swift action, gain one additional weave that doesn't count against your channeling durability.
- Reduce your Madness or Taint score by 1.

DESTINY

The rules for Destinies in the Wheel of Time game work just like the rules in the Star Wars game, though specifics about the various destinies might be different.

- Increase the effects of some weaves.
- Immediately gain 3 Hero Points.

TA'VEREN

At the Gamemaster's choice, a character may be made into a *ta'veren*, which is a special individual around whom the Great Tapestry bends and turns. Even with no effort, grand events, good and bad, happen around the character. In game terms, the Gamemaster may have such events happen, which may or may not affect the story, though they should never be under the control of the player. Such significant events should not happen more than a number of times per level equal to the character's Charisma modifier, and the GM should be very careful about letting these things affect the overall story. Rather, they should be background events for the main story most of the time if not every time.

In addition to these out-of-control effects, *ta'veren* gain one additional Hero Point at each level. Furthermore, the character's Destiny and Hero Points become more useful, as follows:

HERO POINTS

Whenever a *ta'veren* rolls multiple dice to improve an attack roll, skill check, or ability check, she may reroll the lowest die, and keep the highest of all the results.

Other *ta'veren* Hero Point uses:

- Add Charisma modifier to all Defenses for one round.
- Add Charisma modifier to all attack rolls and damage for one round.
- Reroll any failed Charisma-based skill check and keep the second result.
- Reduce your Madness or Taint score by a number of points equal to your Charisma modifier or by 2, whichever is higher.

DESTINY POINTS

Whenever the GM makes a character a *ta'veren*, he immediately gains one Destiny Point.

Other *ta'veren* Destiny Point uses:

- Reroll any failed attack roll and keep the second result.
- Immediately gain 5 Hero Points.

REBORN CHARACTERS

As the Wheel of Time turns, Ages are repeated after they have become long forgotten. Individuals may also be born again. The Great Tapestry recreates the thread of old heroes and weaves them into the Pattern time and again. Not all people are reborn heroes. Only those worthy and vital to the Tapestry are woven again and again, and again.

The Gamemaster must grant permission for a character to become a Reborn character. A character must spend his first-level Destiny Point if he chooses and is able to be a Reborn Hero. Different Reborn Heroes gain different benefits, as follows:

Reborn Commander

You were once an uncanny, nearly unbeatable commander of troops, and if you choose the same path in this life, you could become at least equal to that past life.

Commander Hero: Any time you spend a Hero Point to gain bonus dice to Knowledge (tactics) or Persuasion checks, the die type increases by one (d6 becomes d8, etc.).

Commander Destiny: Any time you provide a beneficial effect to your allies or a detrimental one to your enemies, you may spend a Destiny Point to add one-half your heroic level to the bonus or penalty (minimum one).

Reborn Healer

In a past life, you were able to heal anything. Now, your potential is just as great.

Healing Hero: You may spend a Hero Point to heal additional hit points equal to five plus your heroic level any time you restore hit points to a character.

Healing Destiny: You may spend a Destiny Point to take 20 on any Treat Injury check, even when distracted or threatened. Furthermore, if this Treat Injury check is made to revivify a being, you may make the check a number of rounds after the fallen creature falls to 0 hit points equal to one-half your heroic level.

Reborn Jack-of-all-Trades

You had a knack for knowing how to do everything in a previous life, and you seem to have the same knack in your current life.





Skilled Hero: Once per day, you may spend a Hero Point to make a skill check with any skill you are not trained in (except Channel) as though you are trained in it.

Skilled Destiny: You may spend a Destiny Point to take 20 with any skill you are not trained in (except Channel) and act as though you are trained in the skill.

Reborn Journeyman

You were once a traveler who saw all of the known world, and the thrill of the journey has not left you after many lives.

Journey Hero: Any time you spend a Hero Point to gain bonus dice to Gather Information and Knowledge (culture) checks, the die type increases by one (d6 becomes d8, etc.).

Journey Destiny: Any time you spend a Destiny Point to gain Hero Points, you also gain an additional number of Hero Points equal to one-quarter your heroic level, rounded down.

Reborn Leader

You were once a talented and revered leader, and in this life leadership skills come naturally to you.

Leader Hero: Any time you spend a Hero Point to gain bonus dice to Knowledge (politics) and Persuasion checks, the die type increases by one (d6 becomes d8, etc.).

Leader Destiny: Any time you make a Charisma check or Charisma-based skill check (other than Channel), you may spend a Destiny Point to take 20, even if circumstances wouldn't normally allow 20 to be taken.

Reborn Ranger

You were once an unstoppable defender of the wilds, and now you feel a kinship in wilderness areas.

Wild Hero: Any time you spend a Hero Point to gain bonus dice to Knowledge (nature) and Survival checks, the die type increases by one (d6 becomes d8, etc.).

Wild Destiny: Any time you are traveling more than twenty miles, you may spend a Destiny Point to halve the time it would normally take (whether by foot, mount, ship, or other means).

Reborn Survivor

You have always been hard to kill and have been able to survive things most can't.

Tough Hero: Whenever you use your second wind ability, you may spend a Hero Point to regain additional hit points equal to 5 + your heroic level.

Tough Destiny: You may spend a Destiny Point to gain damage reduction equal to your Constitution modifier. This damage reduction bonus lasts until the end of the encounter.

Reborn Weaponmaster

You were a legendary bowman in a past life, and your potential with the bow is equally legendary.

Weapon Hero: Whenever you spend a Hero Point to gain bonus dice to an attack roll made with a weapon in your chosen weapon group, the die type increases by one (d6 becomes d8, etc.).

Weapon Destiny: You may spend a Destiny Point to deal severe damage on one successful attack made with your chosen weapon group. By spending this Destiny Point after a successful attack, you deal one additional die of damage with the attack, and instead of rolling the dice for damage, you deal damage as though you had rolled the maximum possible results.

Reborn Weavemaster

In a past life, you were a master of the One Power, able to channel many weaves with such mastery that you became renowned for it.

Weavemaster Hero: Whenever you spend a Hero Point to gain bonus dice to Channel checks made to learn or create a weave, the die type increases by one (d6 becomes d8, etc.).

Weavemaster Destiny: You may spend a Destiny Point to take 20 on any Channel check made to create a weave. Any variables in the weave's effect is maximized when creating this weave.





GIFTS

Gifts are innate abilities characters are born with. They must be taken at first level, by using one of the following methods:

- Replacing a starting feat.
- Sacrificing your first-level Destiny Point.
- Sacrificing five of your first-level Hero Points.

CHANNELER

You are a channeler, and able to use the One Power.

Prerequisites: Human.

Benefit: Channel is considered a class skill for you, no matter your class. You start with a number of Talents equal to 1 + your Wisdom modifier. You also begin with two Affinities.

Furthermore, you gain a +1 bonus to Will Defense.

Class Feats: This feat is a bonus class feat for the Initiate heroic class.

LATENT ABILITY

You have a latent ability. See Chapter Ten: Latencies for more information.

Benefit: You may choose one of the following abilities: Dark One's Own Luck, Dreamer, Old Blood, Sniffer, Treesinger, Viewer, or Wolfbrother.

Once per encounter, you may spend a Hero Point as a swift action to increase your Fortitude or Will Defense by a number equal to your Charisma modifier (minimum +1). This bonus lasts until the beginning of your next turn.

Also, you gain access to the Latent Talent Tree of your choice.

Special: You may take this feat multiple times. Each additional time you take it, you may select another latent ability from the list and gain access to that ability's Talent Tree, as well as the ability to increase your Fortitude or Will Defense an additional time per encounter.

Only Ogier characters can take the Treesinger ability. Ogier may not take any other abilities from the list.



CHAPTER SEVEN EQUIPMENT



Perhaps the biggest difference between Star Wars and the Wheel of Time is the equipment. All new equipment, from weapons and armor, is presented here, as well as new rules for shields, and other equipment. There are also several wondrous items presented, including *angreal*, *sa'angreal*, and *ter'angreal*.

CURRENCY

In the Westlands, currency varies from nation to nation, and is even more different in lands beyond the Westland. While in the Threefold Land, valuables are often whole objects made from precious materials, this section focuses on the generic moneys and coins of the Westlands.

For simplicity, coins presented in this RPG are valued as follows:

- 10 copper pennies (cp) = 1 silver penny
- 40 silver pennies (sp) = 1 silver mark
- 10 silver marks (sm) = 1 silver crown
- 10 silver crowns (sc) = 1 gold mark
- 10 gold marks (gm) = 1 gold crown (gc)

If the GM decides, a more detailed, book-accurate system may be used.

Listed among the items in this chapter are prices for items, abbreviated as shown above. Because items may be priced lower or higher in towns of varying size, the price should be modified in small towns or major cities. In villages or thorps, the price of items should generally be decreased by three-quarters to a half, while in major cities and ports, the prices should be increased to one and a quarter to one and a half of the original price listed.

Various items may cost more or less in certain areas. For example, Two Rivers tabac is very cheap in Emond's Field, but more expensive in Tear or Fal Dara. Weaponry is generally somewhat common, and therefore cheaper, than in smaller towns in peaceful areas. It is up to the GM to decide how much more to add or take away from a specific item in any given location, and it is also up to him to determine the availability of such items.

GENERIC GOODS

Following are a list of examples of generic goods that may be carried by cargo merchants or other traders, or found in cities and towns by locals, as well as their general prices. In some places, they may be used instead of money.

Table 7-1: Trade Goods

Chicken (1)	2 cp
Copper (1 lb)	5 sp
Cow (1)	10 mk
Dog (1)	15 mk
Flour (1 lb)	2 cp
Ice peppers (1 lb)	5 mk
Goat (1)	1 mk
Gold (1 lb)	5 gc
Iron (1 lb)	1 sp
Ivory (1 lb)	6 gc
Kaf (1 lb)	1 mk
Linen (1 lb, 1 sq yd)	4 mk
Ox (1)	15 mk
Pig (1)	3 mk
Salt (1 lb)	5 mk
Sea Folk porcelain (1 lb)	10 mk
Sheep (1)	2 mk
Silk (1 lb, 2 sq yds)	20 mk
Silver (1 lb)	10 mk
Spices (1 lb)	15 mk
Tabac (1 lb)	5 mk
Tea leaves (1 lb)	2 sp
Wheat (1 lb)	1 cp

WEAPONS

WEAPON GROUPS

Axes, Picks, and Hammers

This group includes the Axes, Picks, and Hammers categories.

Basic Weapons

These weapons come from multiple groups. They include clubs, daggers, and various other simple weapons. A person with the feat Weapon Group: Basic Weapons is proficient in all of the weapons on the chart listed as Basic.

Bows

Bows include the Bows category.

Crossbows

Crossbows include the Crossbows category.

Exotic Weapons

This group is not a specific group. Rather, it is combined with a martial weapon group and allows proficiency in all exotic weapons for that martial weapon group.

Flexible Weapons

This group includes the Flexible Weapons category.

Heavy Blades

This group includes the Heavy Blades category.

Light Blades

This group includes the Light Blades category.

Maces

This group includes the Maces category.

Polearms

This group includes the Polearms category.

Slings and Thrown Weapons

This group includes the Slings category and also any weapons designed to also be used as thrown weapons.

Spears and Lances

This group includes the Spears and Lances categories.

WEAPON DESCRIPTIONS

Axe

Martial Weapon

Strength Requirement: 11, 13, 15

Light axes are similar to hatchets, only they are designed as weapons of war. Heavy axes are the size of woodchopping axes. Battle axes typically have two very large, heavy heads. Light axes are one-handed weapons, heavy axes and battle axes are two-handed.

Any wielder of a light axe, heavy axe, or battle axe with the Mighty Swing feat increases the die type by one when adding a die to the damage roll. For example, someone wielding a heavy axe who uses the Mighty Swing feat rolls 2d10 for damage. If the Double Attack, Triple Attack, or Rapid Strike feats are used with one of these weapons, the wielder takes an additional -2 penalty to attack rolls.

Pick

Martial Weapon

Strength Requirement: 11, 13, 15

Light picks are like rock climbing picks, except they are designed as weapons. Heavy picks are similar to mining picks. Warpicks have very long, especially sharp pick-heads. Light picks are one-handed weapons, heavy picks and warpicks are two-handed.

Any wielder of a light pick, heavy pick, or warpick with the Triple Crit feat multiplies damage by 4 instead of 3 when she scores a critical hit. If the Double Attack, Triple Attack, or Rapid Strike feats are used with one of these weapons, the wielder takes an additional -2 penalty to attack rolls.

Hammer

Martial Weapon

Strength Requirement: 11, 13, 15

Light hammers are similar to carpenter hammers used for hammering nails, except they are designed as weapons of war. Heavy hammers are like sledge hammers. Warhammers are like massive-headed mauls. Light hammers are one-handed weapons, heavy hammers and warhammers are two-handed weapons.

Any wielder of a hammer may use the Power Attack bonus against objects and structures. If the Double Attack, Triple Attack, or Rapid Strike feats are used with one of these weapons, the wielder takes an additional -2 penalty to attack rolls.

Shortbow

Martial Weapon

Strength Requirement: 9

Shortbows have a range of 10 (point blank), 20 (short), 30 (medium), and 40 (long). They require two free hands to wield.

Longbow

Martial Weapon

Strength Requirement: 11

Longbows have a range of 10 (point blank), 20 (short), 40 (medium), and 60 (long). They require two free hands to wield.

Two Rivers Longbow

Martial Weapon

Strength Requirement: 13

Two Rivers longbows have a range of 10 (point blank), 20 (short), 40 (medium), and 80 (long). They require two free hands to wield.

Crossbow

Martial Weapon

Strength Requirement: 9, 11

Crossbows have a range of 10 (point blank), 20 (short), 40 (medium), and 60 (long). They require two free hands to wield.

Flail (and Chain)

Martial Weapon

Strength Requirement: 9, 11, 13

Chains are strength-enhanced chains, often with heavy balls at the ends. Flails have thorny weights at the ends of chains, which are connected to handles. Flails do piercing and bludgeoning damage.

A character who spends a full-round action to make a single attack with a chain or flail increases the die type by one (d4 to d6, etc.). If the Double Attack, Triple Attack, or Rapid Strike feats are used with one of these weapons, the wielder takes an additional -2 penalty to attack rolls.

Whip

Exotic Weapon

Strength Requirement: 9

Whips have a reach of 2 squares. Anyone wielding a whip threatens any enemy within 2 squares.

A character wielding a whip can use the trip or pin actions even if they do not have the feat. If the Double Attack, Triple Attack, or Rapid Strike feats are used with a whip, the wielder takes an additional -2 penalty to attack rolls.

Sabre

Martial Weapon

Strength Requirement: 9

A character wielding a sabre and uses the Melee Defense feat gains an additional +1 bonus to Reflex Defense for the duration of the feat. Sabres can only be used one-handed.

Sabres are able to have two benefits crafted into them when crafted by someone with the Craft Specialist feat.

Longsword

Martial Weapon

Strength Requirement: 9 or 11

A character can wield a longsword one-handed if he has a Strength of 11, or two-handed if he has a Strength of 9, without penalty.

Longswords are able to have two benefits crafted into them when crafted by someone with the Craft Specialist feat.

Broadsword

Martial Weapon

Strength Requirement: 13

Broadswords can only be used two-handed.

Broadswords are able to have two benefits crafted into them when crafted by someone with the Craft Specialist feat.

Power-Wrought Blademaster Sword

Martial Weapon

Strength Requirement: 9 or 11

Typically heron-marked swords, this is the most elite type of sword used by blademasters (though not all are marked with the heron). These swords are not breakable. Anyone using one of these swords automatically gains a +1 equipment bonus to attack rolls and a +2 equipment bonus to damage (this damage bonus is shown in the stats above).

Dagger

Basic Weapon

Strength Requirement: 5

Daggers are able to have two benefits crafted into them when crafted by someone with the Craft Specialist feat.

Sword-breaker

Martial Weapon

Strength Requirement: 7

A character wielding a sword-breaker who has the Improved Disarm feat may spend a swift action to attempt a disarm against an opponent who attacks her with a weapon from the Light Blades or Heavy Blades weapon groups and misses. Doing so causes a -5 penalty to the attack roll to disarm.

Rapier

Martial Weapon

Strength Requirement: 7

A character wielding a sabre may treat it as a small weapon whenever doing so would be beneficial. Rapiers can only be used one-handed.

Rapiers are able to have two benefits crafted into them when crafted by someone with the Craft Specialist feat.

Shortsword

Martial Weapon

Strength Requirement: 9

Shortswords are able to have two benefits crafted into them when crafted by someone with the Craft Specialist feat.

Club

Basic Weapon

Strength Requirement: 9

Mace

Martial Weapon

Strength Requirement: 11, 13

Quarterstaff

Basic Weapon

Strength Requirement: 9

Quarterstaves may be treated as double-weapons, or it may be used as a long weapon with a reach of 2 squares. Either way, it takes two hands to use, and if used as a single weapon, you gain double your Strength bonus to damage rolls.

Glaive

Martial Weapon

Strength Requirement: 11

Glaives have a reach of 2 squares.

Halberd

Martial Weapon

Strength Requirement: 13

Halberds have a reach of 2 squares.

Ashandarei

Exotic Weapon

Strength Requirement: 9

Ashandareis have a reach of 2 squares.

Ashandareis may be used as a double weapon, or a single weapon. When used as a double weapon, one end is either slashing or piercing damage, while the other is bludgeoning.

Sling

Martial Weapon

Strength Requirement: 5

Slings have a range of 8 squares (point blank), 12 squares (short), 16 squares (medium), and 20 squares (long). They require only one weapon to use (though two to load).

Spear

Martial Weapon

Strength Requirement: 9, 11, 13

Short spears are about 1 to 1.5 meters long. Tridents are about 2 meters long. Long spears are 3 meters long. Tridents take only a half penalty when being used to attack a target underwater. Longspears have a reach of 2 squares.

Lance

Martial Weapon

Strength Requirement: 13

A wielder of a lance increases the damage by one die type when using the Momentum Strike feat.

SHIELDS

Shields may be worn to protect a character from weapon damage. They create a penalty to an opponent's attack rolls when used properly. When you spend a swift action, you may select an enemy and prepare yourself for attack rolls against them. Only one opponent may be selected per turn.

Buckler

Carrying a buckler does not require the use of a free hand.

Tower Shield

Tower shields require two hands to use. They provide the same penalty to ranged attacks against any one ally behind them in addition to the carrier.

ARMOR

Armor grants benefits to Reflex Defense and Damage Threshold, but the wearer only gains the benefit to Reflex Defense if they have the appropriate Talents.

TRAVELING GEAR

Most items are self-explanatory. The following items have special rules.

Caltrops: Caltrops are tiny barbed spiked dropped on the ground with the intention of puncturing the feet of anyone who steps on them. They attack anyone who steps on them with an area attack versus the character's Reflex Defense. If the victim is wearing footwear, they gain a +1 bonus to Reflex Defense versus this attack. If the attack is successful, the caltrops deal 1 point of damage, and the being's base speed is reduced by half. This penalty to speed endures for twenty-four hours or until a Treat Injury Skill check is made to treat the wound (DC 15) or receives at least one point of healing by the One Power. A charging or running creature must immediately stop if they take damage from the caltrops, though a creature moving at half speed or slower can move through the caltrops with no trouble.

Candle: A candle illuminates a 5-foot radius and provides dim light in a 15 foot radius. It burns for one hour.

Lamp (common): A lamp clearly illuminates a 15-foot radius and provides dim light in a 45-foot radius. It burns for 6 hours on one pint of oil.

Lantern (hooded): A hooded lantern illuminates objects in a 30-foot radius and provides dim light in a 90-foot radius. It burns for 6 hours on a pint of oil.

Lock: The Craft check to pick a lock is 20 for a very simple lock, 25 for an average lock, 30 for a good lock, and 40 for an amazing lock.

Manacles: A manacled character can escape ordinary manacles with an Acrobatics check of DC 30, and can escape masterwork manacles with a successful check of DC 35.

Portable ram: A character using a portable ram gets a +5 bonus to Strength checks made to break through things such as doors or walls. A second person adds an additional +2 to the check (in addition to their +2 bonus when aiding another).

Torch: A torch illuminates a 20-foot radius and provides dim light in a 60-foot radius. It burns for 1 hour.

SKILL KITS

Skill kits generally provide bonuses to specific types of Skill checks.

Artisan's tools: These tools are designed for a specific trade, such as blacksmithing, carpentry, bookbinding, etc. Without these tools, the character takes a -5 penalty to Craft checks for the trade. Masterwork artisan's tools work as regular ones except they also grant a +5 bonus to the Craft checks.

Climber's kit: Climber's kits provide a +5 bonus to Athletics checks made to climb.

Disguise kit: Disguise kits provide a +5 bonus to Deception checks made to create a disguise.

Healer's kit: Healer's kits provide a +5 bonus to all Treat Injury checks.

Magnifying glass: Provides a +5 bonus to Perception checks made to appraise an object.

Musical instrument: Enables Persuasion checks made to perform using a musical instrument. Masterwork musical instruments grant a +5 bonus to Persuasion checks made to perform.

Thieves' tools: These tools are designed for various tasks such as picking locks or disabling devices. Without these tools, the character takes a -5 penalty to these types of Craft checks. Masterwork thieves' tools work like the regular ones except they also grant a +5 bonus to the Craft checks.

CLOTHING

Clothing is generally self-explanatory. Clothing that provides benefits includes the following set.

Cadin'sor: A *cadin'sor* grants a +5 bonus to Stealth checks made to sneak in desert terrains, and a +2 bonus in all other environments.

SPECIAL AND SUPERIOR ITEMS

There are certain items that perform special functions.

Acid: Acid may be thrown in a flask or vial to create a grenade-like weapon. Any being who comes in contact with acid by any means suffers 2d6 damage.

Antitoxin: If a character drinks antitoxin, she gains a +2 Fortitude bonus against poisons for one hour.

Healer's balm: Healer's balm may be used to move a character suffering burn damage up one step on the condition track (if the condition track penalty was due to burn damage). It may also be used to give a character a +2 bonus to Fortitude Defense to avoid dying when brought to negative hit points. Finally, a character with healing balm may heal an additional 1 hit point per the character's level.

Illuminator's flare: An illuminator's flare clearly illuminates a 50-foot radius and provides dim light in a 150-foot radius. It burns for one hour.

Illuminator's rocket: An illuminator's rocket is actually designed to create visually appealing shows in nighttime skies, but can be used as weapons as well.

Warder's cloak: These items are not sold anywhere except the underground markets, and even then, they are extraordinarily rare. Anyone looking at a character wearing a Warder's cloak must reroll any Perception check made to do so and keep the worse of the two results. The cloak also provides the wearer a +1 bonus to Reflex Defense against melee and ranged attacks.

MASTERCRAFTED ITEMS

Mastercrafted items are any items that have been created with enhancements found in the Craft Specialist feat.

POWER-WROUGHT ITEMS

Power-wrought items have unlimited hit points, and can only be broken by powerful use of the One Power or by other Power-wrought items. Power-wrought weapons gain a +1 bonus to attack rolls and a +2 bonus to damage rolls.

SUNGWOOD ITEMS

Sungwood items are created when an Ogier Treesinger sings a wooden item from a tree. See the Create Sungwood Item Talent in the Treesinger Talent Tree in Chapter 10: Latent Abilities for more information.

SHADOW-BLADES

Shadow-blades are created on the slopes of Shayol Ghul. Wounds caused by them never heal naturally. They are typically carried only by Myrddraal. For more information, see Chapter Sixteen: Allies and Enemies.

WEAPONS

AXES

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Axe, light	8 sp	1d6	3 lbs	S	4
Axe, heavy	4 mk	1d8	6 lbs	S	5
Battle Axe	10 mk	1d10	12 lbs	S	10

PICKS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Pick, light	1 mk	1d4	3 lbs	P	4
Pick, heavy	6 mk	1d6	6 lbs	P	5
Warpick	16 mk	1d8	12 lbs	P	10

HAMMERS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Hammer, light	4 sp	1d4	4 lbs	B	4
Hammer, heavy	2 mk	1d6	8 lbs	B	5
Warhammer	8 mk	1d8	16 lbs	B	10

BOWS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Shortbow	4 mk	1d6	2 lbs	P	3
Longbow	8 mk	1d8	3 lbs	P	4
Longbow, Two Rivers	20 mk	1d10	3 lbs	P	8

CROSSBOWS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Crossbow, light	10 mk	1d8	4 lbs	P	5
Crossbow, heavy	24 mk	1d10	8 lbs	P	5

FLEXIBLE WEAPONS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Chain	2 mk	1d4	4 lbs	B	5
Flail, light	4 mk	1d8	5 lbs	P/B	5
Flail, heavy	14 mk	1d10	10 lbs	P/B	10

<i>Exotic</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
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Whip	8 sp	1d3	1 lb	B	2
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HEAVY BLADES

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Sabre	16 mk	1d6	2 lbs	S	5
Longsword	18 mk	1d8	3 lbs	S	5
Broadsword	30 mk	1d10	6 lbs	S	10
Power-wrought Blademaster sword	special	1d8+2	3 lbs	S	special

LIGHT BLADES

<i>Basic</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Dagger	1 mk	1d4	1 lb	P	4

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Rapier	16 mk	1d6	2 lbs	P	5
Shortsword	10 mk	1d6	2 lbs	S/P	5

<i>Exotic</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Sword-breaker	28 mk	1d4	1 lb	P	10

MACES

<i>Basic</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Club	2 sp	1d6	3 lbs	B	5

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Mace, light	4 mk	1d6	4 lbs	B	10
Mace, heavy	10 mk	1d8	8 lbs	B	20

POLEARMS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Quarterstaff	4 sp	1d6/1d6	4 lbs	B	10
Glaive	8 mk	1d10	10 lbs	P/S	10
Halberd	10 mk	1d10	12 lbs	P/S	10

<i>Exotic</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Ashandarei	n/a	1d10/1d6	12 lbs	P/S/B	40

SLINGS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Sling	1 sp	1d4	--	B	1

SPEARS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Shortspear	1 mk	1d6	3 lbs	P	5
Trident	12 mk	1d8	4 lbs	P	5
Longspear	4 mk	1d8	8 lbs	p	10

LANCES

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Lance	10 mk	1d8	10 lbs	P	10

SHIELDS

<i>Shield</i>	<i>Cost</i>	<i>APM</i>	<i>APR</i>	<i>Weight</i>	<i>Hrd</i>
Buckler	2 mk	-1	+0	2 lbs	5
Small Wooden	1 mk	-1	-1	3 lbs	5
Small Steel	8 mk	-1	-1	6 lbs	10
Large Wooden	4 mk	-2	-2	5 lbs	5
Large Steel	20 mk	-2	-2	16 lbs	10
Tower Wooden	14 mk	-2	-4	10 lbs	5
Tower Steel	40 mk	-2	-4	40 lbs	10

ARMOR

<i>Armor Check Penalty</i>	<i>Cost</i>	<i>Ref Def</i>	<i>Dmg Th</i>	<i>Max Dex</i>	<i>Spd</i>	<i>Wght</i>
LIGHT ARMOR (-2)						
Cloth Armor	10 mk	+1	--	+8	--	10 lbs
Leather Armor	20 mk	+2	+1	+6	--	15 lbs
Studded Leather Armor	28 mk	+3	+1	+5	--	18 lbs
Chain Shirt	40 mk	+4	+2	+4	--	24 lbs
MEDIUM ARMOR (-5)						
Hide	22 mk	+3	+1	+4	4 sq	22 lbs

Scale Mail	34 mk	+4	+3	+3	4 sq	30 lbs
Chainmail	50 mk	+5	+3	+2	4 sq	40 lbs
Breastplate	60 mk	+5	+3	+3	4 sq	30 lbs

HEAVY ARMOR (-10)

Splint Mail	60 mk	+6	+3	+0	4 sq*	45 lbs
Banded Mail	70 mk	+6	+3	+1	4 sq*	35 lbs
Half-Plate	100 mk	+7	+3	+0	4 sq*	50 lbs
Full Plate	200 mk	+8	+3	+1	4 sq*	50 lbs

TRAVELING GEAR

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Backpack (empty)	2 mk	2 lbs
Barrel (empty)	1 mk	30 lbs
Basket (empty)	4 sp	1 lb
Bedroll	3 sp	5 lbs
Bell	1 mk	*
Blanket	8 sp	3 lbs
Block and tackle	9 sp	5 lbs
Bucket (empty)	5 sp	3 lbs
Caltrops	1 mk	1/2 lbs
Candle	1 cp	*
Canvas (square yard)	1 sp	1 lb
Case (map or scroll)	1 mk	1/2 lbs
Chain (10 ft)	2 mk	4 lbs
Chalk (1 piece)	1 cp	*
Chest (empty)	2 mk	25 lbs
Crowbar	2 mk	5 lbs
Dice (set of five)	5 mk	*
Firewood (1 day)	1 cp	20 lbs
Fishhook	1 sp	*
Fishing net	4 mk	5 lbs
Flask	3 cp	*

Flint and steel	1 mk	*
Grappling hook	1 mk	4 lbs
Hammer	3 sp	2 lbs
Ink (1 oz vial)	8 mk	*
Jug (clay)	3 cp	2 lbs
Ladder (10 ft)	5 cp	20 lbs
Lamp (common)	1 sp	1 lb
Lantern (hooded)	7 mk	2 lbs
Lock		
Very simple	8 mk	1 lb
Average	2 gc	1 lb
Good	6 gc	1 lb
Amazing	12 gc	1 lb
Looking glass	60 mk	1 lb
Manacles (simple)	15 mk	2 lbs
Manacles (masterwork)	2 gc	2 lbs
Mirror (small steel)	10 mk	1/2 lbs
Mug/tankard (clay)	2 cp	1 lb
Oil (1 pint flask)	3 mk	1 lb
Paper (sheet)	4 sp	*
Parchment (sheet)	2 sp	*
Pick (miner's)	8 sp	2 lbs
Pitcher (clay)	2 cp	1 lb
Piton	1 sp	1/2 lbs
Playing cards (deck)	10 mk	1/4 lbs
Pole (10 ft)	2 sp	8 lbs
Pot (iron)	5 sp	10 lbs
Pouch (belt)	1 mk	1 lb
Ram (portable)	10 mk	20 lbs
Rations (trail, per day)	5 sp	1 lb
Rope (hemp, 50 ft)	1 mk	10 lbs
Rope (silk, 50 ft)	10 mk	5 lbs
Sack (empty)	1 sp	1/2 lbs
Sealing wax	1 mk	1 lb
Sewing needle	1 sp	*
Signal whistle	8 sp	*
Signet ring	5 mk	*
Sledge	1 mk	7 lbs
Soap	5 sp	1 lb

Spade/shovel	2 mk	6 lbs
Tent	10 mk	20 lbs
Torch	2 cp	1 lb
Vial	1 mk	*
Waterskin	1 mk	4 lbs
Whetstone	2 cp	1 lb

SKILL TOOLS

Atrisan's tools	5 mk	5 lbs
Artisan's tools (masterwork)	55 mk	5 lbs
Climber's kit	80 mk	5 lbs
Disguise kit	50 mk	8 lbs
Healer's kit	50 mk	1 lb
Hourglass	25 mk	1 lb
Magnifying glass	10 gc	*
Musical instrument (common)	5 mk	varies
Musical instrument (masterwork)	10 gc	varies
Scale (merchant)	2 mk	1 lb
Thieves' tools	30 mk	1 lb
Thieves' tools (masterwork)	10 gc	2 lbs

CLOTHING

Artisan's outfit	1 mk	4 lbs
Cold weather outfit	8 mk	7 lbs
Courtier's outfit	30 mk	6 lbs
Gleeman's outfit	3 mk	4 lbs
Explorer's outfit	10 mk	8 lbs
<i>Cadin'sor</i>	8 mk	2 lbs
Noble's outfit	8 gc	10 lbs
Peasant's outfit	1 sp	2 lbs
Royal outfit	20 gc	15 lbs
Scholar's outfit	5 mk	6 lbs
Traveler's outfit	1 mk	5 lbs

FOOD, DRINK, LODGING

Ale		
Gallon	2 sp	8 lbs
Mug	4 cp	1 lb
Bread (loaf)	2 cp	1/2 lbs
Cheese (chunk)	1 sp	1/2 lbs
Inn stay (per night)		
Good	2 mk	--
Common	5 sp	--
Poor	2 sp	--
Meals (per day)		
Good	5 sp	--
Common	3 sp	--
Poor	1 sp	--
Meat (chunk)	3 sp	1/2 lbs
Oosquai (jug)	5 mk	4 lbs
Rations (per day)	5 sp	1 lb
Wine		
Common (pitcher)	2 sp	6 lbs
Fine (bottle)	10 mk	2 lbs

MOUNTS AND RELATED GEAR

Barding		
Medium-size creature	x2	x1
Large creature	x4	x2
Bit and bridle	2 mk	1 lb
Cart	15 mk	200 lbs
Donkey or mule	8 mk	--
Feed (per day)	5 cp	10 lbs
Horse		
Horse (heavy)	20 mk	--
Horse (light)	10 mk	--
Pony	5 mk	--
Warhorse (heavy)	40 gc	--
Warhorse (light)	15 gc	--
Saddle		
Military	20 mk	30 lbs

Pack	5 mk	15 lbs
Riding	10 mk	25 lbs
Saddle (exotic)		
Military	60 mk	40 lbs
Pack	15 mk	20 lbs
Riding	30 mk	30 lbs
Saddlebags	4 mk	8 lbs
Sled	20 mk	300 lbs
Stabling (per day)	5 sp	--
Wagon	35 mk	400 lbs

SPECIAL AND SUPERIOR ITEMS

Acid (flask)	25 mk	1 lb
Illuminator's flare	5 mk	1/2 lbs
Antitoxin (vial)	5 gc	*
Healer's balm	15 mk	1/4 lbs
Warder's cloak	1,000 gc	1 lb

GRENADA-LIKE WEAPONS

Weapon	Cost	Direct Hit	Weight
Acid (flask)	25 mk	2d6	1 lb
Oil (flask)	3 mk	2d4	1 lb
Illuminator's rocket	100 mk	4d6	2 lbs

ANGREAL, SA'ANGREAL, AND TER'ANGREAL

Though they are rare, items created with the use of the One Power exist. These are called *angreal*, *sa'angreal*, and *ter'angreal*. *Angreal* and *sa'angreal* are items that increase a channeler's ability to use the One Power, whereas *ter'angreal* have other uses that may or may not require the user be able to channel, and are often themselves unique items.

ANGREAL

Angreal allow the user to use weaves at the height of human possibility, but above what is normally possible at any except the most powerful levels. In all weave descriptions, the highest possible DC result, the *angreal* can create weaves up to that level. Weaves that have no specified DC can have a maximum result of 40.

Angreals add a bonus of +5, +10, or +15 to Channel checks made to create weaves, based on their Power Rating (1 granting +5, 2 granting +10, and 3 granting +15). They also grant a bonus to Fortitude Defense when trying to avoid damage from overchanneling equal to their class when the Channel check is made using the *angreal*. Therefore, an *angreal* with a Power Rating of 1 grants a +1 bonus to Fortitude Defense when attempting to overchannel. The highest Power Rating of any *angreal* is 3.

EXAMPLES OF ANGREAL

Lily Petal Brooch

Class: 1

Attunement: Female

Ivory Woman Statuette

Class: 2

Attunement: Female

Amber Turtle Carving

Class: 2

Attunement: Female

Stone Swordsman Statuette

Class: 2

Attunement: Male

Golden Ring

Class: 3

Attunement: Female

SA'ANGREAL

Even more powerful than *angreal*, and even more rare as well, are *sa'angreal*. While the function they perform is similar, it is also grander.

Sa'angreal have similar benefits as those granted from *angreal*. With *sa'angreal*, however, the power of the wielder is multiplied, rather than added to, as with *angreal*. *Sa'angreal* grant automatic multiplications, and some have other benefits as well.

A *sa'angreal's* power is given as a multiplier, from 2 to 10. The wielder makes a Channel check to create a weave and then multiplies the result by the rating of his *sa'angreal*. The wielder also gains a bonus equal to the multiplier (though added, rather than multiplied) to his Fortitude Defense to avoid the negative effects of overchanneling when the Channel check to create the weave was done through the *sa'angreal*.

EXAMPLES OF SA'ANGREAL

Fluted Bone Rod

Multiplier: 3

Attunement: Female

Callandor

Multiplier: 4

Attunement: Male

This sword may also be used as a Power-wrought sword, though other Power-wrought weapons cannot break it.



Choedan Kal

Multiplier: 10

Attunement: Male, Female

These two giant statues are each attuned to one specific gender. They may only be accessed through keys, otherwise the Power that goes through the user will kill him.

TER'ANGREAL

Ter'angreal are very different from *angreal* and *sa'angreal*, and they are only slightly more common. While *angreal* and *sa'angreal* are attuned to a specific gender and enhance One Power use, *ter'angreal* do not enhance One Power use, and are not attuned to a specific gender.

EXAMPLES OF TER'ANGREAL

Access Key

Weight: 1 lb

The access key is used to channel the One Power between the user and Choedan Kal, so that the user of the powerful *sa'angreal* will not kill the channeler.

A'dam

Weight: 2 lbs

An *a'dam* is a device used to connect two people. One user wears the bracelet end of the item, while the other end is worn around the neck, with the two ends connected by a chain. The female bracelet wearer and the female leash wearer must both have the ability to channel, though the bracelet wearer has near-total control over the leash wearer.

The bracelet-wearing channeler can channel pain through the bracelet, causing 1d6 points of damage to the leashed channeler. In addition to this, the *a'dam* makes an attack against the leash-wearer's Fortitude Defense equal to 1d20+10. If the attack succeeds, it causes the leashed channeler to move one step down the condition track and spend the round writhing in pain. In this way, the bracelet wearer controls the leash wearer. If the bracelet wearer places the bracelet end somewhere, the leashed person cannot move it, even through indirect means. Any attempts to do so cause the same 1d6 points of damage and attack against her Fortitude Defense.

The Seanchan, who create the *a'dam*, believe that all channeling women belong in the leashes (called *damane*), and believe that certain gifted women should be the bracelet wearers (called *sul'dam*). In reality, any channeling woman can be in either role. Non-channelers do not gain any benefits or penalties from wearing either end of the *a'dam*. These items can only be used on women. If a male even touches any part of the *a'dam* while a female channeler wears either end, both he and the female channeler take 2d6 points of damage and automatically move one level down the condition track.

Any emotions or general states of being by the leashed female are felt by the bracelet wearer. If the bracelet-wearer takes condition track damage, the leash-wearer takes the same amount of condition track damage plus one, no matter the cause or source of the damage.

Finally, the bracelet-wearer can force the leash-wearer to embrace the One Power at will.

Bowl of Winds

Weight: 6 lbs.

The Bowl of Winds allows a circle of channelers to control the weather, creating the chosen type of weather at a range far greater than even powerful Windfinders can. Use of the Bowl of Winds takes four minutes, and the range is a forty mile radius from the *ter'angreal*. Once the Bowl of Winds is used, it begins the weather change, which can take several hours to fully form.

Unlike with the *Alter*



Weather weave, this *ter'angreal*, and the weave created with it, can alter the overall temperature as well. If desired, the weather can go from balmy hot to wintry cold. Snowfall can be cleared and make way for clear sunshine. For every five degrees in difference from the area's beginning temperature, the time is increased by one hour.

To use the Bowl of Winds, a weave using all five Affinities must be created and channeled directly into the bowl. The DC of the weave begins at 50, and increases based on the degree of change forced into the skies. For every ten degrees of temperature change, the DC of this weave is increased by 5, and adding or removing precipitation adds 10 to the difficulty. Other changes in weather may increase or decrease the difficulty as well.

Fluted Black Rod

Weight: 1 lb

The fluted black rod is a long rod roughly a pace in length. It allows a female channeler to create powerful weaves of *balefire*. When using the rod, the channeler makes a Channel check and adds +10 to the result. The rod creates the weave, so the channeler does not need to know how to create *balefire* to use this item. Because it is the rod creating the weave (and not the channeler), the weave does not count against the channeler's One Power usage when considering channeling fatigue.

Foxhead Medallion

Weight: ½ lbs

The foxhead medallion disrupts any weaves created to directly affect the wearer. As long as it is in direct contact with the wearer's skin, the One Power cannot directly touch the wearer.

The foxhead medallion turns ice cold whenever anyone within 5 squares of the wearer uses the One Power. For reasons unknown, the foxhead medallion burns gholams, inflicting 2d4 points of damage to them as though it was burning hot.

Glass Columns

Weight: n/a

The glass columns cause an individual to experience the lives of several Aiel ancestors, giving them the true knowledge of the dwellers of the Threefold Land. If the person entering the *ter'angreal* survives the experience, he emerges with a dragon tattoo on his arm.

Hummingbird Hair Ornament

Weight: negligible

A well is used to store the One Power to be used at a later time. A female channeler attempting to use the One Power with this well may create one weave or use it to hold a weave for up to one minute without having it count against her channeling fatigue. Alternately, the ornament may be used to create a weave in a *steding* or other location where the One Power is otherwise inaccessible.

Oath Rod

Weight: 1 lb

The Oath Rod is used by the Aes Sedai to swear the Three Oaths. When a channeler swears on the Oath Rod, the oath is bound so that the oath taker literally cannot break the oaths. When held, threads of Spirit are channeled into the end to bind the oaths to the person swearing the oaths. This causes the oath taker's skin to tighten slightly, and also shortens the person's life by roughly twenty-five percent. Though channelers have longer lifespans, this causes their lengthened lifespans to be shorter than they would have been without the influence of the Oath Rod.

The Oath Rod can be used to end oaths sworn into the Oath Rod through a more complicated ritual also involving threads of Spirit woven into the Oath Rod. The oath forsaker releases her oaths in much the same way she would have taken the oaths in the first place.

Portal Stone

Weight: n/a

A Portal Stone can be used to transport people from one portal stone to another instantly through use of the One Power. A channeler uses the *use Portal Stone* weave and he or she, along with people with him or her are teleported to the chosen location. This location can be on the same plane, or can be on a different plane, depending on the symbol chosen.

Silver Arches

Weight: n/a

The silver arches cause a person to experience the fears of their past, present, and future when they enter through each archway. Currently, the silver arches are used to test women who desire to become Aes Sedai. Someone must channel into the three archways at all times while a person is inside them.

Once inside, the channeler's Will Defense is attacked by the arches (1d20-5 for the first archway, 1d20 for the second, and 1d20+5 for the third). If the attack is successful, the channeler takes a -5 penalty to all Wisdom-based Skill checks and a -2 penalty to Will Defense while experiencing what she goes through within the arches as she primarily forgets that the experience is not real life. If the check fails, she still loses most of her

sense of reality, but takes no additional penalties to Will Defense or Wisdom-based Skill checks.

During each experience, a doorway appears, which will allow the woman being tested to exit. To do so, she must endure an attack on her Will Defense (1d20-2 during the first experience, 1d20 during the second, and 1d20+2 during the third). If the attack succeeds, she must make a Focus check (DC 20) to successfully bring herself to exit the scene. If it fails, she may do so without the Focus check. Failing to exit causes the character to remain in the arch forever. The only other way out is to create another doorway with a successful DC 25 Channel check.

Any attempts to Channel within the archway causes an immediate attack against the channeler's Fortitude Defense (1d20+10). If the attack succeeds by less than five, the woman is temporarily unable to channel when she reemerges. If the attack succeeds by five or more but less than ten, the woman is stilled. If she does not emerge through the doorway after being stilled, no other doorway will ever appear.

Twisted Redstone Doorframe

Weight: 1000 lbs

There are two twisted redstone doorframes. One has wavy lines in the design and leads to the Aelfinn, while the other has triangular designs and leads to the realm of the Eelfinn.

Each doorframe can be used by any person only once. Any attempt to pass through a second time simply causes the individual to pass through the doorframe to the other side of it. Due to an ancient pact between the Finns and the humans, no sources of light, musical instruments, or items made of iron can be brought into the realms of the Aelfinn or Eelfinn.

Twisted Stone Ring

Weight: negligible

When worn by a sleeping female channeler, the twisted stone ring causes her to enter *Tel'aran'rhiod*.

WONDROUS ITEMS

There are certain items that are specialized and unique. Though not necessarily One Power-related, they are indeed wondrous.

Horn of Valere

The Horn of Valere is an ancient artifact. When it is blown, the Heroes of the Horn will emerge and serve the blower within 2d4 rounds. Once a person blows the Horn of Valere, he is the only one for whom it will work until he dies.

Ruby-Hilted Dagger

The ruby-hilted dagger was taken from Shadar Logoth by Matrim Cauthon, who became tainted by it. After finally being healed from the taint, Mat became free of it. Not long afterwards, it was stolen by Padan Fain.

The dagger taints anyone who carries it. If a person has the dagger for one day, its presence attacks the holder's Fortitude Defense with a 1d20+20 attack. If the attack succeeds, the user becomes tainted and the evil presence within the dagger forms a bond with him. As long as the dagger is on the person, his Taint score increases by one point every month. If the dagger is separated from the person, the Taint score increases more rapidly, at a rate of one point per week.

Anyone damaged by the ruby-hilted dagger is attacked with a 1d20+25 attack against their Fortitude Defense. If this attack succeeds, they are infected by a dangerous disease. This disease causes one point of Strength damage every round. Once the victim is reduced to zero Strength, he dies.

TAINT

Shadar Logoth, and objects in Shadar Logoth, are tainted by an ancient presence that causes a taint on a person's physical and mental well-being. Any person in possession of an item from Shadar Logoth or other similarly corrupted places becomes infected with a taint that is impossible to heal except with the One Power, and even then is extremely difficult.

When a character holds an object from Shadar Logoth, the evil taint within the object makes an attack against the character's Will Defense (1d20+20). If this attack succeeds, the character gains the taint from the object.

As long as the character remains in contact with the item, once per month the character endures two attacks, (1d20+10) against his Fortitude Defense and Will Defense (one attack each). If the attack is successful, he gains one Taint Point. If the character is not in contact with the item, this attack is made once per week.

If the character gains a number of Taint Points more than half of his Strength points, he takes a permanent -5 penalty to his Strength modifier when determining carrying capacity. If he loses more than half of his Intelligence points, he takes a permanent -5 penalty to Intelligence checks to remember life events. Even if he is healed, these penalties always remain.

Any character damaged by a weapon from Shadar Logoth is attacked by the taint as well, but this attack is against his Fortitude Defense. If the attack succeeds, he takes a -1 penalty on his Condition Track each round until the character is reduced to the bottom level of the Condition Track. Once this happens, the character dies. Even if the character is healed by the One Power before dying in this manner, he takes a permanent -1 penalty on the Condition Track.



CHAPTER EIGHT COMBAT



Though the inhabitants generally desire peace, skirmishes, battles, and wars happen throughout the Westlands. The Combat rules in Star Wars: Saga Edition work well for nearly all combat situations in the Wheel of Time, with exceptions including Autofire, Ion Damage, Shield Rating, and Stunning. Presented in this chapter are a few additional rules specifically for use in the Wheel of Time, which are ramming, which governs characters running into other characters at a run, and also ranged attacks in adverse weather, which, obviously, covers rules for shooting arrows or bolts in windy or raining conditions.

Also presented are the blademaster forms, which can be learned by taking the feat: Blade Techniques. By no means are the forms presented here all-inclusive, as there are many more besides them.

RAMMING

When making a Charge attack, instead of gaining a +2 bonus on your attack roll, you may attempt to ram your opponent. First, you must make an unarmed attack roll. If you are successful with the unarmed attack roll, you then make an opposed Strength check. If this Strength check is in your favor, the opponent is pushed back a square (or more) in addition to taking damage. If you fail, you still deal damage, your opponent doesn't move, and you stay in the nearest square. Ramming uses your unarmed attack for damage and is considered to be an attack (requiring an attack action).

You gain benefits or take penalties to your Strength check as follows:

Size Difference	Bonus
Four or more sizes smaller	cannot move opponent
Two or three sizes smaller	-5
One size smaller	+0
Same size	+5
One size larger	+10
Two or three sizes larger	+20
Four or more sizes larger	+40

If you succeed, you move your opponent one square in the direction in which you are running. If your Strength check also exceeds their damage threshold, they are pushed back a number of squares equal to 1 + your Strength modifier and knocked prone.

RANGED ATTACKS IN ADVERSE WEATHER

When attempting to make a ranged attack in adverse weather, your accuracy may be compromised, as follows:

Wind (Into or Sideways)	Effect
Mild (up to a gentle breeze)	No effect
Moderate (noticeable winds)	Range reduced by one quarter, -2 penalty to attack roll
Heavy (powerful winds)	Range reduced by half, -4 penalty to attack roll
Mighty (hurricane)	Range reduced by seven eighths, -10 penalty to attack roll

Wind (With)	Effect
Mild (up to a gentle breeze)	No effect
Moderate (noticeable winds)	Range increased by one quarter
Heavy (powerful winds)	Range increased by half
Mighty (hurricane)	Range increased by seven eighths

Rain	Effect
Drizzle	No effect
Shower	-1 penalty
Downpour	-2 penalty
Monsoon	-4 penalty

Wind and rain modifications stack.

BLADEMASTER FORMS

Presented below is a list of blade techniques. They are meant to be potentially minor in effect, but overall positive, though it limits the blademaster somewhat to use them.

Unless otherwise stated, a blade technique requires one swift action to use.

Arc of the Moon

You make an attack at the opponent's head.

Make a Focus check before making your attack roll. The result determines the effects, as below:

DC 15: You take a -5 penalty to your attack roll, but your critical range increases by 1. If the attack is a critical hit, you add your Dexterity modifier in addition to your Strength modifier when determining damage.

DC 20: As above, except you only take a -2 penalty to your attack roll.

DC 25: As above, except you only take a -1 penalty to your attack roll.

DC 30: As above, except you take no penalty to your attack roll.

Form Bonus: If you have the Vital Form talent, you add double your Strength and Dexterity modifiers on a successful critical hit when using this technique.

Boar Rushes Down the Mountain

You make a charging, vertical slash downward at your opponent, causing greater damage.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: If you successfully hit your opponent after you take a move action to move, you may reroll your damage roll, taking the better result. You take a -4 penalty to Reflex Defense until the beginning of your next turn.

DC 25: As above, except your penalty to Reflex Defense is -2.

DC 30: As above, except your penalty to Reflex Defense is -1.

DC 35: As above, except you take no penalty to Reflex Defense.

Form Bonus: If you have the Powerful Form talent, you deal an additional die of damage in addition to rerolling damage.

Boar Rushes Downhill

You make a simple downward slash meant for power.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You take a -1 penalty to your attack roll, and a -1 penalty to Reflex Defense. If your attack is successful, you deal +2 points of damage.

DC 20: As above, except you deal +4 points of damage.

DC 25: As above, except you deal +6 points of damage.

DC 30: As above, except you deal +8 points of damage.

Form Bonus: If you have the Powerful Form talent, you also cause the opponent to move an additional -1 step along the Condition Track when you successfully deal damage.

Bundling Straw

You make a quick thrust against a melee combatant in an effort to get by their defenses.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: Your opponent's shield bonus to Reflex Defense is reduced by 1.

DC 20: As above, except the penalty is -2.

DC 25: As above, except the penalty is -4.

DC 30: As above, except the opponent loses her entire shield bonus to Reflex Defense.

Form Bonus: If you have the Deft Form talent, your opponent also takes the penalty against all remaining attacks made by you for the round.

Cat Crosses the Courtyard

You move quickly and alertly, ready for any attacks that come.

Make a Focus check. The result determines the effects, as follows:

DC 15: You gain a +1 bonus to Initiative checks and Perception checks made until the next round.

DC 20: As above, except the bonus is +2.

DC 25: As above, except the bonus is +3.

DC 30: As above, except the bonus is +5.

Form Bonus: If you have the Defensive Form talent, you retain your Dexterity modifier to Reflex Defense if you are attacked during the surprise round while this form is being used.

Cat Dances on the Wall

You can make a series of tentative slashes meant more to buy time than cause serious damage.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You gain a +5 bonus your next Deception check made to feint, but you take a -5 penalty to your damage check for the attack.

DC 20: As above, except your penalty to damage is -2.

DC 25: As above, except your penalty to damage is -1.

DC 30: As above, except you take no penalty to damage.

Form Bonus: If you have the Defensive Form talent, you can reroll your Deception check to feint and keep the better result.

Cat on Hot Sand

You can make a series of tentative slashes against multiple opponents to distract them.

Make one Focus check. The result determines the effects, as follows:

DC 20: You can make a Deception check against a number of opponents equal to your Dexterity modifier. The same check affects each of these opponents. You take a -5 to the Deception check, however.

DC 25: As above, except your penalty to the Deception check is -2.

DC 30: As above, except your penalty to the Deception check is -1.

DC 35: As above, except you take no penalty to the Deception check.

Form Bonus: If you have the Deft Form talent, you can affect a number of opponents equal to twice your Dexterity modifier.

Courtier Taps His Fan

You can make an attack that is particularly harmful to one nearby enemy.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You treat your opponent's damage threshold as though it is 1 point less.

DC 20: As above, except the threshold is treated as 2 points less.

DC 25: As above, except the threshold is treated as 3 points less.

DC 30: As above, except the threshold is treated as 5 points less.

Form Bonus: If you have the Vital Form talent, the target also moves one additional step down the Condition Track.

Cutting the Clouds

You make an extremely fast strike against an opponent.

Make a Focus check before making your first attack roll. The result determines the effects, as follows:

DC 20: You gain one attack as a swift action at a -2 penalty to the attack roll. If successful, the attack deals normal damage with a -10 penalty.

DC 25: As above, except there is a -8 penalty to damage.

DC 25: As above, except there is a -6 penalty to damage.

DC 25: As above, except there is a -4 penalty to damage.

Form Bonus: If you have the Deft Form talent, you take no penalty to the attack roll.

Falcon Dives

An opening attack that is good at hitting your opponent at the expense of defense.

Make a Focus check before making your first attack roll. The result determines the effects, as follows:

DC 15: You take a -2 penalty to Reflex Defense for the round against the opponent you are attacking, but gain a +1 bonus to your attack roll.

DC 20: As above, except your bonus to your attack roll is increased to +2

DC 25: As above, except your bonus to your attack roll is increased to +3

DC 30: As above, except your bonus to your attack roll is increased to +5.

Form Bonus: If you have the Aggressive Form talent, your penalty to Reflex Defense is -2 only against the first attack made by your opponent until the beginning of your next turn.

Falling Leaf

You make downward, diagonal attacks against multiple opponents in the hopes of fending them off and possibly harming them.

Make a Focus check at the beginning of your turn. The result determines the effects, as follows:

DC 20: You gain a +1 shield bonus against all adjacent opponents until the beginning of your next turn, though all attacks you make during the round take a -5 penalty to the attack roll.

DC 25: As above, except your attack rolls are made at a -2 penalty.

DC 30: As above, except your attack rolls are made at a -1 penalty.

DC 35: As above, except your attack rolls are made at no penalty.

Form Bonus: If you have the Patient Form talent, your shield bonus is equal to 1 + your Wisdom modifier against all adjacent opponents.

Folding the Fan

You can draw or sheath your sword with amazing quickness. Drawing your sword using this technique is often called "Unfolding the Fan."

Make a Focus check. The result determines the effects, as follows:

Benefit: You can draw or sheath your sword as a swift action, rather than a move action.

Form Bonus: If you have the Deft Form talent, you can immediately make an attack against an adjacent opponent at a -5 penalty to your attack roll as a free action after drawing your sword (or before sheathing it).

Grapevine Twists

You twirl your sword around your opponent's in an effort to disarm him.

Make a Focus check before making your disarm roll. The result determines the effects, as follows:

DC 15: You gain a +1 bonus to your disarm check.

DC 20: As above, except your bonus is +2.

DC 25: As above, except your bonus is +3.

DC 30: As above, except your bonus is +5.

Form Bonus: If you have the Deft Form talent, you can throw the disarmed weapon a distance away equal to your Strength modifier.

Heron Spreads Its Wings

You make a calculated attack from a risky stance.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: You take a -5 penalty to your Reflex Defense until the beginning of your next turn. However, you deal an additional 1d4 points of damage if your attack is successful.

DC 25: As above, except you deal an additional 1d6 points of damage.

DC 30: As above, except you deal an additional 1d8 points of damage.

DC 35: As above, except you deal an additional 1d10 points of damage.

Form Bonus: If you have the Vital Form talent, your critical range is increased by 1 point on your attack, and if you score a critical hit, you deal two dice of extra damage instead of one.

Heron Wading in the Rushes

You make a slow, risky attack at your opponent's head.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 25: You take a -5 penalty to your Reflex Defense until the beginning of your next turn. However, your critical range is increased by 1. Note that you still only gain an automatic hit on a natural 20.

DC 30: As above, except your critical range is increased by 2.

DC 35: As above, except your critical range is increased by 3.

DC 40: As above, except your critical range is increased by 4.

Form Bonus: If you have the Vital Form talent, if you roll a successful critical hit with your attack you may reroll the lowest damage die and keep the higher result.



Hummingbird Kisses the Honeyrose

You make a stab at the opponent's face.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 25: You take a -10 penalty to your attack roll, but your critical threat range is doubled.

DC 30: As above, plus your opponent moves one additional step down the condition track if you score a critical hit.

DC 35: As above, plus your opponent moves two additional steps down the condition track if you score a critical hit.

DC 40: As above, plus your opponent moves three additional steps down the condition track if you score a critical hit.

Form Bonus: If you have the Vital Form talent, you also deal triple damage with a successful critical hit.

Kingfisher Takes a Silverback

You take a stab from a high stance at the opponent's legs.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You deal half damage, but your opponent's base speed is reduced by 1 square (minimum 1), until he heals the damage.

DC 20: As above, except your opponent's base speed is reduced by 2 squares (minimum 1).

DC 25: As above, except your opponent's base speed is reduced by 3 squares (minimum 1).

DC 30: As above, except your opponent's base speed is reduced by 4 squares (minimum 1).

Form Bonus: If you have the Vital Form talent, your opponent cannot move during his upcoming turn in addition to the penalty to his speed for all rounds after that until he heals the damage.

Leaf Floating in the Breeze

You defend against your opponent's attacks and return with attacks of your own.

Make a Focus check and choose one opponent. The result determines the effects, as follows:

DC 20: If your opponent attacks you during his turn and misses, you gain an immediate attack of opportunity, though the attack is made at a -5 penalty.

DC 25: As above, except your attack roll is made at a -2 penalty.

DC 30: As above, except your attack roll is made at a -1 penalty.

DC 35: As above, except your attack roll is made at no penalty.

Form Bonus: If you have the Patient Form talent, you can use this ability against any single opponent who attacks you, rather than choosing one opponent at the time of the roll. You make the roll as a reaction in this case.

Leopard in the Tree

You attack your opponent fiercely and suddenly.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: If your opponent is flat-footed or otherwise without her Dexterity modifier to Reflex Defense, you deal an additional 2 damage.

DC 25: As above, except you deal an additional 4 damage.

DC 30: As above, except you deal an additional 6 damage.

DC 35: As above, except you deal an additional 8 damage.

Form Bonus: If you have the Aggressive Form talent, you deal an additional 2d4 damage in addition to the extra damage from this ability.

Lightning of Three Prongs

You make three stabs at an opponent. One to each side, then finally to the center.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: As a standard attack, you make three quick strikes. Make one attack roll. If your attack is successful, your damage die increases by one die type.

DC 20: As above, except your damage die increases by two die types.

DC 25: As above, except your damage die increases by three die types.

DC 30: As above, except your damage die increases by four die types.

Form Bonus: If you have the Aggressive Form talent, your opponent takes a -1 penalty to Reflex Defense until the beginning of your next turn if you successfully deal damage with this attack.

Lion on the Hill

You stand in a guard position, ready to strike at anyone who strikes at you.

Make a Focus check. The result determines the effects, as follows:

DC 20: Against a number of opponents equal to your Wisdom modifier (minimum 1), any time they successfully hit you with a melee attack, you may make an attack against them, though you take a -5 penalty to the attack rolls. You can make a number of such reactive attacks up to your Dexterity modifier.

DC 25: As above, except you take a -2 penalty to the attack rolls.

DC 30: As above, except you take a -1 penalty to the attack rolls.

DC 35: As above, except you take no penalty to the attack rolls.

Form Bonus: If you have the Defensive Form talent, you can make unlimited attacks against opponents using this technique, but only one per successful attack against you.

Lizard in the Thornbush

You can make two quick, painful attacks against two opponents flanking you.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: Whenever you are flanked, you may make a standard attack and try one attack against two opponents flanking you. Each attack is done at a -5 penalty and does -5 damage.

DC 25: As above, except your penalty to the attack rolls is -2.

DC 30: As above, except your penalty to the attack rolls is -1.

DC 35: As above, except there is no penalty to the attack rolls.

Form Bonus: If you have the Deft Form talent, you take no penalty to damage when using this technique.

Moon Rises Over the Water

You can make two sudden, swift attacks against your opponent.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You make two quick attacks with one standard action (and one attack roll). Your opponent takes a -2 penalty to Reflex Defense against this attack, though your damage is reduced by 10.

DC 20: As above, except your damage is reduced by 8.

DC 25: As above, except your damage is reduced by 6.

DC 30: As above, except your damage is reduced by 4.

Form Bonus: If you have the Aggressive Form talent, you take no penalty to damage when using this ability.

Parting the Silk

You make an accurate swipe at your enemy.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You gain a +1 bonus to your attack roll, though you take a -5 penalty to damage.

DC 20: As above, except your penalty to damage is -2.

DC 25: As above, except your penalty to damage is -1.

DC 30: As above, except you take no penalty to damage.

Form Bonus: If you have the Vital Form talent, you can reroll a failed attack roll when using this ability, though you must keep the second roll, even if it is worse.

Ribbon in the Air

You make a slash that changes directions in mid-swing that can more easily get past your opponent's defenses.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You lose your Strength bonus to damage, but your opponent takes a penalty to his shield bonus to Reflex Defense equal to -1.

DC 20: As above, except your opponent's shield bonus to Reflex Defense is reduced by -2.

DC 25: As above, except your opponent's shield bonus to Reflex Defense is reduced by -3.

DC 30: As above, except your opponent's shield bonus to Reflex Defense is eliminated.

Form Bonus: If you have the Aggressive Form talent, your opponent takes an equal penalty to his armor bonus to Reflex Defense in addition to the penalty to his shield bonus.

River Undercuts the Bank

You make a slash against an opponent that is difficult to avoid.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: You gain a +1 bonus to your attack roll, but you cannot gain a critical hit with your attack, even if your roll is in your critical threat range. Furthermore, your attack takes a -5 penalty to damage.

DC 25: As above, except your bonus to your attack roll is +2.

DC 30: As above, except your bonus to your attack roll is +3.

DC 35: As above, except your bonus to your attack roll is +5.

Form Bonus: If you have the Powerful Form talent, if you roll a natural 20, you can make a second attack roll. If this second attack roll exceeds your opponent's Reflex Defense, the attack is considered to be a critical hit.

Rose Unfolds

You make an extended attack against multiple opponents.

Make a Focus check and ready an attack action against a number of charging opponents up to your Dexterity modifier. The result determines the effects, as follows:

DC 20: You can reroll your attacks of opportunity against each of the chosen opponents, though each attack has a -5 penalty to attack and damage.

DC 25: As above, except your penalty to the damage rolls is -2.

DC 30: As above, except your penalty to the damage rolls is -1.

DC 35: As above, except you take no penalty to the damage rolls.

Form Bonus: If you have the Patient Form talent, your Initiative roll result is considered to be one more than the highest of your opponents in melee range if you successfully deal damage against at least one of them.

Stones Falling from the Cliff

You bring your sword down vertically with great power, dealing greater damage or blocking a blow that would otherwise have hit you.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You take a -1 penalty to your attack roll, though your opponent's damage threshold is reduced by 1 against your attack, and their armor bonus is also reduced by 1.

DC 20: As above, except your opponent's damage threshold is reduced by 2.

DC 25: As above, except your opponent's damage threshold is reduced by 3.

DC 30: As above, except your opponent's damage threshold is reduced by 5.

Form Bonus: If you have the Defensive Form talent, you can use this ability as a reaction to gain an additional +1 shield bonus to Reflex Defense that stacks with any preexisting shield bonuses. This bonus lasts until the beginning of your next turn.

Striking the Spark

You can make an exhausting series of quick blows against an opponent.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You gain a +1 bonus on attack rolls and damage rolls for the round. However, at the beginning of your next turn, you must make an Endurance check (DC 20 + 5 for each attack made during the round). If the check fails, you move down one step on the

Condition Track.

DC 20: As above, except your bonus to damage is +2.

DC 25: As above, except your bonus to damage is +3.

DC 30: As above, except your bonus to damage is +5.

Form Bonus: If you have the Aggressive Form talent, you gain a +5 bonus on attack rolls and damage rolls for the round, but the DC for the Endurance check becomes 30 + 5 for each attack made during the round.

Swallow Rides the Air

You are adept at defending yourself while moving.

Make a Focus check before using a move action to move at least a number of squares equal to your speed. The result determines the effects, as follows:

DC 15: You take a -5 penalty to attack rolls, and gain a +1 shield bonus to Reflex Defense for the round against melee attacks.

DC 20: As above, except your penalty to attack rolls is reduced to -2.

DC 25: As above, except your penalty to attack rolls is reduced to -1.

DC 30: As above, except you take no penalty to attack rolls.

Form Bonus: If you have the Defensive Form talent, you gain a bonus to shield bonus equal to your Wisdom modifier.

Swallow Takes Flight

You make swift attacks against your opponent meant to hit them for little damage.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: If your attack misses, you still deal 1 point of damage to your opponent.

DC 20: As above, except you deal 2 points of damage if you miss.

DC 25: As above, except you deal 3 points of damage if you miss.



DC 30: As above, except you deal 5 points of damage if you miss.

Form Bonus: If you have the Deft Form talent, you deal the additional damage even if you hit.

Thistledown Floats on the Whirlwind

You make a jumping beheading attempt at your opponent.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: You make an Athletics check to jump (DC 20). If successful, you move your opponent down an additional step along the Condition Track, though you take a -5 penalty to your attack roll.

DC 25: As above, except your penalty to your attack roll is -2.

DC 30: As above, except your penalty to your attack roll is -1.

DC 35: As above, except you take no penalty to your attack roll.

Form Bonus: If you have the Aggressive Form talent, you move the target down an additional step along the condition track.

Tower of the Morning

You slash at your opponent vertically, starting low and ending high, causing serious damage at the expense of speed.

Make a Focus check before making your attack roll that uses a full-round action. The result determines the effects, as follows:

DC 20: Your attack ignores damage reduction and deals +1 point of damage.

DC 25: As above, except your damage bonus is increased to +2.

DC 30: As above, except your damage bonus is increased to +3.

DC 35: As above, except your damage bonus is increased to +5.

Form Bonus: If you have the Powerful Form talent, this technique only uses a standard action.

Twisting the Wind

You parry and twist against multiple opponents cornering you.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: You gain a +1 shield bonus to Reflex Defense against a number of opponents adjacent to you equal to your Wisdom modifier (minimum 1). However, you cannot move during the round.

DC 25: As above, except you can move at one-quarter your base speed (rounded down).

DC 30: As above, except you can move at one-half your base speed (rounded down).

DC 35: As above, except you can move at three-quarters your base speed (rounded down).

Form Bonus: If you have the Defensive Form talent, your shield bonus to Reflex Defense increases to +2 when using this technique.

Water Flows Downhill

You make a careful attack meant to hit but do little harm to an opponent.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You gain a +1 bonus on your attack roll, but if you hit, you lose your Strength bonus to the damage roll and your damage die type is reduced by one step.

DC 20: As above, except your bonus is +2 to your attack roll.

DC 25: As above, except your bonus is +3 to your attack roll.

DC 30: As above, except your bonus is +5 to your attack roll.

Form Bonus: If you have the Deft Form talent, you deal the normal damage die type (though you still lose your Dexterity modifier from the damage roll).

Wood Grouse Dances

You gain a feel for your opponent with multiple slashes and parries.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: You take a -2 penalty to the attack roll and damage roll and make a free Perception check against one opponent. If the check exceeds the opponent's Will Defense, you find out the opponent's heroic level.

DC 25: As above, except you also determine the opponent's base attack bonus.

DC 30: As above, except you also determine the opponent's Reflex Defense.

DC 35: As above, except you also determine the number of hit points the opponent has.

Form Bonus: If you have the Patient Form talent, you can also find out how many Hero Points and Destiny Points the opponent has.



CHAPTER NINE THE ONE POWER



The One Power is a wonderful and controversial tool with which some people are gifted in The Wheel of Time. While some, such as the sturdy warrior people of the Borderlands and the mysterious sailors of the Sea Folk, consider it to be a boon and a tool to be used for good, others, especially the Children of the Light, consider it to be a powerful evil and a sign of the Dark One. Certainly a wielder of the One Power has abilities at her disposal that give her overwhelming advantages against any danger she may face.

INTRODUCTION TO THE ONE POWER

The True Source is a mystical force set in place by the Creator to eternally fuel the Wheel of Time. The One Power can be drawn from the True Source by gifted individuals called channelers. The One Power is composed of five Flows: Air, Earth, Fire, Spirit, and Water. Wielding the One Power to create affects is referred to as weaving the flows, while particular strength with individual flows is called an Affinity.

The One Power is divided into two halves which constantly struggle against one another to turn the Wheel. The female half, *saidar*, can only be wielded by women and the male half, *saidin*, can only be wielded by men. From just before the Breaking of the World up to the time of the Cleansing of *Saidin*, a taint, caused by the Dark One's backlash from the Sealing of the Bore, causes madness in any male who uses it extensively (see Chapter Five: Heroic Characteristics). In addition to using different halves of the True Source, women and men have different ways of manipulating the One Power.

CHANNELERS

A channeler is a man or woman who has the ability to channel. In world terms, this means they have the spark of the One Power in them, and could, with training or through explosive accident, harness this power. In game terms, this means they have taken the Channeler feat. Although channelers even within individual organizations are diverse and unique, there are general differences between types of channelers and the organizations that train them. Only humans may have the ability to touch the True Source.

Women: A female channeler opens herself to the One Power, submitting herself to *saidar's* will and influencing it with subtlety. Any woman trained in the Channel skill must spend two swift actions to open herself to the One Power, but she receives a +5

bonus to her Embrace the One Power check because of *saidar's* serene nature. In general, women have more finesse with the one power than men. Women receive a +2 bonus to maintain weaves when they are distracted or take damage in combat. As a generalization, women have stronger Affinities for Air and Water. (see Affinities, below).

Men: A male channeler wrestles with the One Power, molding it to do his bidding through sheer strength and force of will. A man only needs to spend one move action to Embrace the One Power, but he suffers a -2 penalty to do so, thanks to the violent nature of *saidin*. Men tend to have more raw strength in the One Power than women and therefore start with +1 weaves per hour. Men are usually stronger in Earth and Fire. Because of the Dark One's taint, men suffer possible Madness whenever they channel.

WILDERS

While the Aes Sedai consider anyone not trained by Aes Sedai to be a wilder, in reality a wilder is any channeler who does not have a mentor or organization to teach her to use the One Power. A wilder may be of any class or nation, even including lands unknown.

Wilders lead a potentially dangerous life, assuming they even survive their first channeling experiences (see Overchanneling, below). Once they realize their powers, normally through accident, they often react with fear or mind-clouding disbelief. In the Westlands, the ability to channel is kept secret if possible. Otherwise the discovery is met as the culture deems appropriate. This means gentling if the wilder is a male or a trip to the White Tower for training if the wilder is a female. In the Aiel Waste, males who show the ability to channel go on suicide missions to the Blight, while females are normally trained under Wise Ones. Among the Seanchan, female wilders almost universally become damane (see below).

Wilders who never receive formalized training can still learn to control the One Power. Wilders always have Blocks, subconscious barriers within their minds which protect them from the dangers of channeling. While students of the various organizations learn specific weaves deemed important by the organization, wilders may experiment with the One Power, creating weaves that are often unique or uncommon. Another common way that wilders learn weaves is through accidental channeling, though this must be done when the channeler is in the specific emotional state necessary to overcome their Block. Such spontaneous channeling can be unpredictable at best, and is dangerous or even

lethal at worst, and not just to the channeler. Weaves are very precise, and even one thread out of place can create a completely different weave or lead to cataclysmic effects.

Wilders have all options of learning weaves available to them, though they rarely learn weaves through training, since they seldom have access to instructors.

Game Definition: A channeler with no membership in an organization (see Chapter Thirteen: Organizations) is considered to be a wilder.

Wilder Benefits

Wilders have the following benefits.

Overchanneling: Wilders gain a +1 bonus to their Fortitude Defense to resist the negative effects of overchanneling.

Remember Weave: Wilders who are aware of their ability to channel tend to be adept at remembering weaves they see. When a wilder spontaneously creates or sees a new weave, she gains a +5 bonus to learn the weave.

Spontaneous Channeler: While anyone with the One Power can attempt to create weaves, wilders do it much more frequently than students of channeling organizations, because they possess a special ability to do so.

Wilder Drawbacks

Wilders have the following drawbacks.

Slow Weave Learner: Until they become sufficiently acclimated to an organization (if



ever), wilders suffer a -5 penalty to Channel checks made to learn weaves by practice or training. Furthermore, the time that is required to learn or practice a weave to usefulness is multiplied by 4, owing to the fact that you must overcome your Block even to be able to use the One Power, and that isn't reliably the case in all situations.

Untrained: Wilders have no list of organization weaves. They must learn all of their weaves without access to such a list or join the organization.

A Note on Wilders

Wilders, in game terms, have the restriction of not belonging to an organization and not having a solid trainer. Rand al'Thor, for example, went from being a wilder to being a student of the One Power when he was trained by the Forsaken Asmodean. Nynaeve al'Meara went from being a wilder to a student of the One Power when she had been a member of the Aes Sedai for a sufficient amount of time to effectively lose her wilder drawbacks.

While both types of channelers are free to take levels in any class, wilders are more likely to take levels in classes other than initiate, and are indeed more likely to start from first level unable to effectively channel.

POTENTIAL CHANNELERS

Not every person born with the ability to channel left untrained is a wilder. In fact, only about one in four people who can channel have the spark so strongly that they will channel without training. Most of those who are born with the ability never have the experiences of self-learning and sudden surges as wilders do. The majority of these individuals go their entire lives never knowing of their abilities, or the ability in them is so weak that it would never be useful. Others are found before they risk their well being and that of those around them and are trained at least sufficiently not to be a danger to the world. Still others are found and go on to become members of various organizations.

In game terms, it is possible to have the ability to channel simply by taking the Channeler feat. This feat can be taken at any point when a feat would normally be allowed to be taken throughout a character's life. For some, this is early on in their lives. For others, it is much later, even after becoming renowned heroes.

To create this type of character in the game, simply hold off on taking the Channeler feat until your character is revealed to be a channeler. A player should decide from the beginning if his character is such a person, and the Game Master should know as well. Note that this does not necessarily mean taking the Channeler feat early on. If your character doesn't become aware of his ability to channel until tenth level, hold off on taking the Skill Training (Channel) feat until your character has experienced some training in it.

For example, Kilan Jurona is a scout for the Tairen military. He fights in many battles and finds himself traveling across the Westlands, encountering dangers and fighting them off with his cunning skill and expertise with his weapons. He advances in scout and armsman levels, and eventually even takes a level or two in the veteran warrior prestige class. Somewhere over the course of your adventures, you take the Channeler feat (though the character isn't aware of gaining this ability). On one fateful mission, he works alongside (or against) a mysterious man dressed in a long black coat with dangerous powers you have only heard about in stories. To your unbelief, he tells you that you have the ability in you to wield such power, and invites you to join the Asha'man in the Black Tower. The choice is yours, but he insists that he can prove it.

Game Definition: A character with the Channeler feat who is still unaware of his ability to channel is a potential channeler.

STUDENTS OF THE ONE POWER

There are many organizations throughout the world of the Wheel of Time. In the Westlands, the Aes Sedai is the most prominent and visible organization, based in Tar Valon, while the organization known as the Kinship exists in assumed secrecy centered in Ebou Dar. Shortly after the Dragon is reborn, he creates an organization called the Asha'man for male channelers, despite the abundance of controversies and challenges involved with training men in the tainted male half of the One Power. Among the



the Atha'an Miere, channeling women called Windfinders channel the One Power and learn weaves that are usually geared toward aiding the ship and helping it move faster. The Aiel have no formal channeling organization, though women who can channel usually become Wise Ones.

A student of the One Power typically belongs to an organization. He does not gain the benefits or drawbacks of being a wilder. In order to avoid the traits of being a wilder without belonging to an organization from first level, the channeler must have spent an extended period of time with an instructor determined by your character's Intelligence rating (9 or less:

two years or more, 10 – 13: one year or more, 14 – 17: six months or more, 18 or higher: two months or more).

Game Definition: A channeler with membership in a Channeling organization or having been sufficiently trained by a master of the One Power.

A Note on Students of the One Power

While wilders have benefits and drawbacks, this doesn't unbalance them with students of the One Power. Students of the One Power do not have drawbacks, and gain the benefits of their organization.

Students of the One Power can start in any class. It is not unreasonable to assume that an Aes Sedai or Wise One heroic apprentice could start as a first-level noble, for example. Other examples could include an Asha'man whose first level is armsman, or a Windfinder whose first level is wanderer. Virtually anything is possible. The initiate class is ideal for many and is universal to basically any channeling organization.

NONHEROIC CHANNELERS

Just as with any organization, a majority of channelers are in fact nonheroic. A "typical" channeler of any organization, or any "typical" wilder is likely to be nonheroic. For more information, see Chapter Sixteen: Allies and Enemies for more information on nonheroic characters.

SPECIAL RULES FOR CHANNELERS

The following are special rules for channelers.

Learning New Weaves

To learn new weaves, you must either have seen the weave or actively experiment to create a new weave. In the first instance, the DC of the Channel check is determined by the result of the caster of the weave and modified as follows:

Taught: Another character or NPC is actively teaching you a weave. +0 DC Modifier; each Channel check represents 1 hour of study.

Seen: You have seen a weave cast. You gain a +10 DC modifier, and each Channel check is a reaction to seeing the weave activated.

Learning weaves outside your Talents is even more difficult, resulting in a +10 DC modifier. Note that weaves created through the Spontaneous Caster ability count as Seen for the purposes of learning the weaves.

Experimentation: Creating a weave you have never seen is more difficult. First, make a Channel check. As long as the result of your first Channel is 20 or more, that check sets the DC of your second Channel check. If you succeed at the second Channel check, you

have made one step of progress towards learning your weave. Reduce the DC modifier of the next step by 5. Once you succeed on the +0 DC modifier Channel check, you have successfully learned the weave. Learning weaves outside your Talents this way is even more difficult, adding +10 to the modifier. Each Channel check represents 8 hours of effort creating the weave.

Tried: You are attempting to create a weave. +15 DC Modifier.

Examples of Learning New Weaves

For example, your Accepted character wants to learn Heal. If she has a mentor willing to teach her, learning a new weave is a simple matter. The Aes Sedai in charge of her training simply creates a Heal weave with the minimum DC 15, and the your Accepted has to make a Channel check DC 15 to learn the Heal weave. If Heal is not one of your Accepted's Talents, she has to make a DC 25 Channel check instead.

Now, consider a wilder who sees an Aes Sedai create a Ward Against the One Power weave the wilder has never seen. The Aes Sedai creates a DC 25 weave. If the wilder has the Warding Talent, she can make a DC 35 Channel check to learn the weave this time. Even if she fails the check, the next time she sees the same weave activated, her DC is reduced by 5. If the wilder doesn't have the Warding Talent, the initial DC 45, and it's very unlikely that she will succeed on her first attempt. If she sees the weave cast four times, though, her penalty to learn it by seeing it will be completely negated.

Channeling

When a channeler decides to create a weave, he makes a Channel check and follows the instructions of the weave description (below). Ordinarily, the maximum effect of a weave is the highest DC listed (or 40 if there is none listed).

Channeling Strength

A character's "channeling strength" is a consideration of several attributes' starting ratings. Because Constitution and Wisdom go into the channeler's Weaves per Hour, and Charisma aids in any Channel Skill checks, all three are taken into consideration. Simply add the modifiers of the three ratings together to determine channeling strength. If the sum is less than three, then the character is considered to be a weak channeler, barely worthy of consideration by most channeling organizations. If the sum is four through six, the channeler is of average strength and would be taken into most organizations. If the sum is seven through nine, the channeler is perceived as a strong channeler. If the result is ten or greater, she is considered to be a person of unusually high strength, such as Alivia, Talaan din Gelyn, and Nynaevae, as well as Rand al'Thor, and the Forsaken.

Of course, a character's Constitution, Wisdom, and Charisma scores may increase as she gains levels. By recording the character's starting ability scores, we find what truly is

their starting point and can determine what their potential can be if they survive long enough to fulfill it.

Weaves per Hour

Using the One Power is exhausting even for the most powerful channelers. A channeler can create a number of weaves equal to her (Wisdom modifier + Constitution modifier) + $\frac{1}{2}$ her character level. If she takes the Strong Channeler feat, the number in the parenthesis is multiplied. For more information, see Chapter 5: Feats.

This number of weaves per hour also governs how many rounds a weave may be held and also overchanneling. One weave created without overchanneling counts as one weave for the purposes of weaves per hour. When a weave is held, the first round it is held counts as an additional weave, as does every tenth minute (100 rounds) afterwards it is held. If the channeler overchannels to create the weave or hold the weave, it counts double against the channeler's weaves per hour.

Once a channeler's weaves per hour runs out, she becomes fatigued and moves 1 step down the condition track. If she wants to continue channeling, she must overchannel to do so.

For example, Kassandra Sedai has the Strong Channeler feat, has a Wisdom modifier of +2, and a Constitution modifier of +1. Her weaves per hour started at 3, then is doubled, making it 6. She could create seven weaves without overchanneling before she begins to suffer fatigue or before she needs to start overchanneling to continue channeling. Alternately, she could create a weave and hold it for sixty minutes without needing to overchannel.

Untrained, weak channelers may never have the ability to channel more than one weave per hour



(or zero if they have no Constitution or Wisdom modifiers). More powerful channelers who take the Strong Channeler feat multiple times may gain many weaves per hour.

Maintaining a Weave

Certain weaves may be maintained. If the channeler decides to do this, he must spend a swift action each round to keep the weave intact. No further Channel checks are needed, but Focus checks may be required if the channeler takes damage or is otherwise distracted. Releasing the weave is a swift action.

A channeler may maintain up to three weaves per round (because she has three swift actions per round). To maintain more, she must overchannel.

Linking

Linking is the technique through which channelers can join their strength in the One Power to accomplish things that none could accomplish alone. The strength of the circle is greater than any individual in the circle, but not as strong as the separate strengths added together. Two women who link could handle more of the power than either could alone, but not as much as both could handle separately, although they can handle the power with more skill. A group of linked channelers is referred to as a circle.

There are gender-based differences in linking. Only a woman may form a link, although she can add any eligible channeler to the link, even if they do not know how to form a link themselves. The woman who forms the circle is not necessarily the channeler who leads the circle, as choosing the leader of a circle is often a matter of strength and skill.

The rules for linking are very specific. Up to thirteen women can link without a man. In order to expand beyond thirteen, one man is necessary, which allows thirteen more women to enter the circle, for a total of twenty-seven channelers. Two men can take the circle to thirty-six, three men to forty-five, four men to fifty-four, five men to sixty-three, and finally, six men and sixty-six women allow for the largest circle possible, seventy-two. However, a circle can contain any combination of men and women, so long as there is at least one more woman than there are men, with two exceptions; one man and one woman can form a link, and so can two men and two women. The strongest possible circle, in numbers, would contain thirty-five men and thirty-seven women. There must always be more women than men except when the link includes only one man and one woman, two men and one woman, or two men and two women.

Either a man or a woman can lead a circle, in most cases. With certain combinations, however, the leader must be either male or female. In the case of a full circle of seventy-two, a circle of only one man and woman, or in most circles of up to thirteen containing more than one man, a man must lead the circle. Excepting these cases, and other circles of thirteen or less, a woman must lead where the minimum number of men is present.

The leader of a circle of linked channelers receives a Linking bonus to their Channel skill and to their Fortitude bonus for the purposes of over-channeling. Every woman provides a bonus to the Channel check equal to her Charisma modifier, a +1 bonus to Fortitude Defense to avoid the negative effects of overchanneling, and a +1 bonus to the leader's weaves per hour. Every man provides a bonus to Fortitude Defense equal to his Constitution modifier to avoid damage from overchanneling, a bonus to the leader's weaves per hour equal to his Wisdom modifier, and a +1 bonus to the Channel check.

Any Hero Points spent to improve the weave must come from the leader.

Overchanneling

There are many ways in which you can overchanneling, which is defined as drawing on more of the One Power than you can safely handle.

- You can choose to overchannel if you wish to cast a weave if it is not within one of your Talents, assuming you know the weave.
- You may overchannel to maintain one or more weaves without spending a swift action. In this event, you have to make an overchanneling check every round for each weave you are maintaining beyond your action limit.
- You may choose to overchannel to increase your Channel skill check result by +5 for weaves that affect characters or by one step for weaves with no target. You must decide whether you are going to overchannel before you make your Channel skill check.
- You may overchannel to create a weave beyond the highest DC rating of the weave. In order to do this, you must still succeed in the Channel check to create the weave.
- You may overchannel to create weaves when you have run out of weaves per hour.

In any round, a character who belongs to a channeling organization may not overchannel more than three times. A character who does not belong to a channeling organization may overchannel up to four times. This represents the fact that members of organizations receive training and have learned their limits.

Overchanneling results in an attack roll by the One Power versus your Fortitude Defense of $1d20 + X$, where X is the number of times you have overchanneled during an hour. This represents more of a danger to novice channelers, whereas more experienced channelers do not have quite as much to fear, although even an experienced channeler can quickly find themselves overwhelmed by overchanneling.

The result of the attack roll determines the effect that overchanneling has on the channeler as follows.

Exceeds Fortitude 1-9: -2 persistent step on the condition track

Exceeds Fortitude 10-14: -5 persistent steps on the condition track and unable to channel for remainder of the day

Exceeds Fortitude 15+: Severed and can no longer channel

You may always spend a Hero point to avoid being severed by overchanneling, in addition to any other Hero points spent in the same round.

WEAVES

The following section details the weaves available to channelers.

ADVANCED AIR TALENT

(or **Cloud Dancing**)

ALTER WEATHER

You can change the weather, clearing or creating precipitation. **Time:** 1 minute. **Range:** 40 squares.

Affinities: Air, Water.

Make a Channel Check. The result allows you to clear or create precipitous weather, as follows:

DC 20: Clear or create fog.

DC 25: Clear or create moderate rain.

DC 30: Clear or create rain torrent.

Note: This weave may create icy weather (sleet, snow, etc.) in cold weather by increasing the DC by +5.

This weather calls or dissipates clouds, which can be used for other weaves (such as Lightning, etc.).

Special: You may spend a Hero Point to contain the weather to a confined location.



The weather will remain [One-Power-enhanced] for 2d4 hours, after which normal weather will take over.

This weave may not be tied off.

FORETELL WEATHER

You can feel what the weather will be before it comes. **Time:** 1 minute. **Range:** 40 squares.

Affinities: Air, Water.

Make a Channel Check. The result allows you to feel what type of weather is coming, as follows.

DC 15: Six hours in the future.

DC 20: One day in the future.

DC 25: Two weeks in the future.

DC 30: Two months in the future.

Note: This weave will tell you general forthcoming weather, such as coming coldness or heat, storms (and their severity), and if the weather changes will be earlier or later than usual.

Special: You can spend a Hero Point to double the amount of time you perceive into the future.

This weave may not be tied off.

LIGHTNING

You can create bolts of lightning and control where they strike. **Time:** 3 full-round actions; standard action. **Range:** 30 squares.

Affinities: Air, Fire.

Make a Channel Check. The result of the check determines the size and area damage, as follows:

DC 30: 2-square radius, 4d10 damage.

DC 35: 4-square radius, 5d10 damage.

DC 40: 6-square radius, 6d10 damage.

Note: This weave can only be cast under clouds.

The time required to create this weave is three full-round actions for the first bolt, and one standard action for all subsequent bolts you decide to cast after the first.

Special: You can spend a Hero Point to increase the damage of the bolt by 1d10.

This weave may not be tied off.

MOVE CLOUDS

You can move clouds. **Time:** 2 full rounds. **Range:** 40 squares.

Affinities: Air, Water.

Make a Channel Check. The result of the check determines how many clouds can be moved. You move clouds a number of squares equal to your Charisma modifier. The amount of cloud cover moved is as follows:

DC 15: Sparse, cirrus.

DC 20: Medium-cover, cumulus.

DC 25: Nearly complete cover, stratus, gray cumulus.

DC 30: Complete overcast, may include fog, gray stratus.

Note: This weave may be used to move clouds nearer or farther, by your choice.

Special: You may maintain concentration to keep the clouds moving. After ten consecutive rounds, the clouds will move on their own, but will stop on their own within 1d4 minutes and continue as nature would have them.

You can spend a Hero Point to instead change the clouds, reshaping them, lifting or lowering them, or spreading or condensing.

This weave may not be tied off.

ADVANCED EARTH TALENT

(or **Earth Singing**)

GRENADE

You imbue a stone with explosive properties, making it explode when it strikes a hard surface. **Time:** Standard action. **Target:** One stone.

Affinities: Earth, Fire.

Make a Channel check. The check determines the size of the stone imbued, as well as the burst radius and damage, as follows:

DC 15: pebble, 1 square, 1d8 damage

DC 20: fist-sized, 3-square diameter, 3d8 damage

DC 25: catapult stone, 5-square diameter, 5d8 damage

Note: In order for the stone to explode, it needs to collide with a hard surface, such as being thrown or flung.

Special: You may spend a Hero Point to increase the damage dealt by the stone by an additional 1d8.

This weave may not be tied off. Its effects last as long as the stone does, until it is used.

MAGMA TORRENT

You create a torrent of earth and fire, like a whirlpool of magma and rock, causing heavy damage to anything caught within. **Time:** Full-round action. **Range:** 30 squares.

Affinities: Earth, Fire.

Make a Channel check. The torrent is created where you point, dealing 3d8 damage and knocking them prone. If your Channel check also defeats their Fortitude Defense, they take 1d4 burning damage each round after the weave is created for 2d4 rounds. The radius of the weave is determined as follows:

DC 25: 2-square radius.

DC 30: 4-square radius.

DC 35: 6-square radius.

DC 40: 8-square radius.

This weave may only be used in places where the ground is solid earth, not in the upper floors of buildings or on ships, for example.

Special: You may spend a Hero Point to increase the damage dealt by this weave by 1d10.

This weave may not be tied off.

RIVEN EARTH

You point to a spot of earth and cause it to erupt into an explosion of rock, dirt, and fire.

Time: Standard action. **Range:** 40 squares.

Affinities: Earth, Fire.

Make a Channel check. The ground explodes where you point, dealing 3d10 damage to anyone standing within the explosion and knocking them prone. The radius of the explosion is determined as follows:

DC 20: 2-square radius.

DC 25: 4-square radius.

DC 30: 6-square radius.

DC 35: 8-square radius.

Note: This weave may only be used in places where the ground is solid earth, not in the upper floors of buildings or on ships, for example.

Special: You may spend a Hero Point to increase the damage dealt by this weave by 1d10.

This weave may not be tied off.



STONE SLAM

You cause the earth under a person to suddenly rise up and crush them, like jaws of the ground itself. **Time:** Standard action. **Range:** 20 squares.

Affinities: Air, Earth.

Make a Channel check. The ground suddenly rises like clapping stones, with the target in the middle. If the Channel check exceeds the target's Reflex Defense, the target takes 4d8 damage. After this, the earth falls back to the earth.

Note: The damage may vary depending on the type of ground beneath the target. If it is solid stone, increase the damage to 4d10 or possibly 4d12. If it is sandy and airy, decrease the damage to 4d4, while if it is muddy and soft decrease it to 4d6.

Special: You may spend a Hero Point to increase the damage by an additional die.

This weave may not be tied off.

ADVANCED FIRE TALENT

ARROWS OF FIRE

You create a flurry of large, flaming needles that shoot from your fingers into an area, damaging anyone there. **Time:** Standard action. **Range:** 10 squares.

Affinities: Earth, Fire.

Make a Channel check. Anyone struck by the flurry of needles takes 3d6 damage. If your Channel check also defeats their Fortitude Defense, they take 1d4 burning damage each round after the weave is created for 2d4 rounds. The area affected by this weave is determined as follows:

DC 20: 2 squares by 4 squares.

DC 25: 2 squares by 8 squares.

DC 30: 4 squares by 16 squares.

DC 35: 4 squares by 32 squares.

Special: You may spend a Hero Point to do an additional die of damage.

This weave may not be tied off.

BLOSSOMS OF FIRE

You create pillars of surging fire that devastate your opponent. **Time:** Full-round action. **Range:** 20 squares.

Affinities: Air, Earth, Fire.

Make a Channel check. You motion to a place on the ground and a massive pillar of erupting flames emerges, burning everything in its expansion. All within the pillar take damage. If your Channel check also defeats their Fortitude Defense, they take 1d4 burning damage each round after the weave is created for 2d4 rounds. The width of the pillar is determined as follows:

DC 30: 2-square radius, 4d6 damage.

DC 35: 4-square radius, 5d6 damage.

DC 40: 6-square radius, 6d6 damage.

Special: You may spend a Hero Point to increase the damage by an additional 1d6.

This weave may not be tied off.

FIREBALL

You conjure a ball of fire, which explodes upon impact.

Time: Standard action. **Range:** 20 squares.

Affinities: Air, Fire.

Make a Channel check. You extend your hand and a ball of fire shoots out. To hit a specific target, your channel check must exceed the target's Reflex Defense. If your Channel check also defeats their Fortitude Defense, they take 1d4 burning damage each round after the weave is created for 2d4 rounds. The burst radius of the fireball and damage is as follows:

DC 15: 1 square; 2d6.

DC 20: 2 squares; 3d6.

DC 25: 4 squares; 4d6.

DC 30: 6 squares; 5d6.

Special: You may spend a Hero Point to increase the damage dealt by an additional 1d6.

This weave may not be tied off.

FLAME SURGE

You create a surge of fire that emerges in all directions from you, blasting all within range. **Time:** Full-round action. **Range:** See text.

Affinities: Air, Fire.

Make a Channel check. The result of the check determines the range of the weave, as well as the damage, as follows:

DC 15: 2 squares, 2d6 damage.

DC 20: 4 squares, 3d6 damage.



DC 25: 6 squares, 4d6 damage.

DC 30: 8 squares, 5d6 damage.

All targets, in addition to taking damage, are pushed back one square.

Special: You may spend a Hero Point to also knock all targets of this weave prone if their Fortitude Defense is exceeded by your Channel check.

This weave may not be tied off.

IMMOLATE

You cause a person or object to burst into flames from within. **Time:** Full-round action.

Range: 6 squares.

Affinities: Fire, Spirit.

Make a Channel check. If the result exceeds the target's Fortitude Defense, that target takes damage. For every size category the target is above Medium, the target's Fortitude Defense is increased by +5 to resist this weave's effects. Damage is determined by how much your roll result exceeds the target's Fortitude Defense, as follows:

0-4: 3d6.

5-9: 4d6.

10-14: 5d6.

15-19: 6d6.

20-24: 7d6.

25-29: 8d6

30+: 9d6.

If your Channel check also defeats their Fortitude Defense, they take 1d4 burning damage each round after the weave is created for 2d4 rounds.

Special: You may spend a Hero Point to increase the damage by an additional 1d6.

This weave may not be tied off.

WAND OF FIRE

You charge an otherwise mundane object, such as a branch or rod, with a powerful charge of fire that causes damage to its victim. **Time:** Standard action. **Target:** Non-living object.

Affinities: Earth, Fire.

Make a Channel check. The check determines the amount of damage the object will do once it touches the skin of a target creature, as follows:

DC 15: 1d6.

DC 20: 2d6.

DC 25: 3d6.

All that is needed to cause damage to the target is physical contact.

Special: You may spend a Hero Point to increase the damage dealt by an additional 1d6.

This weave may not be tied off. Its effects are permanent until used.

ADVANCED WATER TALENT

WHIRLPOOL

You create a whirlpool which sucks anything caught in it downward. **Time:** Full-round action. **Range:** 40 squares.

Affinities: Spirit, Water.

Make a Channel check. Anyone or anything caught in it must make a successful Swim or Sail check each round they are stuck in the whirlpool to avoid being sucked in. If they succeed, they move one square toward the edge until they are out. If they fail by less than ten, they are sucked further. If they fail by ten or more, they are pulled under and, if they are a living creature, they start to drown (if appropriate). The DC of this Swim or Sail check is the result of your Channel check. The size of the whirlpool is as follows:

DC 20: 5-square radius.

DC 25: 10-square radius.

DC 30: 15-square radius.

DC 35: 20-square radius.

Note: This weave may only be used in bodies of water large enough to sustain such a whirlpool, meaning the sea or a lake or river at least four-times the size of the whirlpool created.

You may maintain concentration each round to keep the whirlpool going, though you must succeed at the DC of the whirlpool in order to keep it from shrinking. Failure means the whirlpool shrinks in size to the appropriate DC's size, and it may not be made bigger without starting the weave over. Once you stop concentrating on the weave, it continues on its own for a number of rounds equal to one-half the number of rounds you held the whirlpool (minimum 1)

Special: You may spend a Hero Point to cause that a failure by five or more causes the target to sink under.

This weave may not be tied off.

BALEFIRE TALENT

BALEFIRE

You create a blazing ray of balefire from your extended finger, destroying anything caught in the ray not just from existence, but from a certain distance into the past as well.

Time: Standard action. **Range:** Ray, 1 square wide, up to 250 squares long.

Affinities: Air, Earth, Fire, Spirit, Water.

Make a Channel check. If the result of the Channel check is at least 25, compare the check result to the target's Reflex Defense. Range penalties apply as they would with a standard longbow.

Once the hit is successful, it must beat the target's Fortitude Defense as well.

If the check defeats the target's Fortitude Defense, determine additional effects by how much the check defeats the target's Fortitude Defense, as follows:

9 or less: Target is killed that instant.

10 – 14: Target is killed as of one minute previous.

15 – 19: Target is killed as of ten minutes previous.

20 – 24: Target is killed as of one hour previous.

25 – 29: Target is killed as of one day previous.

30 – 34: Target is killed as of one week previous.



Note: The “target” of this weave is the first object hit by it. If it is a wall, that wall has a chunk of it removed from it, as of the past. If it's a living thing, that living thing's thread is removed from the Pattern, and everything it affected during that time burned out of the thread is undone.

Special: You may spend a Hero Point to double the amount of time burned out of the target's thread from this weave. You may increase the DC of this weave by up to 20. Each increase in difficulty increases the size of the affected target by one category starting at large (so adding a +5 to the difficulty increases the target to huge, increasing it by +10 increases the target to gargantuan, +15 increases it to colossal, and +20 increases it to above colossal (such as immense structures). In such cases, if the target contains objects or creatures, those are all destroyed by the weave as well.

This weave may not be tied off.

CONJUNCTION TALENT

BOND WARDER

You form a bond, using the One Power, with another person, giving them certain benefits with you. **Time:** Standard action. **Target:** Person touched.

Affinities: Spirit.

Make a Channel check. The DC for this check is 25. You create a bond with the person touched. This provides several benefits.

Both the channeler and the bonded individual are able to spend a swift action and detect the other's emotional and physical state. This lets the perceiver detect the other's emotions, roughly how many hit points they have, if they are feeling ecstasy, etc. They can also sense one another's exact direction from them and their vague distance from them.

The bonded person gains a permanent +1 bonus to Fortitude Defense, and a +1 bonus to Will Defense against Dark powers. The bonded person also gains a +5 bonus to Perception checks made to notice Shadowspawn.

Both parties can voluntarily sacrifice up to +4 of any of their Defenses and grant it to their bond companion as a swift action. They may also grant their use of second wind to their companion as a swift action.

The person creating the bond can, if desired, make a special action to compel their warder. They make a Channel check against their warder's Will Defense. If successful, they may command their warder, who must obey.

Notes: If the warder bonded is a channeler, they are immune to compulsion if they are holding the One Power.

This weave is automatically permanent.

If the bond is broken (either by death or by removing the weave), certain negative things may happen. The GM makes an attack with a +20 bonus against the survivor's Will Defense. If the attack fails, the survivor takes a -1 penalty on all Defenses for 24 hours. If the attack succeeds, the warder (if alive) goes into a blood rage, taking a +4 bonus to Strength and Stamina and gaining an extra standard action each round for a number of rounds equal to 4 + Constitution modifier or until all enemies in sight are dead, at the end of which they move down -5 persistent steps on the condition track.

If the attack succeeds against the bonder, they go into a depression, gaining a temporary +4 bonus to Will Defense and immunity to fear for a number of rounds equal to 4 + Charisma modifier, after which they move -5 persistent steps on the condition track.

Special: You may spend a Hero Point to instead create a bond between two other people, excluding yourself.

This weave may not be tied off. Its effects are permanent (though breakable).

COMPULSION

You give an order, then use the One Power to force the person to do as you ordered. **Time:** Swift action. **Target:** Person within 6 squares.

Affinities: Spirit.

Make a Channel check. This check is made after making a command of someone. If your Channel check exceeds the target's Will Defense, the target must obey the command. This command must be something feasibly doable and not obviously perilous to the target's life.

Note: For every five times this weave is used against the same target, that target takes a -1 penalty to Will Defense against this weave.

If the command is something that is an innermost desire of the target, that target will be obedient to that command (even without being asked in the future) for the rest of her life.

If the command is something the target abhors or is extremely desirous to not do, the target gains a +5 bonus to Will Defense to resist.

Special: You may spend a Hero Point to command the target to do something impossible or life-threatening. If successful, the target will keep trying indefinitely.

This weave may not be tied off.

PASS BOND

You form a route for your warder bond to take once you either die or your bond is otherwise broken. **Time:** Standard action. **Target:** Person within 6 squares.

Affinities: Spirit.

Make a Channel check. Upon your death of the breaking of your bond, your warder bond passes immediately to the new person. When this happens, the attack on the warder's Will Defense upon the breaking of the bond automatically fails.

Note: This weave is automatically permanent.

This can only be done to transfer a warder to another person, not to pass the bonder to another warder.

If this bond is broken, the negative effects of the bond being broken still take place.

Special: You may spend a Hero Point to have this bond pass without the negative effects of having a bond break happen at all.

This weave may not be tied off. Its effects are permanent (though breakable).

TRACE

You sense the recent passage of a person known to you. **Time:** Swift action. **Range:** See text.

Affinities: Spirit.

Make a Channel check. You know the exact location of a person known to you, and the direction in which he is going. The range at which you can sense him is a number of miles equal to 1 x your Charisma modifier (minimum 1). If he is feeling intense emotion, the range is doubled. If he is carrying a gift from you, the range is multiplied by one hundred, and you can also sense whether he is alive or dead.

Special: You may spend a Hero Point to detect a person known to you if they have passed within the range within a number of hours in the past equal to 12 x your Charisma modifier.

This weave may not be tied off.

GENERAL TALENT

These weaves are available to all channelers and do not require a Talent.

MANIPULATE AIR

You can create and manipulate air. (Note that unless otherwise specified, these weaves do not work where air is inaccessible or otherwise not present, such as within solid rock.)

Affinities: Air.

Create Air

You can create breathable air. **Time:** Standard action. **Target:** Space within 6 squares of you.

Make a Channel check. You create an amount of breathable air as follows:

DC 15: 1 cubic foot.

DC 20: 5 cubic feet.

DC 25: 20 cubic feet.

DC 30: 100 cubic feet.

Note: Air created in this way will behave as normal air. If it is created in a gust of wind, it will blow away quickly. If it is created under water, it will form a bubble and rise rapidly to the top. If it is created in a large room, it will spread and mix with the air around it.

Special: You may maintain concentration to contain the air in a chosen location, specified by you. Any within the chosen area will be able to breathe it, and wind, water, space, or other such factors will not remove it. Each round you maintain this concentration, a new Channel check is required. Any Channel checks that would create a smaller area of breathable air diminish the size. Once diminished, the size cannot be increased without creating the weave again.

You may spend a Hero Point to have the pocket of air follow a specific target instead of staying in one place.

This weave may be tied off.

Harden Air

You harden the air around a person or object, making it unable to move. **Time:** Standard action. **Target:** Person or object within 6 squares of you.

Make a Channel check. Make one roll and compare the results to the target's Reflex Defense. If the result equals or exceeds the target's Reflex Defense, the target is not able to move any parts of his body. The target adds a size modifier to its Reflex Defense as follows: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.

At the channeler's choice, the target is unable to breathe in addition to the effect of the weave.

If the target is an object, treat the object as having a Reflex Defense of 10 for the use of this weave.

Special: You may maintain concentration to hold the air around the chosen target. Each round you maintain this concentration, a new Channel check is required.

You may spend a Hero Point to trap a specific limb or part of the target, which requires an Acrobatics check (DC 30) to escape.

This weave may be tied off.

Move Air

You create wind. **Time:** Standard action. **Target:** Designated area within one mile.

Make a Channel check. You create a gust of wind as follows:

DC 15: Puff of air (Blow out a candle).

DC 20: Gust of air (Blow a hat off someone's head).

DC 25: Blast of air (Knock over a person).

DC 30: Force of air (Uproot a tree).

Note: When the goal is something in between difficulties, the higher difficulty must be reached. It is up to the Gamemaster to decide where the task lies.

A person knocked over or into something may take damage. At DC 20, the person takes 1d6 points of damage. At DC 25, the person takes 2d6 points of damage.

Special: You may maintain concentration to keep the wind blowing. After ten consecutive rounds, the winds will come naturally, but will dissipate after an hour.

You may spend a Hero Point to increase any damage dealt by this weave by an additional 2d6.

This weave may not be tied off.

Tool of Air

You use air to push, pull, lift, or otherwise manipulate objects, much like a material tool would. **Time:** Standard action. **Target:** Object within 6 squares of you.

Make a Channel check. You can create an ordinary tool such as a hammer or wedge, or weapons such as a blade or spear. In order to make a common tool (maximum damage 1d4), the DC is 15, but to make a weapon (as the normal stats for the weapon, minus one die type), the DC is 25. You can use an ordinary tool with weaves of air by making subsequent Channel checks to continue to manipulate the tool. You can wield an air-weapon by using your Charisma modifier (instead of your Strength modifier).

Special: You may maintain concentration to keep the tool or weapon in existence, held continually by your focus.

You may spend a Hero Point to increase your attack rolls made with a weapon of air by +1.

This weave may be tied off to be used in your hand instead of with your concentrated effort.

Affinity Additions: Add Water to Create Air to create mist, Add Earth to Create Air to create dust, add Fire to Create Air to create smoke.

MANIPULATE EARTH

You can create and manipulate earth and stone. (Note that unless otherwise specified, these weaves do not work where earth is inaccessible or otherwise not present, such as in deep water.)

Affinities: Earth.

Create Earth

You can create solid rock or a certain amount of sandy dirt. **Time:** Standard action. **Target:** Space within 6 squares of you.

Make a Channel check. You create an amount of solid rock or sandy dirt as follows:

DC 15: 1 cubic foot.

DC 20: 5 cubic feet.

DC 25: 20 cubic feet.

DC 30: 100 cubic feet.

Note: Earth created in this way will behave as normal earth. If it is created in midair, it will fall. If it is created on another rock, it will follow the laws of gravity (but not connect). The type of rock created is any common type found in the area.

You may increase the DC by 5 to create the solid rock in a shape of your choice, though this shape must be a rough shape, such as a solid six inch-thick wall or rough bowl.

Special: If anything physical is present where the weave is being created, it is slid in the most immediate direction available. Each round you maintain this concentration, a new Channel check is required.

You may spend a Hero Point to increase the break DC of the rock by 5. Normally, the break DC is normal for the type of rock created.

This weave may be tied off, but it is never necessary. Earth created in this fashion is as permanent as normal rock.

Move Earth

You move earth, making it tremble and shift. **Time:** Standard action. **Target:** Designated area within one mile.

Make a Channel check. You shift earth as follows:

DC 15: Minor tremble (move a light object one foot).

DC 20: Discernable quake (make a light object jump one foot into the air).

DC 25: Forceful shift (Knock over a person).

DC 30: Powerful quake (Ruin a building's foundation).

Note: When the goal is something in between difficulties, the higher difficulty must be reached. It is up to the Gamemaster to decide where the task lies.

A person knocked over or into something may take damage. At DC 20, the person takes 1d6 points of damage. At DC 25, the person takes 2d6 points of damage.

Special: You may maintain concentration to keep the earth quaking. After ten consecutive rounds, the quake will come naturally, but will dissipate after one minute.

You may spend a Hero Point to increase any damage dealt by this weave by an additional 2d6.

This weave may not be tied off.

Polish

You renew an object, removing rust and corrosion and any other signs of decomposition. **Time:** Full-round action. **Target:** Object within 6 squares of you.

Make a Channel check: You renew an object as follows:

DC 15: Surface slightly blemished. (5% damaged)

DC 20: Surface covered in rust or tarnish. (10% damaged)

DC 25: Surface crumbling. (25% damaged)

Note: This weave may only be used on non-living objects.

Once this weave is completed, its "new" statistics are restored.

Special: You may spend a Hero Point to reinforce the object, giving it double the resistance to effects such as rust and corrosion.

This weave may not be tied off. Its effects are permanent (though the object will again age as normal).

Tool of Earth

You use earth to push, pull, lift, or otherwise manipulate objects, much like an ordinary tool would. **Time:** Standard action. **Target:** Object within 6 squares of you.

Make a Channel check. You can create an ordinary tool such as a hammer or wedge, or weapons such as a blade or spear. In order to make a common tool (maximum damage 1d4), the DC is 15, but to make a weapon (as the normal stats for the weapon, minus one die type), the DC is 25. You can use an ordinary tool with weaves of earth by making subsequent Channel checks to continue to manipulate the tool. You can wield an earth-weapon by using your Charisma modifier (instead of your Strength modifier).

Special: You may maintain concentration to keep the tool or weapon in existence, held continually by your focus.

You may spend a Hero Point to increase your attack rolls made with a weapon of air by +1.

This weave may be tied off to be used in your hand instead of with your concentrated effort.

Affinity Additions: Add Air to Create Earth to create fertile soil. Add Water to Create Earth to create clay. Add Fire to Create Earth to create sulfur.

MANIPULATE FIRE

You can create and manipulate fire and heat. (Note that unless otherwise specified, these weaves do not work where fire is inaccessible or otherwise not present, such as in deep water, solid rock, or deoxygenated air.)

Affinities: Fire.

Create Fire

You can create a blaze of fire. **Time:** Standard action. **Target:** Space within 6 squares of you.

Make a Channel check. You create an amount of fire as follows:

DC 15: 1 cubic foot. (Torch)

DC 20: 5 cubic feet. (Large campfire)

DC 25: 20 cubic feet. (Large bonfire)

DC 30: 100 cubic feet. (Inferno)

Note: Fire created in this way will behave as normal fire. If it is created in a place with nothing to fuel it, it will immediately dissipate.

You may increase the DC by 5 to make the fire brighter or hotter (or may increase it by 10 to create both effects). Fire created this way won't stay this way unless given the proper fuel.

Special: You may maintain concentration to contain the fire in a chosen location, specified by you. The fire will not spread (nor consume fuel) while this concentration remains. Each round you maintain this concentration, a new Channel check is required. Any Channel checks that would create a smaller fire diminish the size. Once diminished, the size cannot be increased without creating the weave again (or giving it fuel).

You may spend a Hero Point to have the fire be unaffected by environmental circumstances, such as rain or wind. This will not allow the fire to withstand submersion in water or storm-like winds, but it will allow it to withstand mild yet present threats to its continuation.

This weave may be tied off, though only the original size and area of the fire it tied off. Any new fires or growths can still be dissipated.

Create Flash

You can create light. **Time:** Standard action. **Target:** Space within 6 squares of you.

Make a Channel check. You create a quick flash of light as follows:

DC 15: Moderate light. (Torch)

DC 20: Consistent light. (Glowbulb)

DC 25: Bright light. (Signaling light)

DC 30: Blinding light. (Blast of lightning)



Note: Light created this way will emanate to wherever possible. It'll reflect off mirrors, create shadows, and all the other things that light normally does. It must, however, have a source, which can be any non-living thing that could produce or reflect light, such as a metallic surface. The light lasts for just a moment, typically the duration of a standard action.

Special: You may maintain concentration to aim the light in a specific direction. Each round you maintain this concentration, a new Channel check is required. Any Channel checks that would create a smaller light diminish it. Once diminished, the size cannot be increased without creating the weave again.

You may spend a Hero Point to have the fire emanate from a non-reflective surface, such as cloth.

This weave may be tied off.

Tool of Fire

You use fire to push, pull, lift, or otherwise manipulate objects, much like an ordinary tool would. **Time:** Standard action. **Target:** Object within 6 squares of you.

Make a Channel check. You can create an ordinary tool such as a hammer or wedge, or weapons such as a blade or spear. In order to make a common tool (maximum damage 1d4), the DC is 15, but to make a weapon (as the normal stats for the weapon, minus one die type), the DC is 25. You can use an ordinary tool with weaves of fire by making subsequent Channel checks to continue to manipulate the tool. You can wield a fire-weapon by using your Charisma modifier (instead of your Strength modifier).

Special: You may maintain concentration to keep the tool or weapon in existence, held continually by your focus.

You may spend a Hero Point to increase your attack rolls made with a weapon of air by +1.

This weave may be tied off to be used in your hand instead of with your concentrated effort.

Warm Object

You can warm an object or a target. **Time:** Standard action. **Target:** Space within 6 squares of you.

Make a Channel check. You warm an object or living being. The size of the target affected is as follows:

DC 15: Up to small. (Chair or human child)

DC 20: Medium. (Bookshelf or human adult)

DC 25: Large. (Wagon or Ogier adult)

DC 30: Huge. (Shed or raken)

Note: This ability makes the object's temperature increase to room temperature (or decrease to room temperature). It will not remove water, though it can melt ice, which becomes liquid.

Special: You may maintain concentration to keep the object warm for longer than the initial action. The object or target will resist outside influences to increase or decrease their temperature. Each round you maintain concentration, a new Channel check is required. Failure to meet the minimal DC means the weave slips and fails.

You may spend a Hero Point to increase the temperature to boiling (or decrease it to freezing). This may damage the object. If the object or target is in danger of taking damage from the temperature, treat it as enduring extreme temperatures.

This weave may not be tied off.

Affinity Additions: Add Air to Create Fire to create electricity. Add Earth to Create Fire to create magma. Add Water to Create Fire to create acid.

Add Air to Create Flash to create a self-sustaining, floating light that may be tied off. Add Air to Warm Object to warm an area of space rather than just a specific object or target.

MANIPULATE WATER

You can create and manipulate water. (Note that unless otherwise specified, these weaves do not work in areas where water is not present in liquid form, such as in air or solid rock.)

Affinities: Water.

Create Water

You can create drinkable water. **Time:** Standard action. **Target:** Space within 6 squares of you.

Make a Channel check. You create an amount of drinkable water as follows:

DC 15: 1 cubic foot.

DC 20: 5 cubic feet.

DC 25: 20 cubic feet.

DC 30: 100 cubic feet.

Note: Water created this way will behave as normal water. If it is created on top of a slide, it will cascade down. If it is created in salt water, it will mix with the salt water instantly. If it is created in an extremely hot inferno, it will evaporate, while if it is created in frozen temperatures, it will freeze. There must be space in which to create the water, such as open air or a pocket of air within an otherwise solid object.

Special: You may spend a Hero Point to have the water maintain a comfortable (lukewarm) temperature no matter the temperature (except in extreme temperatures).

This weave may be tied off.

Move Water

You create a current (or a whirlpool). **Time:** Standard action. **Target:** Designated area within one mile.

Make a Channel check. You create a current or whirlpool of wind as follows:

DC 15: Steady flow (move a floating object; pull a small jar under)

DC 20: Heavy flow (break through thin cloth; pull a cat under)

DC 25: Powerful flow (break through half-inch-thick wood, pull a person under).

DC 30: Force of air (break through inch-thick stone, pull a small boat under).

Note: When the goal is something in between difficulties, the higher difficulty must be reached. It is up to the Gamemaster to decide where the task lies.

A person knocked over or into something may take damage. At DC 20, the person takes 1d6 points of damage. At DC 25, the person takes 2d6 points of damage.

Special: You may maintain concentration to keep the water moving. After ten consecutive rounds, the current will come naturally, but will dissipate after ten minutes.

You may spend a Hero Point to increase any damage dealt by this weave by an additional 2d6.

This weave may not be tied off.

Remove Water

You dry an object. **Time:** Full-round action. **Target:** Object or person.

Make a Channel check. You remove excess water from the object. The size of the object determines the difficulty as follows:

DC 15: Large or smaller

DC 20: Huge or Gargantuan

DC 25: Colossal or larger

Note: This weave removes excess water from an object, but it does not remove all water if the object needs some water (such as drying a frog or loaf of bread).

Also, this weave may be used in reverse, to make something wet. If used in this way, it makes an object wet as though it has been immersed in a dense fog for several minutes.

Special: You may spend a Hero Point to remove more water than is necessary. For every 5 points the Channel check exceeds the object's Damage Threshold, it moves -1 step along the Condition Track.

If using the reverse effect, you may spend a Hero Point to make the object soaked, removing one level of Condition Track damage it had taken from dehydration, if any, for every 5 points you exceed the DC.

This weave may not be tied off.

Tool of Water

You use water to push, pull, lift, or otherwise manipulate objects, much like a material tool would. **Time:** Standard action. **Target:** Object within 6 squares of you.

Make a Channel check. You can create an ordinary tool such as a hammer or wedge, or weapons such as a blade or spear. In order to make a common tool (maximum damage 1d4), the DC is 15, but to make a weapon (as the normal stats for the weapon, minus one die type), the DC is 25. You can use an ordinary tool with weaves of water by making subsequent Channel checks to continue to manipulate the tool. You can wield a water-weapon by using your Charisma modifier (instead of your Strength modifier).

Special: You may maintain concentration to keep the tool or weapon in existence, held continually by your focus.

If you are concentrating on the tool, it may be used in normal air circumstances, held in your hand and maintaining its shape and purpose (see below). To do this, however, you must first either have access to water, or create water using the Create Water application of this weave.

You may spend a Hero Point to increase your attack rolls made with a weapon of air by +1.

This weave may be tied off to be used in your hand instead of with your concentrated effort.



Affinity Additions: Add Air to Create Water to create ice. Add Earth to Create Water to create salt water. Add Fire to Create Water to create steam.

HEAL TALENT

DELVE

You use the One Power to investigate a target's physical health and possible problems they may be having physically. **Time:** Standard action. **Target:** One touched target.

Affinities: Spirit.

Make a Channel Check. If the check exceeds the target's Fortitude Defense, you find out any sicknesses, injuries, or poison effects the target is suffering.

Note: This weave does not do anything to cure the problem. It simply finds out what the problem is.

Special: You can spend a Hero Point to search for supernatural ailments as well as anything else this weave may normally find.

This weave may not be tied off.

HEAL

You use the One Power to fix wounds and correct damage in living things. This weave may only be used once per target per day per channeler. **Time:** Standard action, **Target:** One touched target.

Affinities: Air, Spirit, Water.

Make a Channel check. The result determines the effects, as follows:

DC 15: The target heals a number of hit points equal to its character level + 1 for each point by which your Channel check exceeds this DC.

DC 20: As above, except the target heals a number of hit points equal to 2 x its character level + 1 for each point above the DC.

DC 25: As above, except the target heals a number of hit points equal to 4 x its character level + 4 for each point above the DC.

Special: You can spend a Hero Point to also move the target one step up the condition track.

This weave may not be tied off.

HEAL THE MIND

You help heal the mind of a creature in the throes of a fit of insanity, if only for a little while. **Time:** full-round action, **Target:** One target with a Madness score touched.

Affinities: Air, Spirit, Water.

Make a Channel Check. The result of the check determines the effect of the weave power.

DC 15: End a temporary bout of insanity

DC 20: Remove a long-term insanity

DC 25: Target's Madness score reduced by one quarter of his Wisdom score for 24 hours

DC 30: Target's Madness score reduced by one half of his Wisdom score for 36 hours

DC 35: Target's Madness score reduced to 0 for 48 hours

Special: You may spend a Hero point to



double the duration of the effect.

This weave cannot be maintained or tied off.

REND

You use the One Power to tear apart a person from the inside, causing skin, muscle, and possibly even bones to tear apart. **Time:** Standard action. **Target:** One creature within 6 squares of you and within line of sight.

Affinities: Air, Spirit, Water.

Make a Channel check. Make one roll and compare the results with the target's Fortitude Defense. If the result exceeds the target's Fortitude Defense, the target immediately takes damage equal to your character level + 1 point of damage for each point by which your Channel check exceeded the target's Fortitude Defense.

Special: If the target moves 1 or more steps down the condition track as a result of damage from this weave, the condition becomes persistent until the target is treated with a DC 25 Treat Injury check to perform surgery.

You can spend a Hero Point to increase the damage of this weave by your character level.

This weave may not be tied off.

RENEW

You use the One Power to energize and invigorate a living being. **Time:** Standard action. **Target:** One touched target.

Affinities: Air, Spirit, Water.

Make a Channel check. The result determines the effects, as follows:

DC 15: The target moves one step up on the Condition Track.

DC 20: The target moves two steps up on the Condition Track.

DC 25: The target moves three steps up on the Condition Track.

DC 30: The target moves four steps up on the Condition Track.

Note: This weave does not affect Condition Track damage that is persistent.

Special: You can spend a Hero Point to move the target up an additional two steps on the Condition Track.

This weave may not be tied off.

RESTORE THE POWER

This weave heals a severed channeler's connection to the True Source. Unfortunately, it is very difficult to restore the severed target to full power; in most cases, the target suffers a skill penalty to Channel checks. If the channeler is later severed and restores again, the skill penalties are cumulative. **Time:** 10 minutes, **Target:** 1 severed target touched.

Affinities: Air, Earth, Fire, Spirit, Water.

Make a Channel Check. Your skill check determines the permanent Channel check penalty of the target, once restored.

DC 30: -15 skill penalty

DC 35: -10 skill penalty

DC 40: -5 skill penalty

DC 45: No skill penalty

Special: Channelers of the opposite gender as the target receive a +5 bonus to the Channel skill check.

You can spend a Hero Point to reduce the time it takes to perform this weave to two minutes.

This weave cannot be maintained or tied off.

TOUCH OF DEATH

You send tendrils of the One Power into the target's body to deal severe damage without visible injury. **Time:** full round action, **Target:** one target within 6 squares and line of sight.

Affinities: Earth, Fire, Spirit, Water.

Make a Channel check. Compare your channel check to the target's Fortitude Defense. If your check exceeds the target's Fortitude Defense, you deal damage to the target as follows:

DC 20: ¼ your character level

DC 25: ¼ your character level and target loses a move action

DC 30: ¼ your character level and the target loses a standard action

DC 35: ¼ your character level and the target can only take a swift action

Special: This weave may be maintained as a standard action.

You may spend a Hero point to move the target -1 step down the condition track in addition to damage dealt.

This weave cannot be tied off.

ILLUSIONS TALENT

CLOAK

You cast a complex weave around yourself, shielding your actions from sight. **Time:** full round action, **Target:** self.

Affinities: Air, Fire, Spirit.

Make a Channel Check. Your skill check determines the effect, if any.

DC 15: You gain concealment from all targets for the duration of the effect as long as you do not move from the spot.

DC 20: As DC 15, except you also gain +2 to Stealth checks if you choose to move.

DC 25: As DC 15, except you also gain +3 to Stealth checks if you choose to move.

DC 30: As DC 15, except you also gain +5 to Stealth checks if you choose to move.

Special: This weave can be maintained as a standard action.

You can spend a Hero point to increase the Stealth bonus by +5.

This weave may be tied off, but in doing so, you forfeit any bonus to Stealth checks.

FALSE TRAIL

You create a false trail that others think is real. **Time:** Full-round action. **Range:** See text.

Affinities: Air, Earth, Spirit.

Make a Channel check. Any who pass the spot where the false trail begins believes you to have gone in that direction if your Channel check is higher than their Will Defense. The maximum length of the trail is a number of miles equal to 1 + your Charisma modifier. This weave may affect up to a number of creatures equal to 1,000 x your Charisma modifier. If a creature is fooled by the trail, any Survival checks made to track succeed in keeping them along the false trail.

Special: You may spend a Hero Point to double the distance of the false trail.

This weave may be tied off.

FOLDED LIGHT

You create a weave to block an object, person, or group from view. Movement creates a slight blur, but might be noticed with a Perception check DC 25. The screen only blocks vision, not scent, sound, or other sensory clues. The screen is 10 feet tall. **Time:** standard action, **Target:** 1 target square within 12 squares and line of sight.

Affinities: Air, Fire.

Make a Channel check. Your check determines the result of the weave, if any.

DC 15: 5 ft wide, 1 object

DC 20: 10 ft wide, 1 person

DC 25: 15 ft wide, a group of objects

DC 30: 20 ft wide, a group of people

Special: This weave may be maintained as a move action. You may freely modify the exact dimensions of your screen, provided you do not exceed the total area provided by your check result.

You can spend a Hero point to double the dimensions of the weave created.

This weave may be tied off.

MASK OF MIRRORS

You cast a complex weave around the target, which alters her appearance, granting a skill bonus to Deception checks made to alter appearance. **Time:** full round action, **Target:** self or 1 person within 6 squares and line of sight.

Affinities: Air, Fire, Spirit.

Make a Channel Check. Your skill check determines the effect, if any.

DC 15: You may reroll any Deception check and keep the better result while this weave is in effect.

DC 20: As above, plus you gain a +2 bonus to Deception checks.

DC 25: As above, plus you gain a +3 bonus to Deception checks.

DC 30: As above, plus you gain a +5 bonus to Deception checks.

Special: Add 5 to the DC to affect someone besides yourself. This weave may be maintained as a swift action.

You may spend a Hero point to add a +5 bonus to your Deception checks.

This weave may be tied off, but doing so forfeits any skill bonus.

MIRROR OF MISTS

You appear to grow in size, allowing you to be extremely intimidating. You gain a bonus to Persuasion checks made to intimidate. **Time:** standard action, **Target:** all targets in line of sight.

Affinities: Air, Fire, Spirit.

Make a Channel check. Compare your



check to the Will Defense of all targets within range. You receive a bonus against any target whose Will Defense your check exceeds. Your check also determines the effects of the weave, if any.

DC 15: 2 feet taller, +2 to Persuasion checks made to intimidate.

DC 20: Double height, +3 to Persuasion checks made to intimidate.

DC 25: Quadruple height, +5 to Persuasion checks made to intimidate.

Special: This weave may be maintained as a swift action.

You may spend a Hero point to increase the Persuasion bonus granted by +5.

This weave cannot be tied off.

VOICE OF POWER

You can amplify the target's voice so that they can address large crowds and increase their intimidation factor. The target can be heard up to four miles away. **Time:** 1 standard action, **Target:** self or person touched.

Affinities: Air, Fire.

Make a Channel check. Your check determines the effect of this weave, if any.

DC 15: +1 bonus to Persuasion checks to intimidate

DC 20: +2 bonus to Persuasion checks to intimidate

Special: This weave may be maintained as a swift action.

You may spend a Hero point to double the range the voice carries and to increase the bonus to Persuasion checks by +5.

This weave cannot be tied off.

TRAVELING TALENT

BRIDGE BETWEEN WORLDS

You create a gateway between the real world and Tel'aran'rhiod, allowing you to physically enter the dream world. **Time:** full round action, **Target:** 1 square within 6 squares.

Affinities: Earth, Spirit.

Make a Channel check. Your skill check determines the size of the gateway and the length of time the portal remains open.

DC 25: 1 sq wide x 2 sq tall, 2 rounds

DC 35: 2 sq wide x 3 sq tall, 3 rounds

DC 45: 6 sq wide x 4 sq tall, 5 rounds

Special: This weave can be maintained as a standard action.

You may spend a Hero point to cast this weave as a move action.

This weave may not be tied off.

CREATE GATEWAY

You open a gateway to another place. Your Channel check determines whether the gateway opens into the space between places or into another location in the physical world. Your check also determines the size and duration of the gateway. Opening a gateway to the Place Between Spaces is pointless unless you also know the Skimming weave. **Time:** full round action, **Target:** 1 square within 6 squares.

Affinities: Spirit.

Make a Channel check. Your skill check determines the size of the gateway and the length of time the portal remains open as well as the destination.

DC 15: 1 sq wide x 2 sq tall, 2 rounds, Place Between Spaces

DC 20: 2 sq wide x 3 sq tall, 3 rounds, Place Between Spaces

DC 25: 6 sq wide x 4 sq tall, 5 rounds, Place Between Spaces

DC 30: 20 sq wide x 5 sq tall, 10 rounds, Place Between Spaces

DC 35: 1 sq wide x 2 sq tall, 2 rounds, Physical World

DC 40: 60 sq wide x 7 sq tall, 20 rounds, Place Between Spaces

DC 45: 1 sq wide x 3 sq tall, 3 rounds, Physical World

DC 50: 6 sq wide x 4 sq tall, 5 rounds, Physical World

Special: This weave can be maintained as a standard action.

You may spend a Hero point to maintain this power while you use the Skimming weave.

This weave may not be tied off.

SKIMMING

This weave allows you to travel through the Space Between Places. You must cast this weave through an open gateway. Doing so creates a platform just on the other side of the gateway in the Space Between Places. This platform can be used to travel or 'skim' through the Space Between Places, shortening the time necessary to travel long distances. The details of the platform are under your control, although the Channel skill check determines the size of the platform created.

In order to skim to a location, you must be able to visualize it, requiring you to have spent at least several hours there. For every 100 miles you travel, 1d6+1 minutes pass. You must open a second gateway in order to exit the Space Between Worlds.

If the platform you are on disappears, you fall endlessly through the Space Between Worlds. Only the creation of another platform or the creation of a gateway for you to fall through can save you. If the initial gateway closes before you enter, all creatures and objects already on the platform will fall endlessly. If you allow the terminal gateway to close, the platform will disappear with the same results. **Time:** full round, **Target:** any square within the Space Between Worlds within 6 squares.

Affinities: Air, Earth, Spirit.

Make a Channel Check. The result of the Channel check determines the size of the platform you create and the number of passengers.

DC 15: 1 x 1 sq platform, no passengers

DC 20: 2 x 2 sq platform, 4 passengers

DC 25: 3 x 3 sq platform, 9 passengers

DC 30: 5 x 5 sq platform, 25 passengers

DC 35: 7 x 7 sq platform, 49 passengers

DC 40: 9 x 9 sq platform, 81 passengers

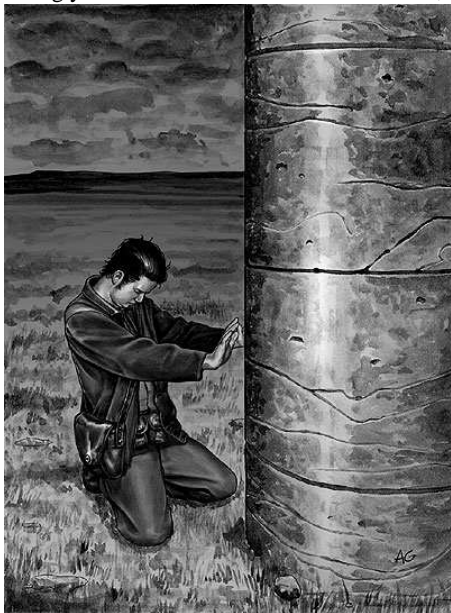
Special: This weave can be maintained as a standard action. As a full-round action, it may be maintained, and Create Gateway may be created as well.

You may spend a Hero point to increase the number of passengers allowable on the platform by twenty-five percent.

This weave may not be tied off.

USE PORTAL STONE

This weave allows you to harness the power of the Portal Stones to instantly travel between stones on the same plane or to other Portal Stones on Mirror Worlds. In order to travel between Portal Stones, you must choose a symbol on the stone and cast this weave on that symbol. When activating this weave, you must choose your goal DC before rolling your Channel check. **Time:** full round, **Target:** Portal Stone touched.



Affinities: Spirit.

Make a Channel Check. You, along with a number of creatures determined by the Channel check, are instantly transported to the stone which corresponds to the symbol chosen.

DC 15: 5 creatures same plane

DC 25: 50 creatures same plane

DC 30: 100 creatures same plane

DC 40: 500 creatures same plane

Increase the DC by 5 if the symbol represents a Mirror World. A Portal Stone mishap occurs when you fail to meet the target DC, resulting in time passing while you are trapped by the Portal Stone. If you fail by 5 or less, 1d4 days have passed. Fail by 10 or less and 1d4 weeks have passed. Fail by 15 or less and 1d4 months have passed.

Fail by more than 15 and 1d4 years have passed.

Special: You may spend a Hero point to receive a glimpse of the location indicated by a symbol on the Portal Stone.

This weave may not be tied off.

WARDING TALENT

BARRIER TO SIGHT

You create a dome-shaped opaque weave around an area. The weave blocks line of sight. Those inside the area only see a wavering image of the outside, just as those outside the area can only see a wavering image of the interior. The weave does not impede movement or create a physical barrier of any kind. **Time:** standard action, **Target:** target square within 6 squares and line of sight.

Affinities: Air, Fire, Spirit.

Make a Channel Check. Your Channel check determines the radius of the dome created. Weaves requiring you to see your target cannot be cast across a Barrier to Sight as the weave blocks line of sight.

DC 15: 2 sq. radius

DC 20: 5 sq. radius

DC 25: 10 sq. radius

DC 30: 20 sq. radius

DC 35: 50 sq. radius

DC 40: 100 sq. radius

DC 45: 200 sq. radius

DC 50: 500 sq. radius

Special: This weave can be maintained as a swift action.

You may spend a Hero point to double the radius of the dome.

This weave can be tied off.

CIRCLE OF SILENCE

This weave functions similarly to Barrier to Sight, except that it prevents sound from passing through the barrier. The edge of the Circle of Silence is not visible to anyone except Channelers who make successful Channel checks to identify the Weave. **Time:** standard action, **Target:** target square within 6 squares and line of sight.

Affinities: Air, Fire, Water.

Make a Channel Check. Your Channel check determines the radius of the dome created. All sound is blocked by this weave. Any weave which requires your target to be able to hear or understand you is effectively blocked by this weave.

DC 15: 2 sq. radius

DC 20: 5 sq. radius
DC 25: 10 sq. radius
DC 30: 20 sq. radius
DC 35: 50 sq. radius
DC 40: 100 sq. radius
DC 45: 200 sq. radius
DC 50: 500 sq. radius

Special: This weave can be maintained as a swift action.

You may spend a Hero point to double the radius of the dome.

This weave can be tied off.

CUT WEAVE

You cut the flows of the One Power which maintain a weave. **Time:** standard action or reaction, **Target:** one instantaneous weave targeting you, or one weave maintained or tied off in line of sight

Affinities: Spirit.

Make a Channel check. If the target is a tied off weave, a DC 25 Channel check as a standard action ends the weave's effect.

Make an opposed Channel check as a standard action if the target weave is being maintained. If your Channel check exceeds the Channel check of the weave's activator, the weave's effect is ended.

If the target weave has an instantaneous effect that targets you, **make an opposed Channel check** as a reaction. If your Channel check exceeds the Channel check of the weave's activator, the weave has no effect.

Special: This weave may not be maintained.

You can spend a Hero point to attempt to cut a weave targeting another character as a reaction.

This weave may not be tied off.

DREAM SHIELD

You create a dome-shaped weave around, an invisible barrier against intrusion by Dreamwalkers. Dreamwalkers may not enter the dreams of those inside the shielded area and they may not observe the dreams of those inside the area. The ward does not extend any protection to those who enter Tel'aran'rhiod. **Time:** standard action, **Target:** target square within 6 squares and line of sight.

Affinities: Spirit.

Make a Channel Check. Your Channel check determines the radius of the dome created.

DC 15: 2 sq. radius

DC 20: 5 sq. radius
DC 25: 10 sq. radius
DC 30: 20 sq. radius
DC 35: 50 sq. radius
DC 40: 100 sq. radius
DC 45: 200 sq. radius
DC 50: 500 sq. radius

Special: This weave can be maintained as a swift action.

You may spend a Hero point to double the radius of the dome.

This weave can be tied off. You must tie off this weave to protect your own dreams as you may not maintain a weave while sleeping.

FIRE TRAP

You place a ward on an object or target square. The ward placed creates a blast of fire if the object or square is touched by anyone but you. **Time:** full round action, **Target:** target square or object touched.

Affinities: Air, Fire, Spirit.

Make a Channel Check. Your Channel check determines the effect of the weave created. When the weave is triggered, your channel check is compared to the Reflex Defense of all targets in the blast radius. If your Channel check equals or exceeds their Reflex Defense, they take damage according to the table and are set aflame. Each round after the first, your channel check is reduced by five and compared to the target's Reflex Defense again to determine if they are still on fire. All combustible materials in the area have a chance to be set on fire. The fire lasts up to five rounds.

DC 20: 1 sq. radius, 2d6 per round on fire

DC 25: 2 sq. radius, 3d6 per round on fire

DC 30: 3 sq. radius, 4d6 per round on fire

Special: This weave can be maintained as a swift action.

You may spend a Hero point to double the radius of the blast.

This weave can be tied off.

MASTER WARD

You create a dome-shaped weave around an area, through which no physical object, or the One Power, can pass. This weave cannot be the target of physical attacks. **Time:** full round action, **Target:** target square within 6 squares and line of sight.

Affinities: Air, Earth, Fire, Spirit, Water.

Make a Channel Check. Your Channel check determines the size of the weave created.

DC 20: 2 sq. radius

- DC 30:** 5 sq. radius
- DC 35:** 10 sq. radius
- DC 40:** 20 sq. radius
- DC 45:** 50 sq. radius
- DC 50:** 100 sq. radius

Special: This weave can be maintained as a swift action.

You may spend a Hero Point to make the barrier opaque and sound proof.

This weave can be tied off.

SHIELD

You cut another channeler off from the True Source, preventing them from channeling and immediately ending any weaves they are maintaining through concentration. The target is no longer considered to be embracing the True Source and must embrace the Source again when the Shield is removed. **Time:** standard action, **Target:** one character within line of sight.

Affinities: Spirit.

Make a Channel Check. If the target is currently not embracing the True Source, compare your Channel check to the target's Fortitude Defense. If you equal or exceed their Fortitude Defense, they are shielded.

If a target is currently embracing the True Source, may make an opposed Channel skill check to resist being shielded. Targets of the opposite gender to you receive a +5 bonus to their Fortitude Defense or Channel skill check.

Special: This weave can be maintained as a standard action.

You may spend a Hero point to instead sever the target upon success. This can only be done if your success was also higher than their Will Defense.

This weave can be tied off, but a target attempting to break the Shield receives a +10 bonus to their Channel skill check to do so.

STRIKE OF DEATH

When you cast this weave, you name a particular type of Shadowspawn. Lightning bolts of power surge through the area of effect, potentially killing all creatures of the specified type. **Time:** 1 full round, **Target:** all creatures of the named Shadowspawn subtype in the area of effect.

Affinities: Air, Fire, Spirit.

Make a Channel Check. Your Channel check determines the area of effect. Compare your channel check to the Will Defense of all valid targets in range. If your Channel check equals or exceeds the target's Will Defense, the target is destroyed. Otherwise, the target is moved 1 step down on the condition track.

DC 25: 6 squares



DC 30: 30 squares

DC 35: 150 squares

DC 40: 750 squares

Special: You may spend a Hero point to name an additional type of Shadowspawn.

This weave may not be tied off.

WARD AGAINST SHADOWSPAWN

When you activate this weave, it creates a dome-shaped barrier through which Shadowspawn cannot pass. **Time:** 1 full round, **Target:** 1 square within line of sight.

Affinities: Air, Fire, Spirit.

Make a Channel Check. Your Channel check determines the size of the weave created.

DC 15: 2 sq. radius

DC 20: 5 sq. radius

DC 25: 10 sq. radius

DC 30: 20 sq. radius

DC 35: 50 sq. radius

DC 40: 100 sq. radius

DC 45: 200 sq. radius

DC 50: 500 sq. radius

Special: You can maintain this weave as a swift action.

You may spend a Hero point to double the radius of the dome.

You may tie off this weave.

WARD AGAINST THE ONE POWER

When you activate this weave, you create a dome-shaped barrier to the One Power, blocking line of effect. Channelers outside the dome cannot cast weaves into or directly affect targets within the area of effect. Channelers inside the weave are similarly restricted from affecting targets outside the area of effect. **Time:** 1 full round, **Target:** 1 square within line of sight.

Affinities: Air, Earth, Fire, Spirit, Water.

Make a Channel Check. You Channel check determines the size of the weave created.

DC 15: 2 sq. radius

DC 20: 5 sq. radius

DC 25: 10 sq. radius

DC 30: 20 sq. radius

DC 35: 50 sq. radius

DC 40: 100 sq. radius

DC 45: 200 sq. radius

DC 50: 500 sq. radius

Special: You can maintain this weave as a swift action.

You may spend a Hero point to double the area of effect.

You may tie off this weave.

WARD BORE

You use all Five Powers to examine another channeler's weave from the Warding Talent that you have detected. **Time:** 1 minute, **Target:** 1 weave of the Warding Talent with a duration longer than instantaneous and within line of sight.

Affinities: Air, Earth, Fire, Spirit, Water.

Make a Channel skill check. If your Channel skill check equals or exceeds the target weave's Channel skill check, you open a hole in the weave. If you fail, there is no result, unless the weave is being held and you fail by more than 10, in which case the other Channeler detects your channeling, although she does not know you are responsible.

Special: You may spend a Hero Point to use this Weave without being able to embrace the One Power, such as when you are trying to break through a Shield.

This weave may not be tied off.

WEAVE LISTS

Each channeling organization has its own list of weaves that are considered to be organizational weaves. These weaves are more accessible, and much more common among these organizations.

AES SEDAI

Advanced Air: *Foretell Weather, Lightning, Move Clouds*; Advanced Earth: *Grenade*; Advanced Fire: *Fireball, Immolate, Wand of Fire*; Advanced Water: *Whirlpool*; Conjunction: *Bond Warder, Pass Bond, Trace*; General: *Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water*; Heal: *Delve, Heal, Heal the Mind, Renew*; Illusions: *Cloak, False Trail, Folded Light, Mask of Mirrors, Mirror of Mists, Voice of Power*; Traveling: *Use Portal Stone*; Warding: *Barrier to Sight, Circle of Silence, Cut Weave, Dream Shield, Fire Trap, Master Ward, Sever, Shield, Ward against Creatures, Ward against the One Power, Ward Bore*

AES SEDAI (REBELS)

Advanced Air: *Foretell Weather, Lightning, Move Clouds*; Advanced Earth: *Grenade*; Advanced Fire: *Fireball, Immolate, Wand of Fire*; Advanced Water: *Whirlpool*; Conjunction: *Bond Warder, Pass Bond, Trace*; General: *Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water*; Heal: *Delve, Heal, Heal the Mind, Renew*; Illusions: *Cloak, False Trail, Folded Light, Mask of Mirrors, Mirror of Mists, Voice of Power*; Traveling: *Bridge between Worlds, Create Gateway, Skimming, Use Portal Stone*; Warding: *Barrier to Sight, Circle of Silence, Cut Weave, Dream Shield, Fire Trap, Master Ward, Sever, Shield, Ward against Creatures, Ward against the One Power, Ward Bore*

ASHA'MAN

Advanced Air: *Lightning*; Advanced Earth: *Grenade, Magma Torrent, Riven Earth, Stone Slam*; Advanced Fire: *Arrows of Fire, Blossoms of Fire, Fireball, Flame Surge, Immolate, Wand of Fire*; General: *Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water*; Heal: *Delve, Heal, Rend, Renew*; Illusions: *Cloak, False Trail, Folded Light, Mask of Mirrors, Mirror of Mists, Voice of Power*; Traveling: *Create Gateway, Skimming, Use Portal Stone*; Warding: *Barrier to Sight, Circle of Silence, Cut Weave, Dream Shield, Fire Trap, Master Ward, Sever, Shield, Strike of Death, Ward against Creatures, Ward against the One Power, Ward Bore*

DAMANE

Advanced Air: *Lightning*; Advanced Earth: *Grenade, Magma Torrent, Riven Earth, Stone Slam*; Advanced Fire: *Arrows of Fire, Blossoms of Fire, Fireball, Flame Surge*,

Immolate, Wand of Fire; General: Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water; Heal: Delve, Heal, Rend, Renew; Warding: Barrier to Sight, Circle of Silence, Cut Weave, Dream Shield, Fire Trap, Master Ward, Sever, Shield, Strike of Death, Ward against Creatures, Ward against the One Power, Ward Bore

KINSHIP

Advanced Air: *Foretell Weather, Move Clouds*; Conjunction: *Trace*; General: *Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water*; Heal: *Delve, Heal, Renew*; Illusions: *Cloak, False Trail, Folded Light, Mask of Mirrors, Mirror of Mists, Voice of Power*; Warding: *Barrier to Sight, Circle of Silence, Cut Weave, Dream Shield, Fire Trap, Master Ward, Sever, Shield, Ward against Creatures, Ward against the One Power, Ward Bore*

WINDFINDER

Advanced Air: *Alter Weather, Foretell Weather, Lightning, Move Clouds*; Advanced Water: *Whirlpool*; General: *Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water*; Heal: *Delve, Heal, Renew*; Illusions: *Cloak, False Trail, Mirror of Mists, Voice of Power*; Warding: *Barrier to Sight, Circle of Silence, Cut Weave, Dream Shield, Fire Trap, Master Ward, Shield, Ward against Creatures, Ward against the One Power, Ward Bore*

CHANNELING TALENT TREES

Channeling Talent Trees can be taken by any character with the Channeler feat at any heroic level they would normally be able to take talents. This talent is taken instead of a normal class talent.

AFFINITY ADEPT TALENT TREE

You are specifically powerful with one or more of the five Affinities.

Affinity Detection: Choose one Affinity for which you have the Affinity Power talent. You may always reroll checks made to detect a weave being channeled or recently channeled if it used the chosen Affinity.

You may select this talent multiple times. Each additional time, you gain its benefits for another Affinity. You must have the Affinity Power talent for the Affinity in order to take this talent for any given Affinity.

Prerequisites: Affinity Power talent.

Affinity Mastery: Choose one Affinity for which you have the Affinity Power talent. You may spend a Hero Point to reroll Channel checks made to use weaves that include the chosen Affinity, but you must keep the second result, even if it is worse.



You may select this talent multiple times. Each additional time, you gain its benefits for another Affinity. You must have the Affinity Power talent for the Affinity in order to take this talent for any given Affinity.

Prerequisites: Affinity Power talent.

Affinity Power: Choose one Affinity for which you have the Extra Affinity feat. Whenever you use a weave with this Affinity, the opponent's appropriate Defense takes a -2 penalty against your weave.

This talent may be taken multiple times. Each additional time, it gives you the benefit for a new Affinity. Therefore, it can only be taken up to five times.

DURABLE CHANNELER TALENT TREE

You are more durable than most channelers, able to create more weaves and even overchannel better than most other channelers.

Able Channeler: Weaves created at a difficulty of 15 or less do not count against your Weaves per Hour. Holding weaves of this difficulty level also does not count against your Weaves per Hour.

Channeling Resilience: Any time you overchannel, the attack roll against your Fortitude Defense is rolled twice, with the worst result kept.

Great Capacity: Any time you use the Channel skill to create a weave, you may add your Wisdom modifier in addition to your Charisma modifier to the result of the roll.

Improved Channeling Durability: Your Fortitude is considered to be two points higher when defending against attacks made against you due to overchanneling.

Increased Weaves per Hour: You gain your character level (rather than one-half your character level) when determining Weaves per Hour.

Overchanneling Mastery: When you overchannel to increase the result of your channel check, you may increase it by +10, rather than +5.

CHANNELING TECHNIQUES

Some channelers become so advanced with their mastery of the True Source that they learn ways to manipulate the threads in ways few others learn to do. These are reflected in Channeling Techniques, described in greater detail below, and are available to characters with at least two levels in the Advanced Channeler, Aes Sedai, and/or Asha'man prestige classes.

Channeling Might

You are able to manipulate threads in such a way that without any additional effort, they are mightier. Each time you take this Channeling Technique, you gain a +2 bonus to damage done with any weaves. It also applies to hit points healed, adding the bonus to any number of hit points you cause a person to heal.

Channeling Precision

You are so precise with your weaves that they penetrate defenses much more easily than other channelers' weaves of similar strength. Each time you take this Channeling Technique, any time you create a weave that affects a target, that target's Defenses are decreased by 1.

Heroic Channeler

The Pattern has blessed you with incredible ability when called upon your strength in the Pattern. While ordinary heroic channelers gain bonus d6s when they spend Hero Points to increase a Channel check, your die type increases by one for each time you take this Channeling Technique. The increments are d8s, d10s, d12s, 2d8s, 2d10s, 2d12s, 3d8s, etc.





CHAPTER TEN

LATENT ABILITIES



Some individuals, a rare few indeed, are born with special abilities. Some are able to enter the Dream World. Others are able to communicate and gain kinships with wolves. Still others can view symbolic auras around other individuals. These abilities are extraordinarily rare, and even most heroes do not have even one of these abilities. For expediency, in this book these are called latent abilities.

While the ability to channel may itself be considered a latent ability, channeling and the One Power are covered in Chapter Eight: The One Power.

An individual who has a latent ability does not initially know it. In fact, some may go their entire lives never realizing their abilities. Often, however, what will happen is an individual will discover his ability at some point in his life, whether he is young or old. The method of discovery varies by the ability.

THE DARK ONE'S OWN LUCK

The Dark One's Own Luck is the only one in this list that is perhaps not a latent ability. Rather than granting specific abilities, it acts as an aura of wild luck, normally good, but it can also be quite bad. A hero with the Dark One's Own Luck normally shows uncanny luck her whole life. The point of realization is when something is noticed, a constant, unstopping sensation that lasts to a certain, climactic point.

As previously stated, the Dark One's Own Luck gives wild luck. At times, this luck will be very good, even unnaturally good. "Stacked" cards will still give the best hand, a randomly chosen road will lead her where she needs to go, she will fall onto the only pile of leaves at the base of the tree, etc. Such supernatural luck is prone to raise suspicions if witnessed often enough. Sometimes, however, luck will be terrible. Weighted dice will still result in bad rolls, the house fire will somehow send an ember at her and ignite her coat, etc.

DARK ONE'S OWN LUCK TALENT TREE

You have the Dark One's Own Luck, possessing not only phenomenal luck, but luck that can change the entire outcome of encounters in which you find yourself.

Dark One's Own Luck: You have the Dark One's Own Luck. Any time you perform an action that requires an ability check, skill check, or attack roll, you may choose to leave the result to pure chance. Doing so, you roll a 1d4 in addition to the check, and the result of the d4 grants a bonus or penalty as follows:

- 1: Subtract your Charisma modifier as a luck penalty.
- 2: No change.
- 3: Add your Charisma modifier as a luck bonus.
- 4: Add double your Charisma modifier as a luck bonus.

If the check already involves your Charisma modifier, you add the above results after adding your original Charisma modifier.

You must declare that you are leaving the roll to chance before taking the action. The Game Master may decide that some actions are not able to be left to luck, at her discretion. This is always applied to luck checks and games of complete chance.

Improved Dark One's Own Luck: When using the Dark One's Own Luck to leave an ability check, skill check, or attack roll to pure chance, you roll a d6 instead of a d4, which grants the following results depending on the die result:

- 1: Subtract double your Charisma modifier as a luck penalty.
- 2: Subtract your Charisma modifier as a luck penalty.
- 3: No change.
- 4: Add your Charisma modifier as a luck bonus.
- 5: Add double your Charisma modifier as a luck bonus.
- 6: Add triple your Charisma modifier as a luck bonus.

Furthermore, you may apply this bonus die to any Hero Point bonus die result. You may also apply it to any reroll when you are able to roll again and keep the second result. In gameplay terms, this is an unpredicted stroke of luck.

Prerequisite: Dark One's Own Luck.

Lucky Defenses: Once per encounter, your luck comes in and affects your Defenses. As a free action, you gain a modifier to all three of your Defenses equal to negative two plus the result of a d4. This modifier lasts a number of rounds equal to your Charisma modifier.

This talent may be taken multiple times. Each additional time it is taken, you can use it an additional time per encounter.

Prerequisite: Dark One's Own Luck.

Period of Luck: You go for minutes, hours, or even days in which your luck is completely



wild. You may use this ability up to a number of times per month equal to your Charisma modifier, but you must use it at least once a month.

Roll a 1d4. The result determines the duration of this spurt of luck or unluck, as follows:

- 1: A number of minutes equal to your Charisma modifier (minimum 1).
- 2: A number of minutes equal to your Charisma modifier x 4 (minimum 4).
- 3: A number of hours equal to your Charisma modifier (minimum 1).
- 4: A number of hours equal to your Charisma modifier x 4 (minimum 4).

Next, roll 1d8. The result affects all roll results as follows:

1: You take a -5 penalty to all ability checks, skill checks, and attack rolls, and take a -2 luck penalty to all Defenses. Furthermore, you cannot use any Hero Points except to avoid death when reduced to 0 hit points.

2: You take a -2 penalty to all ability checks, skill checks, and attack rolls, and take a -1 luck penalty to all Defenses. Furthermore, you temporarily lose one Hero Point unless you only have one left.

3: You must reroll any successful check and keep the second result.

4: You gain a +2 bonus to all ability checks, skill checks, and attack rolls, and you gain a +1 luck bonus to all Defenses.

5: You gain a +5 bonus to all ability checks, skill checks, and attack rolls, and you gain a +2 luck bonus to all Defenses.

6: You may reroll any failed ability check, skill check, or attack roll, but the result of the reroll must be kept, even if it is worse. You also gain 1 temporary Hero Point. If this Hero Point is not used by the end of the period of luck, it is lost.

7: You may reroll all ability checks, skill checks, and keep the better result. You also gain 1 temporary Hero Point. If this Hero Point is not used by the end of the period of luck, it is lost.

8: You may reroll all ability checks, skill checks, and keep the better result. You also gain 1 temporary Destiny Point. If this Destiny Point is not used by the end of the period of luck, it is lost.

At the end of this period of luck, if your character has a Destiny, you either gain the Destiny Bonus or take the Destiny Penalty, depending on whether or not the period of luck brought you closer or further away from your Destiny.

Prerequisite: Dark One's Own Luck.

DREAMING

Dreaming is the ability to enter Tel'aran'rhiod at will, and also the ability to perform wondrous feats once there. Masters of the Dream World can teleport themselves throughout the known world with their will, control their appearance, view others' dreams, and even witness prophetic visions.

The ability to channel is not necessary to be a Dreamer. A Dreamer may enter the Dream World by mistake the first few times, or otherwise unintentionally. Typically, control of this ability must either be figured out by the Dreamer or taught by another with this ability. More information on Tel'aran'rhiod is available in Chapter X: The Westlands and Beyond.

Any hero with the Wolfbrother Talent automatically qualifies for this Talent Tree as well.

DREAMER TALENT TREE

You are a Dreamer, able to enter Tel'aran'rhiod at will, but potentially manipulate your surroundings as well.

Note that any character with the Wolfbrother talent automatically qualifies for this talent tree as well.

Control Self: You are able to maintain concentration on your own self while in the Dream World, appearing as you wish to be presented while still able to do other things at the same time. Keeping concentration while in the Dream World requires only a swift action any time you wish to take another action in the same round.

Prerequisite: Dreamer

Dreamer: You may make special Wisdom checks (DC 20) to enter the Dream World at will. Doing so requires a full minute of time spent in concentration, during which you attempt to fall asleep. Once you enter the Dream World, you are asleep in the physical world.

Dreamport: You are able to move great distances at will while in the Dream World. By making a Wisdom check, you may travel to any place you are aware of, with a base DC of 10 to travel (if the location is nearby and very familiar to you). Traveling in this way takes a full-round action.

The DC may increase, depending on several factors, including distance and lack of familiarity with the destination, as follows:

+2 for every 100 miles from you

+5 if you know the location, yet not very well

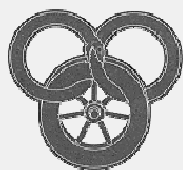
+10 if you know of the location, but have never been there

You must be able to maintain concentration on moving. If you are distracted or threatened, the DC is increased by an additional +10.

Prerequisite: Dreamer.

Dreamvision: You are able to see brief visions of the future in the Dream World. By making a special Perception check (DC 30), you are able to see glimpses of a loved one's future. If the person is not a loved one, the DC is increased by +5.

Note that this check is only allowed when the GM tells you there may be something to see. If the check fails, the character is unaware of any attempt to see the future (or is



VISIONS AND TELLINGS

Gamemasters completely control the contents of any visions of the future in their games. A player never chooses these contents, though he may decide with his GM the contents of any tellings or visions of the future if they pertain to the character's back story.

Gamemasters should be very careful in the frequency at which they allow characters to have prophetic visions and tellings in their games. They should only happen rarely, not more than a handful of times over the course of any book.

Furthermore, Gamemasters should be extremely careful about what they include in the wording and symbols of the visions. Usually, they are meant to be mysterious, with many possible interpretations and vagueness to the actual subjects. It is too easy to have a prophetic element in the game that is quickly and correctly interpreted, possibly ruining the mystery.

Foretellers make vague and uncontrolled statements, often not even about a specific person. The symbols and auras a Viewer sees are always about the subject around which the auras rotate. Dreamers, including Wolfbrothers, can see visions of the future in Tel'aran'rhiod, though not all have this ability.

otherwise unaware that there is anything to see). This is not a conscious check, but a reaction to something presented to you.

Prerequisite: Dreamer.

Improved Dreamer: The DC for you to enter the Dream World is 15. You may spend a Hero Point to enter the Dream World as a standard action.

Prerequisite: Dreamer.

Interpret Dreams: You are able to make Intelligence checks (DC 20) to interpret someone's dreams. When interpreting a dream, you may also decipher any additional meanings the dream has, such as tellings of future events, seeds of problems forming or currently presenting, current status, etc.

You may reroll this check and keep the better result if you witness the dream in the Dream World.

You may also reroll Intelligence checks made to remember your own dreams and keep the better result.

Prerequisites: Dreamer, Remember Dream.

FORETELLING

Foretelling is a mysterious ability which manifests itself in cryptic statements made by a Foreteller. They always invariably come true, though the interpretation can be mysterious and difficult to discern before the foretold event comes true.

Foretelling only occurs when the GM has it occur through the Foreteller. It is unpredictable and uncontrollable. A person with this ability will use it spontaneously and suddenly, and possibly from a very

young age. Only channelers can be Foretellers.

FORETELLING TALENT TREE

You are a Foreteller, and have the ability to make prophetic statements.

Foreteller: At the GM's discretion, you may make a cryptic statement about a future event or the future of a person. The Gamemaster decides the contents of the statement.

OLD BLOOD

A hero with the Old Blood is a character with access, through her very blood, to her ancestors. They may "whisper" to her, giving her long-forgotten knowledge, sudden skill mastery, and other helpful guidances.

An Old Blooded hero will show flashes of unknown brilliance in previously untrained skills, and just as suddenly, they may lose the skill. Other indicators include speaking random Old Tongue phrases or a feeling that ancestors are near or watching over her.

OLD BLOOD TALENT TREE

You are descended from an ancient and powerful bloodline, and your connection is such that your lineage gives you certain benefits.

Ancestral Warrior: Once per encounter, you may spend a Force Point as a swift action to designate one opponent in your line of sight. For the remainder of the encounter, you may reroll your first attack roll each round against that opponent and keep the better result.

Prerequisites: Old Blood.

Ancient Tactics: Knowledge (tactics) is a trained skill for you.

Also, all allies (excluding you) may reroll their Initiative checks, but must keep the second result.

Prerequisites: Old Blood.

Old Blood: Once per encounter, you may take 20 on any skill check, even if the skill doesn't normally allow 20 to be taken.

Spontaneous Skill: Once per day, you may make an untrained skill check as though you were trained in the skill. You cannot use this talent to make an untrained Channel check as though you were trained in the skill unless you have the Channeler feat.

You can select this talent multiple times; each time you do, you can use it one additional time per day.

Prerequisite: Old Blood

SNIFFING

Sniffing is a special ability that enables the Sniffer to literally be able to smell recent anger or acts of violence. These sensory presentations will be stronger depending on how much time has transpired or how violent the act was. For this reason, the rare individuals found with this ability are often used as detectives or scouts.

A latent Sniffer who hasn't yet realized his ability will literally smell strange, foul scents when near anger or violence and not realize what he is experiencing. These smells may be unexplained for years, though an intelligent hero will figure it out fairly quickly, or a person with knowledge of Sniffers may inform them.

SNIFFER TALENT TREE

You are a Sniffer, able to smell recent violence and track by it.

Increased Sniffer Range: The range units for the Sniffer talent is increased to leagues, rather than miles. Furthermore, when using the Smell Intent talent, the range is increased to a number of squares equal to one-half your heroic level (minimum 2).

Prerequisite: Sniffer.

Sense Old Violence: The DC of Perception checks made to use the Sniffer ability increases by 2 for each week that has passed, rather than for each day that has passed.

Prerequisite: Sniffer.

Smell Intent: You can sense a person's intentions for violence (or lack thereof). Any time you are within two squares of someone, you can make a Perception check to sense whether or not their intentions are violent. They may oppose this with a Deception check to maintain their composure, but they take a -5 penalty to the check as you do not read their facial expressions, but rather smell their bloodthirst or anger. Success means you realize they are likely to do violence soon. If they attack, you may act alertly during the surprise round.

Prerequisite: Sniffer.

Sniffer: You may make a Perception check to detect recent violence. You are considered trained in the Perception skill when using this ability, even if you are not.

The difficulty depends on how recent the violence was, how many people were hurt, and how violent it was. For every day that has gone by, increase the DC by 2. For every ten people involved, decrease the DC by 1.

The more violent the act, the easier it is to detect. Having someone brutally tortured to death (or something similarly violent) has a base DC of 15. A person murdered who suffered for a few hours has a base DC of 20. A person quickly murdered has a base DC of 25. Brutality that doesn't result in death has a base DC of 30. Violence that results in

some pain but no severe injuries has a base DC of 35. Finally, fierce anger and lightly painful violence has a base DC of 40.

Intent may also affect the DC, as may the level of anger. If someone was extremely angry, the DC is decreased by 5, just the same as if someone was extremely afraid. Passionless or accidental violence increases the DC by 5.

Because of the nature of smelling violence, you can become physically ill from using this ability. Any time you use this ability, the GM makes a secret attack against your Fortitude Defense (1d20 + 0). Each subsequent check made to use this ability increases the bonus the GM gets on this roll by +5. If such an attack is successful, you begin to become physically ill, and you move -1 persistent step along the Condition Track for each success the GM has until you get at least eight hours of rest.

This ability has a range of a number of miles equal to your heroic level, and the DC is increased by +1 for every mile beyond that.

TREESINGING

Treesinging is the only latent ability presented in this chapter available to Ogier heroes, and indeed may only be manifested in Ogier characters. This ability is all but unheard of even among the Ogier.

Treesinging is the ability to soothe and otherwise manipulate plant life, specifically wood-based plant life such as trees or vines, though special songs and hands-on interaction. The Ogier may "ask" the tree for a sungwood item, which is much harder than other types of wood or wooden items. Additional specific abilities include healing plants, giving plants fortitude, enhancing growth, or even communicating with them. Ogier with this ability tend to feel an especially close kinship with trees, even above that of other Ogier.

TREESINGER TALENT TREE

You are a Treesinger. You can do legendary things with trees, including creating sungwood items, give trees extra resilience, and more. This talent tree is only available to Ogier characters with the Latent Ability feat.

Commune with Trees: As a full-round action, you may create a relationship with a tree and gain recent memories from things it has witnessed. By making a Persuasion check (DC 15), you may find out anything that has happened to the tree or within ten squares of the tree for the past week.

Prerequisite: Treesinger.

Create Sungwood Item: You can create an item of sungwood. Doing so takes a number of minutes equal to the base DC an ordinary item of its type.



To do this, you must have a tree and be able to touch it. Instead of making a Crafts check and damaging the tree, you make a Persuasion check with the tree, and the DC is equal to what the Craft check would have been. The tree takes no damage from doing this.

Items made with Treesung wood have a hardness and hit points as a normal wooden item would, but increased by 50%.

Armor made with Treesung wood are treated as a normal piece of armor, plus an additional +1 bonus to the wearer's Fortitude Defense. Note that "normal piece of armor" means a piece of armor made from wood, not from metal. So, a "normal breastplate" made from Treesung wood would grant a +1 bonus to Fortitude Defense more than a breastplate made from wood.

Weapons made from Treesung wood are treated as masterwork items.

Prerequisite: Treesinger.

Heal Tree: You may heal a tree's hit points or heal it from diseases. Instead of making a Treat Injury check, you make a Persuasion check (DC 20 for healing hit points, 25 for healing diseases). If the check is successful, the tree gains a number of hit points equal to 5 + your heroic level. Or, if you were trying to heal it from a disease, a successful check cures the disease. Performing this action requires ten minutes of coaxing the tree.

Prerequisite: Treesinger.

Tree Resilience: You grant a tree a +20 bonus to Fortitude Defense, and increase its hardness and hit points by 25%. Doing this requires a full minute of coaxing the tree.

Prerequisite: Treesinger.

Treesinger: You may perform Persuasion checks with trees.

Furthermore, you may use Persuasion checks to find out if there is anything ailing the tree, such as damage taken or diseases or other parasites within it. Doing so requires a full round action and a DC 15 Persuasion check. In order to interact with a tree you must be able to touch it.

VIEWING

Viewing is a cryptic ability to perceive visual auras around another individual's head that hint at future destinies and fates. Nobody can see these auras except the Viewer, and they only appear briefly and never reappear. Like Foretelling, this ability is uncontrollable and may come to the perceptive Viewer at random. The interpretation of these Viewings may or may not be correct or easily discernable.

Viewers will often see faint auras at first, early in their lives, around others. These symbols will be more pronounced around heroic characters, and especially around channelers or characters with destinies.

VIEWER TALENT TREE

You are a Viewer, and are able to see auras and even symbols around a person that enable you to know something of a person's role in the Pattern.

Notice Viewings: The GM can make involuntary rolls for your Viewing ability. Doing so is a free action from you, though the DC is the same, as are the limitations of your viewing ability.

Prerequisite: Viewer.

See Aura: You can discern auras around people, which give you vague impressions of a person's destiny and soul. When you use the Viewer ability, you can also determine that character's Madness score, Taint score, and whether or not they are a Darkfriend.

You may also reroll Perception checks made to sense deceit, though you must keep the second result, even if it is worse.

Prerequisite: Viewer.

See Symbols: You see symbols that give hints to the person's future. When you use the Viewer ability, you see symbols that hint at future, present, or past roles and events in that person's life. The GM, of course, determines the exact symbols and their meanings. Your character understands the symbols' meanings with a successful Intelligence check (DC 20). Failure on the Intelligence check means you don't understand what the symbols mean (though you remember them). Success means you gain understanding of an event that will happen in a person's life or an important event in the person's past that affects his destiny.

Prerequisite: See Aura, Viewer.

Viewer: You can see faint auras around certain people. Only Reborn characters, ta'veren, and people with Destinies may be sensed with this Talent.

Any time you see a person, you may make a special Perception check to see if you sense a faint aura around the person as a full-round action. Success means that you gain a sense of their role in the Pattern. You find out how many Hero Points and Destiny Points they have and their heroic level.

The DC to sense this in a ta'veren is 20. The DC to sense it in a Reborn hero is 25. The DC to sense it in a person only with a Destiny (and not Reborn nor ta'veren) is 30.

This ability may only be successfully used on a person once a month. If the check fails, it may not be used again for at least one week.

WOLFBROTHER

Wolfbrothers (or Wolfsisters) are humans with a special kinship with wolves. In the Wheel of Time world, wolves themselves have special abilities such as the ability to communicate through telepathy and enter Tel'aran'rhiod. These abilities, and others, such as superb senses and pack unity, are available to Wolfbrothers. Unlike other latent abilities, being a Wolfbrother may result in madness.

Typically, Wolfbrothers who are unaware of their special condition will have frequent dreams in which wolves are present, receive sudden communicative sensations, their senses will sharpen, or their eyes will begin to turn gold. It may take even longer for them to realize what is happening.

WOLFBROTHER TALENT TREE

You are a Wolfbrother. Wolves see you as a human-shaped wolf, and you can gain certain abilities that cause you to become more wolf-like, and more attuned to your wolf friends.



Wolf Alpha: There are always a number of wolves equal to one-half your heroic level within 1 mile of you, or within 1 mile of any city you are in. Additionally, wolves you communicate with are always considered Friendly when you communicate with them.

Prerequisite: Wolfbrother.

Wolf Hearing: You may reroll Perception checks made to avoid surprise, eavesdrop, hear distant or ambient noises, and notice targets, and keep the better result.

Prerequisite: Wolfbrother.

Wolf Scent: You may reroll Perception checks made to search or sense deception, and Survival checks

made to track, and keep the better result. You may use the track ability of the Survival skill even if you are not trained in that skill.

The use of this talent is a Madness trigger for Wolfbrothers.

Prerequisite: Wolfbrother.

Wolf Vision: You ignore concealment (but not total concealment) from darkness.

Furthermore, your eyes turn gold, granting you the ability to always take 10 on Persuasion checks made to intimidate (except checks made to intimidate wolves).

The use of this talent is a Madness trigger for Wolfbrothers.

Prerequisite: Wolfbrother.

Wolfbrother: You are able to speak telepathically with wolves. You can make Gather Information and Persuasion checks with wolves, who are always treated as Indifferent or better (GM's discretion) at a range in miles of up to 2 x your Charisma modifier, though you take a -10 penalty to the rolls. Communicating this way requires no sounds to be made, nor even does it require you to be able to see the target or targets. It is all done telepathically.

Communicating with wolves telepathically is a Madness trigger for Wolfbrothers.

Wolfspeak: You may use Gather Information and Persuasion checks at a range of miles up to 10 x your Charisma modifier. Furthermore, you do not take a penalty to these rolls when communicating with wolves.

Prerequisite: Wolfbrother.

MADNESS

Some characters have abilities that can cause their brain to weaken and malfunction. Specifically, male channelers and Wolfbrothers can suffer Madness if they use their abilities.

Any time a character gains a Madness Point, he also risks a bout of temporary insanity. Furthermore, whenever a character acquires a number of Madness Points equal to half his Wisdom score, he takes a permanent degradation.

Degradations are permanent, though they can be overcome by treating the mad character's insanity (see Psychologist merit in Chapter Five: Feats). The degradation is triggered whenever an event occurs as described in the description of the degradation. No matter the situation, however, the degradation is a permanent piece of the character's behavior, so it will always affect the character's behavior even if the trigger for the degradation isn't there at the moment.

Degradations can be overcome. Any time a degradation is triggered, it makes an attack equal to 1d20 + 20 + your Madness score. This attack goes against your Will Defense. If the attack fails, you may continue to act without the degradation being triggered (though you still have to experience the permanent effects).

Whenever a character performs a trigger for Madness, an attack is made against his Will Defense. The bonus to the attack varies, depending on the trigger. If the attack succeeds, the character gains a Madness Point.

MALE CHANNELERS

Channelers who use *saidin* risk a weakening of their mental strength every time they so much as hold the One Power, and it can be even more severely weakened with strong weaves.

Triggers

The following actions trigger attacks against the character's Will Defense.

Gripping *Saidin*: Any time a channeler touches *saidin*, an attack equal to 1d20 + 10 + the character's current Madness rating is made.

Holding *Saidin*: For every minute the character holds the One Power, an attack is made equal to 1d20 + the character's current Madness rating.

Creating Weaves: Every weave created causes an attack equal to 1d20 + the result of the Channel check to be made. If the character is using an *angreal*, the attack gains a +5 bonus. If the character is using a *sa'angreal*, the attack gains a +10 bonus. If the character is overchanneling, the attack is rerolled, and the best result is kept.

Degradations

Any time the character gains a degradation, he chooses from the following list:

Dillusions: Dillusions give the character false impressions of himself and his abilities. He may think himself a grand weapon master, even though he has little to no training, or he may think he is a Whitecloak where he never joined and used to despise the organization. At all times, he will think in those terms, such as making plans to attack with the real weapon masters or walk into the Whitecloak camp to gain advice from his "allies."

Any time the character fails a Charisma check (except ones made to Channel), this degradation causes the character to descend even further into dillusion, giving him a -5 penalty to all Charisma checks for the rest of the scene in addition to the above described behavior.

Hallucinations: Hallucinations create false sensations that the character is convinced are real. This may be there is a massive monstrous being just ahead of them, dangerously evil whispers at night, or the feeling that it is becoming too hot no matter the real temperature. While the hallucination is not in effect at all times, the character believes that the coming and going sensations are real, so it is only a matter of time before they happen again.

Any time the character fails a Wisdom check, this degradation causes the character to experience the hallucination even more fully. He takes a -5 penalty to all Wisdom checks, and probably can do little besides acting with or against the perceived presence.

Paranoia: Paranoia is unreasonable fear, typically of things that might not even be present or true. The character will become edgy, always double- and triple-checking their food for poison, scouting out four or five times because they are worried someone is following them, etc. This doesn't necessarily mean that the character cowers away from combat situation, though it can in extreme cases.

The GM picks a circumstantial trigger for this, such as sleeping anywhere indoors that is not the character's own home, or seeing a body of water. Any time the character experiences this trigger, he becomes irrationally afraid and can only make either a move action or a standard action each round for the duration of the scene.

Regression: The character becomes less intelligent and more child-like. His knowledge of his real age has nothing to do with his behavior, he simply becomes more immature and unthoughtful.

Any time the character fails an Intelligence check, this degradation causes the character to lose virtually any understanding of his surroundings. The battle going on around him, the nobles debating various laws, nothing will be fully fathomed. Additionally, the character takes a -5 penalty to all Intelligence checks for the rest of the scene.

Loss of Mind

If the character ever gains a number of Madness Points equal to his Wisdom score, he loses his mind. For a male channeler, this means that his degradations take over and he is beyond repair. All of his degradations are treated as being permanently triggered (and with the roll against his Will Defense succeeding). He is forever lost and can no longer be played.

WOLFBROTHERS

Wolfbrothers risk insanity when they communicate with wolves or use their other abilities. Each passing week, they struggle with canine urges that they must overcome, because if they do not overcome them, they can become, mentally and behaviorally, more lupine.

Triggers

The following actions trigger attacks against the character's Will Defense.

Using Wolfbrother Talent: Certain Wolfbrother talents trigger an attack against the character's Will Defense, as described in the talent description. This attack is equal to 1d20 + 10 + the character's current Madness rating.



Degradations

Any time the character gains a degradation, he chooses from the following list:

Carnivore: The character gains a strong taste for raw flesh (though not human or wolf flesh). Cooked meat is barely adequate and loses most of its good flavor, and vegetables and fruit are only something to eat if you are forced to or if you know enough about nutrition to know that your body needs such things.

Any time the character smells meat (cooking or raw), the character gains an overwhelming urge to eat raw meat. For the remainder of the scene, the only thing he will eat is raw meat, though he won't necessarily lose his civility and humanity to get it.

Frightening Dreams: For most Wolfbrothers, the ability to walk in the Dream World is a boon. Even for this Wolfbrother, it is a boon most of the time. However, two or three times a week the character will have wretched nightmares that cause him to wake up having barely slept and preventing him from easily returning to sleep.

Once per week, the character experiences a dream so terrifying that it limits his ability to function at his maximum level for the rest of the day. He takes a -2 penalty to Will Defense for the rest of the day and moves down one step on the Condition Track until he sleeps for at least eight hours.

Tooth and Claw: The character “realizes” that it is unnatural for him to fight with man-made weapons, for his teeth and claws are far deadlier weapons. He will often scratch or bite people during fights, even if he is using melee or ranged weapons.

Any time the character takes damage that brings him down one step on the Condition Track, he drops his weapons and fights the rest of the scene unarmed.

Wildheart: The character becomes uncomfortable in urban settings, or even in large groups. All the while, he has a yearning to be out in the wild, where he feels he belongs.

The GM picks a circumstantial trigger for this degradation. It could be things such as seeing wolves in the wild, or being in an enclosed space crowded with people, etc.

When the trigger occurs, the character makes every reasonable effort to get out into the wild. A “reasonable” effort is one that includes still keeping your mind for the most part, so he wouldn't attack his friends necessarily, nor would he injure himself greatly, etc. Once in the wild, he remains there for the remainder of the scene, after which he sort of “comes to.”

Loss of Mind

If the character ever gains a number of Madness Points equal to his Wisdom score, he loses his mind. For a Wolfbrother, this means that he loses all semblances (except physical) of humanity, and becomes, mentally, a wolf. All of his degradations are treated as being permanently triggered (and with the roll against his Will Defense succeeding). He is forever lost and can no longer be played.



CHAPTER ELEVEN ADVANCED CLASSES



This chapter presents classes for characters beyond the early levels. While heroic characters themselves are rare in the Westlands, heroic characters beyond fifth or sixth level are extraordinarily rare. Most non-player characters encountered will be members of the non-heroic class presented in the Gamemastering chapter.

PRESTIGE CLASSES

A character does not have to take levels only in the base heroic classes. Characters who desire to focus their expertise somewhat may branch into what are called prestige classes, granting them different abilities. Prestige classes work much like prestige classes presented in the Star Wars: Saga Edition Roleplaying Game. However, these classes are unique to the Wheel of Time Roleplaying Game, and are presented below.

ADVANCED CHANNELER

An advanced channeler is a channeler who has achieved great levels of mastery in using the One Power. Whether she is a wilder who has managed to survive and thrive, or an Aes Sedai with specialties in channeling, she may use this class to enhance and diversify her channeling abilities.

This prestige class is also used for particularly powerful channelers in organizations other than the Asha'man or Aes Sedai channeling organizations, such as the Kinship and the Windfinders. Though, like with any prestige class, one doesn't need levels in this class to be members of those organizations. Furthermore, this class is useful for Aes Sedai and Asha'man who want to gain abilities either not common or very advanced for those organizations.



EXAMPLES OF ADVANCED CHANNELERS IN THE WHEEL OF TIME GAME

Egwene al'Vere, Nynaeve al'Meara, Elayne Trakand, Logain Ablar.

REQUIREMENTS

To qualify to become an advanced channeler, a character must fulfill the following criteria.

Character Level: 7th.

Trained Skill: Channel.

Feats: Channeler, Extra Talent.

Talents: At least two talents from any of the One Power talent trees or any Channeling Organizational Talent Tree.

GAME RULE INFORMATION

Advanced channelers have the following game statistics.

Hit Points

At each level, advanced channelers gain 1d6 hit points + their Constitution modifier.

Hero Points

Advanced channelers gain a number of Hero Points equal to 6 + one-half their character level, rounded down, every time they gain a new level.

CLASS FEATURES

The following are features of the advanced channeler prestige class.

TABLE 11-1: THE ADVANCED CHANNELER		
CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Channeling technique
3rd	+2	Talent
4th	+3	Channeling technique
5th	+3	Talent
6th	+4	Channeling technique
7th	+5	Talent
8th	+6	Channeling technique
9th	+6	Talent
10th	+7	Channeling technique

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Will Defense and a +2 bonus to Reflex Defense.

Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a talent. This talent can be selected from the Weavemaster talent tree, or the Advanced Channeler or Expert Windfinder talent trees, presented below.

ADVANCED CHANNELER TALENT TREE

You have learned things about the One Power and channeling weaves that are much more advanced than most people ever reach.

Accurate Weave: When using a weave that has a ray effect, you may spend a Hero Point take a +10 bonus to the roll result against the target's Defense score, but the effect is reduced by one step. Alternatively, you may spend a Destiny Point to score an automatic hit with no penalty to the weave's power.

Prerequisite: Advanced Channeler.

Advanced Channeling: You have begun to delve into the most advanced secrets of the One Power. Whenever you spend a Hero Point to modify a Channel check, you roll one additional d6 and take the best of the rolls.

Control Weave: When using a weave with a sustained effect, you may spend a Hero Point to have the difficulty to maintain the weave after the first round reduced by 10. Alternatively, you may spend a Destiny Point to automatically succeed at sustaining the weave for a number of rounds equal to twice your character level, after which the difficulty is reduced by 15 to maintain concentration.

Prerequisites: Advanced Channeler.

Empower Weave: When using a weave that deals damage or heals damage, you may spend a Hero Point to increase the weave's damage dice by 50% (minimum +1 die). Alternatively, you may spend a Destiny Point to double the number of damage dice.

Prerequisite: Advanced Channeler.

Maximize Weave: When using a weave that deals damage or heals damage, you may spend a Hero Point to deal the maximum amount of damage, as though you had gotten the highest result on each die. Alternatively, you may spend a Destiny Point to also increase the damage by 25% (rounded down).

Prerequisite: Advanced Channeler.

Multitarget Weave: When using a weave that has a single target, you may spend a Hero Point to reduce the weave's effect by one step and have it affect one additional target. Alternatively, you may spend a Destiny Point to have it affect one target per four character levels.

Prerequisites: Advanced Channeler.

Torrent Weave: You open yourself to a torrent of the One Power for the duration of one weave. Whenever you channel a weave that deals damage or heals damage, you may spend a Hero Point to move the target an additional step along the Condition Track (-1 if damaging, +1 if healing). This is in addition to any Condition Track steps taken normally from the weave. Alternatively, you may spend a Destiny Point to move the target all the way up or down the Condition Track.

Prerequisites: Advanced Channeler.

ADVANCED WINDFINDER TALENT TREE

You are a highly experienced Windfinder, and can command the weaves you use with incredible ability.

Aura of Oceanic Might: As a swift action, you may add your Charisma modifier to damage done by any weave that uses the Air and/or Water Affinities and causes hit point damage.

Prerequisites: At least one talent from the Windfinder talent tree.

Command of the Seas: Any time you create a weave that includes the Air and/or Water Affinities, but no others, you may hold the weave twice as long before you begin to suffer condition track damage from channeling fatigue.

Prerequisites: At least one talent from the Windfinder talent tree.

Ride the Waves: Any time you are holding the One Power while on a ship that is out at sea, all allies on the same ship may take 10 on Acrobatics checks made to keep their balance. Furthermore, if they lose their balance, they lose a swift action as opposed to a move action, though they still lose their Dexterity bonus to Reflex Defense.

Prerequisites: At least one talent from the Windfinder talent tree.

Storm Master: You may spend three consecutive swift actions to take 20 on a Channel check to create a weave that uses Air and/or Water as its Affinities (but no other Affinities).

Prerequisites: At least one talent from the Windfinder talent tree.

Channeling Technique

You have learned improved techniques that enhance your ability to channel. At every even-numbered level (2nd, 4th, etc.), you gain a new Channeling Technique.

AES SEDAI

Among the most respected people in the Westlands and Aiel Waste, the Aes Sedai are defenders of the Light. Each Sister belongs to one of the seven Ajahs: Yellow, Red, Green, White, Gray, Brown, or Blue, and with each Ajah comes potential abilities and weaves unique to that Ajah.

EXAMPLES OF AES SEDAI IN THE WHEEL OF TIME GAME

Moiraine Damodred, Suan Sanche, Egwene al'Vere, Cadsuane Melaidhrin, Elaida do Avriny a'Roihan, Verin Mathwin, Leane Sharif.



REQUIREMENTS

To qualify to become an Aes Sedai, a character must fulfill the following criteria.

Character Level: 7th.

Trained Skill: Channel.

Feats: Channeler, Weave Training.

Talents: At least one talent from the Aes Sedai, One Power Savant, or Weavemaster talent trees.

Special: Must be a member of the Aes Sedai organization.

GAME RULE INFORMATION

Aes Sedai have the following game statistics.

Hit Points

At each level, Aes Sedai gain 1d6 hit points + their Constitution modifier.

Hero Points

Aes Sedai gain a number of Hero Points equal to 6 + one-half their character level, rounded down, every time they gain a new level.

CLASS FEATURES

The following are features of the Aes Sedai prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to Will Defense, and a +2 bonus to Reflex Defense.

Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a talent. This talent can be selected from the Influence talent tree, One Power Savant talent tree, or the Aes Sedai talent tree, or one of the Ajah talent trees or Sister talent tree, presented below.

TABLE 11-2: THE AES SEDAI

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Channeling technique
3rd	+2	Talent
4th	+3	Channeling technique
5th	+3	Talent
6th	+4	Channeling technique
7th	+5	Talent
8th	+6	Channeling technique
9th	+6	Talent
10th	+7	Channeling technique

BLUE AJAH TALENT TREE

You are a Sister of the Blue Ajah. Your devotion to causes is unrivaled among the other Ajahs.

Aura of Determination: You gain +2 to your Will Defense.

Furthermore, you may spend a swift action while channeling the One Power to grant a number of allies equal to one-half your heroic level in line of sight to you a +1 bonus to Will Defense for one round.

Focus on the Cause: Once per encounter, you may add your Charisma modifier to your Fortitude and Will Defenses for one full round.

Passionate Helper: Any time you aid an ally on a Skill check or Ability check, you grant an additional bonus equal to your Charisma modifier.

Passionate Leader: Once per encounter, while channeling the One Power, you may grant a number of allies equal to one-half your heroic level one of the following benefits: the ability to reroll any one failed attack roll, one additional die of damage on a successful attack, or a +5 boost to one Defense for one full round. You choose the benefit (which applies to all targets). The targets must use the ability by the end of the encounter, or the bonus is lost.

BROWN AJAH TALENT TREE

You are a Sister of the Brown Ajah. Your general knowledge and ability to study is superb.

Enhanced Learning: By spending a Hero Point as a swift action, you may substitute a Channel check for any Knowledge check in which you are not trained.

Enhanced Memory: You may add your Charisma modifier to any Intelligence checks made to remember past events.

Mental Clarity: Any time you are using resources (such as a library) to make a Knowledge check to look up information, you may make a DC 20 Channel check as a swift action. If the check succeeds, you may reroll any Knowledge checks made while using the resources for the remainder of the encounter.

Mental Savant: Whenever you roll a natural 20 on a Knowledge check, you gain one temporary Hero Point. This Hero Point must be spent by the end of the encounter. If it is not spent by the end of the encounter, it is lost.

GRAY AJAH TALENT TREE

You are a Sister of the Gray Ajah, and your diplomatic skills rival even the best negotiators and nobles in the known world.

Adept Negotiator: As a swift action, you may make a Channel check (DC 20). If the check succeeds, you may, as a standard action in the same turn, make a Persuasion check against a target with Intelligence 3 or higher who can see, hear, and understand you. If your Persuasion check exceeds the target's Will Defense, it moves -1 step along the condition track. The target gets a +5 bonus to Will Defense if it is higher level than you. If the target reaches the end of the condition track, it doesn't fall unconscious, but rather loses the ability to attack you or any of your allies for the remainder of the encounter unless you or one of your allies attacks it. This is a mind-affecting effect.

Enhanced Bearing: Any time you are holding the One Power, your Charisma modifier is doubled when using it for anything other than making Channel checks.

Enhanced Diplomacy: As a swift action, you may make a Channel check to improve the attitude of a target with Intelligence 3 or higher who can see, hear, and understand you. The DC of this check is 20. If it is successful, you may reroll any Persuasion checks made to change the target's attitude toward you and keep the better result.

Master Negotiator: Whenever you use the Adept Negotiator talent successfully, the target moves an additional step down the condition track when you are successful, for a total of -2 steps.

Prerequisites: Adept Negotiator.

GREEN AJAH TALENT TREE

You are a Sister of the Green Ajah, also known as the Battle Ajah, ready to be at the forefront of the conflicts of the world.

Battle Ajah: You add your Charisma modifier to the damage of weave powers used against Shadowspawn and Shadowsworn.

Improved Battle Ajah: You add double your Charisma modifier to the damage of weave powers used against Shadowspawn and Shadowsworn.

Prerequisite: Battle Ajah.

Improved Warder Bond: Your warders may transfer up to +5 bonus to Defenses as a swift action, instead of the usual +4. As a reaction, you may redistribute the bonus among your Warders. You must do so before you know the result of any attacks made against them.

Warder Coordination: You and your Warders are adept at working together. As long as you and your Warders begin combat within 6 squares of one another, you all roll Initiative checks normally, and act on the highest Initiative rolled, as if you had all rolled the same.

Prerequisite: Trained in the Initiative skill.

RED AJAH TALENT TREE

You are a Sister of the Red Ajah, with the goal of making sure the world is never broken again and finding and gentling any male channelers found in the world.

Shielding Specialty: Whenever you activate a Shield weave, you gain a +5 bonus to your Channel check.

Improved Shielding Specialty: You may maintain a Shield weave as a move action, instead of a standard action.

Prerequisites: Shield Specialty.

Broke The World: When you activate a Shield weave against a male channeler, his bonus to opposed channeling checks due to being male is reduced by 5.

Improved Broke the World: When you activate a Shield weave against a male channeler, he receives no bonus for being of the opposite gender.

Prerequisites: Broke the World.

SISTER TALENT TREE

You are a Sister, an Aes Sedai.

Channeling Secrets: You have begun to learn secrets to channeling the One Power that are unique to the Aes Sedai. Once per encounter, when using any Channeling Technique, you may gain the effect that would be gained by spending a Hero Point without using a Hero Point.

Secret of Mastery: You have learned secret techniques of channeling mastery. You may spend a Hero Point to reroll any Channel check made to create a weave, though you must keep the second result, even if it is worse.

Prerequisite: Channeling Secrets.

Secret of Serenity: You have honed secret techniques of channeling serenity. You may spend a full round in a semi-meditative state during which you remain aware of your

surroundings, but you lose your Dexterity modifier to your Reflex Defense. On your next turn, you may spend a Hero Point to have your next Channel check considered to be a natural 20.

Prerequisite: Channeling Secrets.

WHITE AJAH TALENT TREE

You are a Sister of the White Ajah, a master of logic and reason.

Logical Mind: Any time you take 10 or 20 on a skill check, if you spend a Hero Point, you may add your Intelligence modifier in addition to the result of the bonus die to the result in addition to the normal ability modifier involved. If the skill uses your Intelligence modifier, you may double it for the purposes of this talent.

Moment of Genius: You gain a +1 bonus to all Intelligence checks. Any time you spend a Hero Point to gain a bonus to Intelligence checks, you gain the result of the die roll +5, replacing +1 bonus automatically received from this talent.

Riddle Genius: You may add one-half your heroic level to Intelligence checks made to solve riddles, mysteries, and enigmas.

Riddle Master: You may spend a Hero Point to reroll Intelligence checks made to solve riddles, mysteries, and enigmas, keeping the better result.

YELLOW AJAH TALENT TREE

You are a Sister of the Yellow Ajah, highly skilled in healing weaves.

Healing Touch: Whenever you use the Heal weave, you heal an additional 1 point of damage per your class level.

Improved Healing Touch: Whenever you use the Heal weave, you heal an additional amount of damage equal to your Charisma modifier x your class level.

Prerequisite: Healing Touch.

Improved Revivify: You can use the revivify application of the Treat Injury skill or the Heal weave to bring back a person who has just died within a number of rounds equal to one-half your heroic level.

Soothing Touch: When you use the Renew weave, you may spend a Hero Point to make the target's persistent condition no longer persistent.

Channeling Technique

You have learned improved techniques that enhance your ability to channel. At every even-numbered level (2nd, 4th, etc.), you gain a new Channeling Technique.

ALGAI'D'SISWAI

Algai'd'siswai are the dangerous spear warriors from the Aiel Waste. Divided into multiple warrior societies, each with a different purpose, the *algai'd'siswai* are renowned for their agility, toughness, ferocity in battle, as well as their stealth and alertness.

EXAMPLES OF ALGAI'D'SISWAI IN THE WHEEL OF TIME GAME

Aviendha, Rhuarc, Couladin, Chiad, Bain.

REQUIREMENTS

To qualify to become an *algai'd'siswai*, a character must fulfill the following criteria.

Character Level: 7th.

Trained Skills: Initiative, Perception.

Talents: At least two talents from the *Algai'd'siswai*, Awareness, Battle Dancer, or Camouflage talent trees.

Weapon Group Proficiency: Spears and Lances.

Special: Must be Aiel or accepted as a Spear Dancer among the Aiel.



GAME RULE INFORMATION

Algai'd'siswai have the following game statistics.

Hit Points

At each level, *algai'd'siswai* gain 1d8 hit points + their Constitution modifier.

Hero Points

Algai'd'siswai gain a number of Hero Points equal to 6 + one-half their character level, rounded down, every time they gain a new level.

TABLE 11-3: THE ALGAI'D'SISWAI

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Dance the spears
3rd	+3	Talent
4th	+4	Dance the spears
5th	+5	Talent
6th	+6	Dance the spears
7th	+7	Talent
8th	+8	Dance the spears
9th	+9	Talent
10th	+10	Dance the spears

CLASS FEATURES

The following are features of the *algai'd'siswai* prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 bonus to Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a talent. This talent can be selected from the Awareness or Battle Dancer talent tree, or the *Algai'd'siswai* or Maiden of the Spear talent trees presented below.

ADVANCED ALGAI'D'SISWAI TALENT TREE

You are an elite spear dancer, and among the fiercest of these world-renowned, fierce warriors.

Alert Defense: When using a buckler, you can spend a Hero Point to gain a bonus to Reflex Defense against melee attacks versus your opponent equal to your Wisdom modifier in addition to the bonuses granted by the buckler.

Improved Avoid Feint: You may reroll checks made to avoid feints and keep the better result.

Improved Reactive Strike: When using the Reactive Strike ability, your opponent loses his Dexterity modifier to Reflex Defense.

Prerequisite: Reactive Strike.

Improved Skirmisher: Any time you use the Skirmisher talent, you also gain a +1 bonus to Reflex Defense until the start of your next turn for each time you have taken the Skirmisher talent.

Prerequisite: Skirmisher.

Superior Initiative: Any time your Initiative is the highest of anyone else in the battle, you gain one additional swift action each round.

MAIDEN OF THE SPEAR TALENT TREE

You are a talented Maiden of the Spear, a hero among your kind. Your abilities in scouting and spear combat are nearly unrivaled.

Distant Sight: You only take a -2 penalty when noticing distant targets using the Perception skill. Furthermore, the target must be 20 squares away or more before you start taking penalties to notice it.

Enhanced Vision: When actively looking for hidden enemies, you may make a Perception check as a swift action.

Out of Sight: Once per encounter, you may take 20 on any Stealth check made to sneak.

Quick Step: As a swift action, you can move 1 square without provoking an attack of opportunity.

Dance the Spears

You gain a bonus to Acrobatics and Initiative checks at every even-numbered level. This bonus is equal to one-half your class level, rounded down.

ASHA'MAN

Rand al'Thor, the Dragon Reborn, founded the Asha'man channeling organization to train male channelers in the One Power and also to be used in battle as weapons. They blend close melee combat and devastating offensive channeling in such a way that few can stand against them. While lower-level members of the organization are called soldiers, those who qualify for this prestige class are typically more advanced, and may even be Dedicated or Asha'man in rank.

EXAMPLES OF ASHA'MAN IN THE WHEEL OF TIME GAME

Mazrim Taim, Damer Flinn, Jahar Narishma, Eben Hopwil, Fedwin Morr.

REQUIREMENTS

To qualify to become an Asha'man, a character must fulfill the following criteria.

Character Level: 7th.

Trained Skill: Channel.

Feats: Channeler, Extra Talent.

Talents: At least one talent from the Asha'man, Combat Channeler, or Soldier talent trees.

Special: Must be a member of the Asha'man organization.



GAME RULE INFORMATION

Asha'man have the following game statistics.

Hit Points

At each level, Asha'man gain 1d10 hit points + their Constitution modifier.

Hero Points

Asha'man gain a number of Hero Points equal to 6 + one-half their character level, rounded down, every time they gain a new level.

CLASS FEATURES

The following are features of the Asha'man prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Fortitude, Reflex, and Will Defenses.

Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a talent. This talent can be selected from the Combat Channeler or Soldier talent tree, or the Asha'man talent tree presented below.

DEDICATED TALENT TREE

You have learned advanced techniques for blending channeling with martial combat, to deadly levels.

Devastating Weave: Choose one damage-dealing weave. When channeling that weave, you treat the opponent's damage threshold as though it was five points lower.

Efficient Killer: Any time you use a melee weapon to reduce an enemy to a number of hit points equal to one-half your character level, you can spend a swift action to make an immediate attack against that opponent. If that attack succeeds, it does damage equal to the opponent's remaining hit points +1, even if it is more damage than the weapon can do.

Merciless Channeling: Any time you exceed a target's damage threshold with a weave, that target takes a -2 penalty to all defenses against weaves created by you for the rest of the encounter. Any single target may only receive up to a -2 penalty from this talent, though it may be used against multiple targets.

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Channeling technique
3rd	+2	Talent
4th	+3	Channeling technique
5th	+3	Talent
6th	+4	Channeling technique
7th	+5	Talent
8th	+6	Channeling technique
9th	+6	Talent
10th	+7	Channeling technique

Mighty Weave: Choose one damage-dealing weave. Whenever you successfully damage an opponent, all enemies who see the weave channeled lose one swift action from their upcoming turn. You may spend a Force Point to also cause them to take a -5 penalty to Will Defense for the remainder of the encounter.

Staggering Weave: Choose one damage-dealing weave. When you successfully deal damage with that weave, that target loses its next move action.

Channeling Technique

You have learned improved techniques that enhance your ability to channel. At every even-numbered level (2nd, 4th, etc.), you gain a new Channeling Technique.

BLADEMASTER

Masters of the sword, true blademasters are rare. To many, blademasters are ultimate fighters, and few warriors can stand toe-to-toe with them for long.

Many, though not all, blademasters have a heron-marked sword, a sign of their mastery. These weapons were crafted long ago.

EXAMPLES OF BLADEMASTERS IN THE WHEEL OF TIME GAME

al'Lan Mandragoran, Rand al'Thor, Galad Damodred, Tam al'Thor, Turan, Rodel Ituralde, Eamon Valda, Turak Aladon, Toram Riatin.

REQUIREMENTS

To qualify to become a blademaster, a character must fulfill the following criteria.

Character Level: 7th.

Base Attack Bonus: +7.

Feats: Melee Defense, Weapon Focus (heavy blades or light blades).



GAME RULE INFORMATION

Blademasters have the following game statistics.

Hit Points

At each level, blademasters gain 1d10 hit points + their Constitution modifier.

Hero Points

Blademasters gain a number of Hero Points equal to 6 + one-half their character level, rounded down, every time they gain a new level.

CLASS FEATURES

The following are features of the blademaster prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 bonus to Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a talent. This talent can be selected from the Soldier talent tree, or the Blademaster talent tree presented below.

BLADEMASTER TALENT TREE

You have mastered the sword, and can use techniques that give you great advantage over your enemies in close combat.

Aggressive Form: Once per encounter you may spend a Hero Point to designate a single enemy in your line of sight. For the remainder of the encounter, when using a sword, you may reroll your first attack roll each round against the opponent and keep the better result.

Defensive Form: When fighting defensively, you may add your Wisdom modifier to your Reflex Defense, or +1, whichever is higher. If you make no attacks during the round, the bonus provided by this talent is doubled.

Deft Form: You may add your Dexterity bonus instead of your Strength bonus to damage rolls made with a sword. When you wield a blade two-handed, you may apply double your Dexterity bonus to damage rather than double your Strength bonus.

TABLE 11-5: THE BLADEMASTER

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Blademaster defense
3rd	+3	Talent
4th	+4	Blademaster defense
5th	+5	Talent
6th	+6	Blademaster defense
7th	+7	Talent
8th	+8	Blademaster defense
9th	+9	Talent
10th	+10	Blademaster defense

Patient Form: By spending two swift actions in the round, you may roll a 1d4 and add the bonus to either your Reflex Defense against one attack in the round or one attack roll made during the round.

Powerful Form: When attacking with a blade, you can spend a swift action to deal one additional die of damage on all attacks made in the same round.

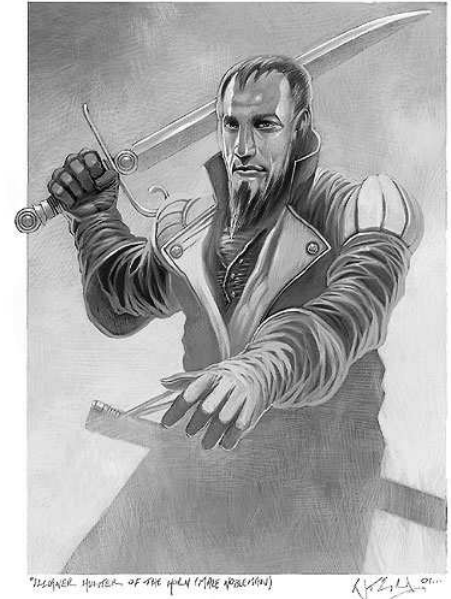
Vital Form: When making an attack with a sword, you score a critical hit on a natural 19 or 20 die roll result. A natural 19 isn't considered an automatic hit, however, and if you roll a natural 19 and still miss the target, you do not get a critical hit.

Blademaster Defense

When wielding a sword, you gain a shield bonus to Reflex Defense against incoming melee attacks. This bonus is equal to half your class level. This bonus stacks with any shield bonuses gained from blade techniques.

COMMANDER

There are many armies in the known world, from the standing armies of the many nations to the independent armies of the Band of the Red Hand or the rebel Aes Sedai army, to the various Aiel warrior societies and even the invading Ever Victorious Army, battles rage throughout the lands at different times throughout the ages, especially during the times leading up to the Final Battle. These armies are led by commanding officers, the greatest of whom are capable of turning the tides of battles with their prowess and leadership.



EXAMPLES OF COMMANDERS IN THE WHEEL OF TIME GAME

Matrim Cauthon, Gareth Bryne, Davram Bashere, Agelmar Jagad, Rodel Ituralde, Pedron Niall, Sammael.

REQUIREMENTS

To qualify to become a commander, a character must fulfill the following criteria.

Character Level: 7th.

Trained Skill: Knowledge (tactics).

Talents: At least one talent from the Leadership or Soldier talent trees.

Special: Must belong to an organization with a military division. Examples include the Band of the Red Hand or any nation's military organization.

GAME RULE INFORMATION

Commanders have the following game statistics.

Hit Points

At each level, commanders gain 1d8 hit points + their Constitution modifier.

Hero Points

Commanders gain a number of Hero Points equal to 6 + one-half their character level, rounded down, every time they gain a new level.

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Assist army
3rd	+2	Talent
4th	+3	Assist army
5th	+3	Talent
6th	+4	Assist army
7th	+5	Talent
8th	+6	Assist army
9th	+6	Talent
10th	+7	Assist army

CLASS FEATURES

The following are features of the commander prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Will Defense and a +2 bonus to Reflex Defense.

Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a talent. This talent can be selected from the Leadership or Soldier talent tree, or the Military Tactics talent tree presented below.

MILITARY TACTICS TALENT TREE

You are a master of battle strategy, and have abilities that help give your units the edge.

Master Tactician: Whenever you reroll a Knowledge (tactics) skill check, you may keep the better of the two rolls.

Prerequisite: Tactics Expert.

Raider Tactics: As a move action, you may grant any allies within line of sight a +1 bonus to attack rolls and a +2 bonus to damage rolls. These bonuses last until the beginning of your next turn.

Prerequisite: Tactics Expert.

Shieldbearer Tactics: As a move action, you may grant any allies within line of sight a +1 shield bonus to Reflex Defense. This bonus is extended to any allies adjacent to them. Any allies using a shield gain a +2 bonus to Reflex Defense and extend an additional +2 bonus to adjacent allies, even if those allies do not have a shield. These bonuses last until the beginning of your next turn.

Prerequisite: Tactics Expert.

Spearhead Tactics: As a move action, you may grant any allies within line of sight a +1 bonus to attack rolls and a +1 bonus to base speed. These bonuses last until the beginning of your next turn.

Prerequisite: Tactics Expert.

Stalwart Morale: Any time an opponent attempts to affect one of your allies within your line of sight with an effect that targets Will Defense, you may add your Charisma modifier to that ally's Will Defense against the attempt. You may do this for each ally once per encounter, though it costs you a swift action.

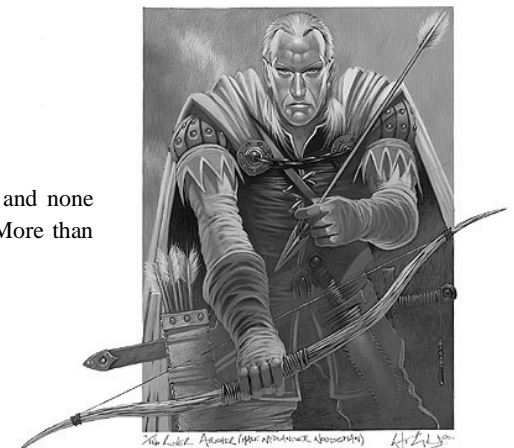
Tactics Expert: You may reroll any Knowledge (tactics) skill check as a free action, though you must keep the second result, even if it is worse.

Assist Army

Starting at 2nd level, your ability to help your troops is enhanced. Any time you grant a morale or insight bonus, the bonus is increased by an additional +1. Furthermore, the range at which you can use "line of sight" abilities increases as you advance. At second level, this range becomes line of sight or 10 squares, whichever is greater. At fourth level, the range becomes 20 squares or line of sight. At sixth level, it becomes 50 squares or line of sight. At eighth level, it is 100 squares or line of sight. Finally, it is one mile or line of sight at tenth level.

ELITE ARCHER

The bow can be a powerful weapon, and none are greater with it than elite archers. More than



great shooters, the elite archer has incredible accuracy and can perform bow tricks of legend.

EXAMPLES OF ELITE ARCHERS IN THE WHEEL OF TIME GAME

Birgitte Silverbow, Tam al'Thor.

REQUIREMENTS

To qualify to become an elite archer, a character must fulfill the following criteria.

Character Level: 7th.

Base Attack Bonus: +7.

Feats: Point Blank Shot, Precise Shot, Weapon Focus (bows or crossbows).

GAME RULE INFORMATION

Elite archers have the following game statistics.

Hit Points

At each level, elite archers gain 1d8 hit points + their Constitution modifier.

Hero Points

Elite archers gain a number of Hero Points equal to 6 + one-half their character level, rounded down, every time they gain a new level.

CLASS FEATURES

The following are features of the elite archer prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 bonus to Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a talent. This talent can be selected from the Awareness or Soldier talent tree, or the Marksman talent trees presented below.

TABLE 11-7: THE ELITE ARCHER		
CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Improved range +10%
3rd	+3	Talent
4th	+4	Improved range +20%
5th	+5	Talent
6th	+6	Improved range +30%
7th	+7	Talent
8th	+8	Improved range +40%
9th	+9	Talent
10th	+10	Improved range +50%

MARKSMAN TALENT TREE

You rarely miss, especially when you aim, and your shots alone can decide the entire outcome of skirmishes.

Alert Aim: You can abandon when aiming and regain your Dexterity bonus to your Reflex Defense. You lose the benefits from aiming if you abandon, but you can regain the benefits by spending a third swift action if it's within the same round.

Deft Accuracy: Any time you exceed a target's Reflex Defense by 10 or more with a ranged attack, you deal damage as though it was a critical hit, even if it was not a natural twenty.

Feel the Shot: You may spend a Hero Point to reroll any missed ranged attack if you aimed before the attack, but you must accept the result of the reroll, even if it is worse.

Hole in the Armor: Once per encounter, you may ignore the armor bonus granted by a target's armor.

True Accuracy: You ignore any penalties taken if your opponent has concealment or total concealment.

Weather Adjustments: The penalties you take to ranged attacks from adverse weather are reduced by half.

Improved Range

At every even-numbered level (2nd, 4th, etc.), your range is increased by a cumulative ten percent.

GLEEMAN

Of all the bards, singers, musicians, storytellers, dancers, acrobats, and other performers throughout the Westlands, none are more famed, or more sought after, than a gleeman. With their patched cloaks and their entertaining abilities, the gleeman is a one-man show, and a necessarily knowledgeable person as well.



EXAMPLE OF A GLEEMAN IN THE WHEEL OF TIME GAME

Thomdril Merrillin.

REQUIREMENTS

To qualify to become a gleeman, a character must fulfill the following criteria.

Character Level: 7th.

Trained Skills: Knowledge (history), Persuasion.

Feat: Skill Focus (Persuasion).

Talents: At least two talents from the Inspiration or Streetwise talent trees.

GAME RULE INFORMATION

Gleemen have the following game statistics.

Hit Points

At each level, gleemen gain 1d6 hit points + their Constitution modifier.

Hero Points

Gleemen gain a number of Hero Points equal to 6 + one-half their character level, rounded down, every time they gain a new level.

CLASS FEATURES

The following are features of the gleeman prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 bonus to Will Defense.

Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a talent. This talent can be selected from the Inspiration, or Streetwise talent trees, or the Lore or Performer talent trees presented below.

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Gleeman knowledge
3rd	+2	Talent
4th	+3	Gleeman knowledge
5th	+3	Talent
6th	+4	Gleeman knowledge
7th	+5	Talent
8th	+6	Gleeman knowledge
9th	+6	Talent
10th	+7	Gleeman knowledge

LORE TALENT TREE

You know stories, and you can tell true legends from myths, and the differences between them.

Eavesdropper: When you make a Gather Information check, you may also make a Perception check and keep the better of the two skill checks.

Historical Knowledge: You may make an Intelligence check (DC 15) to determine the validity of a story and deduce whether it is a true, historically accurate recounting of actual events or a figment of false stories. You can also determine if it is a legend based on actual facts.

Prerequisite: Trained in Knowledge (academics).

In the Know: Once per encounter, you may add your Intelligence modifier to any Gather Information or Knowledge check.

Scholarly Knowledge: As a swift action, you can reroll a Knowledge check in which you are trained and keep the better of the two results.

Well Informed: Any time you spend a Hero Point to add bonus dice to a Gather Information check, you gain an additional die. You may reroll the lowest die. You keep the highest result of all the dice.

PERFORMER TALENT TREE

Your skills in performance are uncanny, enough so that you can mesmerize virtually anyone with relative ease.

Actor: You may use the Deception skill instead of the Persuasion skill when using the Master Performer Unforgettable Performance talent.

Prerequisite: Master Performer.

Master Performer: You may always reroll Persuasion checks made to perform and keep the higher result.

Musical Skill: Select one musical instrument. When using the Master Performer talent, and using that instrument, you gain a +5 bonus to the Persuasion check.

Prerequisite: Master Performer.

Tumbler: You may use the Acrobatics skill instead of the Persuasion skill when using the Master Performer or Unforgettable Performance talent.

Prerequisite: Master Performer.

Unforgettable Performance: Any time you make a Persuasion check to improve the attitude of other characters, you may reroll the check and keep the better result.

Prerequisite: Master Performer.

Gleeman Knowledge

Starting at second level, you no longer need to pay money to use the Gather Information skill. Furthermore, you gain a class bonus to all Knowledge checks equal to one-half your class level, rounded down.

LATENT HERO

For reasons unknown, the Pattern selects individuals who are given extraordinary abilities. Some tap in to their abilities more than others, even to the point of being heroes who make a lasting impact on the history of time.

EXAMPLES OF LATENT HEROES IN THE WHEEL OF TIME GAME

Perrin Aybara, Egwene al'Vere, Elyas Machera.

REQUIREMENTS

To qualify to become a latent hero, a character must fulfill the following criteria.

Character Level: 7th.

Feat: Latent Ability (any one).

Talents: At least two talents from any Latent Ability talent tree.



GAME RULE INFORMATION

Latent heroes have the following game statistics.

Hit Points

At each level, latent heroes gain 1d8 hit points + their Constitution modifier.

Hero Points

Latent heroes gain a number of Hero Points equal to 6 + one-half their character level, rounded down, every time they gain a new level.

CLASS FEATURES

The following are features of the latent hero prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Fortitude, Reflex, and Will Defenses.

Talents

At every level you gain a talent. This talent can be selected from any of your chosen Latent Ability talent trees, or the Advanced Latent Ability talent trees presented below.

ADVANCED DREAMER TALENT TREE

You have mastered your Dreamer abilities and are especially adept in Tel'aran'rhiod.

Enter Dream: You may locate dreams and enter them with a DC 30 Perception check followed by a DC 20 Charisma check. Doing so can be dangerous (as you have no control over your own actions while in the dream).

Prerequisites: Dreamer, Dreamport.

Master of Tel'aran'rhiod: Any time you enter Tel'aran'rhiod, you gain a temporary Hero Point. This Hero Point remains with you until you leave the Dream World.

Prerequisites: Any two talents from the Dreamer Talent Tree.

Waking Dream: You may enter Tel'aran'rhiod while still semi-awake. Doing so still requires at least a standard action.

While in the Dream World, you are awake, but you can only use swift actions, move actions, and reactions in the physical world. Any actions taken in the physical world also force you to make a reflexive Wisdom check (DC 20). Success means you remain in the Dream World.

In the Dream World, you must spend an additional swift point any time you make a standard or full-round action to maintain your concentration in that world, or make any skill check, ability check, or attack.

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Latent blessing 1/encounter
3rd	+2	Talent
4th	+3	Latent blessing 2/encounter
5th	+3	Talent
6th	+4	Latent blessing 3/encounter
7th	+5	Talent
8th	+6	Latent blessing 4/encounter
9th	+6	Talent
10th	+7	Latent blessing 5/encounter

Finally, you may spend a Hero Point instead of making the Wisdom check to stay in the Dream World if you take an action in the physical world.

Prerequisites: Dreamer, Improved Dreamer.

ADVANCED SNIFFER TALENT TREE

You can smell violence even most other Sniffers would miss, and very little violence escapes your notice.

Durable Sniffer: The bonus to attacks made against your Fortitude Defense increase only by +1 for each use of the Sniffer ability after the first.

Prerequisite: Any two talents from the Sniffer Talent Tree.

Improved Sniffer: You may spend a Hero Point to reroll Perception checks made to use the Sniffer ability or the abilities of any talent with Sniffer as a prerequisite. You keep the better result.

Prerequisite: Any two talents from the Sniffer Talent Tree.

ADVANCED WOLFBROTHER TALENT TREE

Your connection with wolves, and your wolf-like abilities, are phenomenal.

Pack Hunter: You grant an additional +2 to attack rolls or +1 to Reflex Defense when aiding another wolf in combat. Furthermore, you deal +2 damage on successful melee attacks whenever you are within two squares of an allied wolf or whenever you flank an opponent with a wolf.

Prerequisites: Any two talents from the Wolfbrother Talent Tree, Coordinated Attack.

Wolf Frenzy: You may fly into a frenzy with a swift action. This frenzy lasts a number of rounds equal to 3 + your Constitution modifier, and afterwards, you move -1 persistent step down the Condition Track.

During the frenzy, you may use one additional move action or standard action each round. If you take a full-round action during the round, you gain one additional swift action to use during the round. You may not use any skills that require concentration or patience, such as Craft, Deception, or Stealth, during this frenzy.

Entering a frenzy is a Madness trigger for Wolfbrothers.

Prerequisites: Any two talents from the Wolfbrother Talent Tree.

Latent Blessing

The Pattern gives you extra strength to survive the dangers of the world. Because of this, you may increase your defenses against sudden dangers reflexively (and possibly even without knowing that you're doing so). A number of times per encounter equal to one-half your class level, you may do one of the following for one Defense as a reaction when that Defense is attacked: add your Intelligence modifier to your Reflex Defense, add your Strength modifier to your Fortitude Defense, or add your Charisma modifier to your Will

Defense. This bonus lasts only for the duration of the specific, named attack against that Defense, and one use is consumed even if the attack succeeds and overcomes the bonus as well.

REGENT

Regents are people of social importance, from royals to underground smuggling leaders, heirs to great fortunes or influential military leaders.

EXAMPLES OF REGENTS IN THE WHEEL OF TIME GAME

Elayne Trakand, Morgase Trakand, Berelain dur Paendrag Paeron, Tuon Athaem Kore Paendrag, Pedron Niall.

REQUIREMENTS

To qualify to become a regent, a character must fulfill the following criteria.

Character Level: 7th.

Trained Skills: Knowledge (politics), Persuasion.

Talents: At least two talents from the Influence, Leadership, or Lineage talent trees or any Noble House Organizational Talent Tree.

GAME RULE INFORMATION

Regents have the following game statistics.

Hit Points

At each level, regents gain 1d6 hit points + their Constitution modifier.

Hero Points

Regents gain a number of Hero Points equal to 6 + one-half their character level, rounded down, every time they gain a new level.

CLASS FEATURES

The following are features of the regent prestige class.



Defense Bonuses

At 1st level, you gain a +4 class bonus to your Will Defense, and a +2 bonus to your Reflex Defense.

Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a talent. This talent can be selected from any of your chosen Influence or Leadership talent trees, or the Heir or Mastermind talent trees presented below.

TABLE 11-10: THE REGENT

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Ally
3rd	+2	Talent
4th	+3	Ally
5th	+3	Talent
6th	+4	Ally
7th	+5	Talent
8th	+6	Ally
9th	+6	Talent
10th	+7	Ally

HEIR TALENT TREE

You are the heir to great fortunes, allies, lands, and prestige.

Allies: When interacting with any target who has a friendly attitude toward you or better, you may reroll any Persuasion check made to gain a favor from them. This ability may be used only once per level for any one target, though it may be used on multiple targets at different times. This favor must be within the means of the one granting the favor, and a reasonable request. An innkeeper may grant a free stay at an inn and free meals for a week, but cannot necessarily call off an assassin trying to kill you, nor is he likely to give you his wife. A wealthy member of the royal family may be able to guarantee safe passage, but if the escort is killed off, the guarantee is likely gone.

Aura of Respect: Any time you make a Gather Information or Persuasion check with anyone who has heard of you, you may add your entire level to the check, rather than one-half.

Prerequisites: Prestige.

Fortunes: You gain a number of gold marks equal to 1,000 x your class level upon meeting the person leaving you with the inheritance, or upon meeting the keeper of the estate upon the benefactor's death.

Lands: You gain lands from a benefactor. The number of people living on these lands is equal to 1,000 x your class level. The number of skilled people (nonheroic level 5+) is equal to 10 x your class level. The number of heroic characters living in your lands is equal to 2 x your class level. The maximum heroic level of any resident living in your lands gained from this talent is your heroic level -2.

Prestige: Others grant you honor and awe worthy of your social position. Any time you are in your own lands or in a land within a number of miles equal to 100 x your heroic level, you grant an additional 1 point whenever you grant a morale or insight bonus to any allies. You also treat any opponent's Will Defense as being 2 points lower when making Persuasion checks to intimidate.

MASTERMIND TALENT TREE

You are socially adept and a great planner and schemer.

Inspirer: Any time you grant an inspiration or morale bonus, you also grant the affected allies a temporary Hero Point which they can use starting on their next turn. If this Hero Point is not used by the end of the encounter, it is lost.

Master Manipulator: You may reroll Persuasion checks made to change a character's attitude or haggle and keep the better result.

Master Executor: Your plans run smoothly. Once per encounter, when in a non-combat scenario, any time you successfully aid another on a skill check, you grant the person aided a temporary Hero Point and the ability to spend Hero Points to reroll any skill checks made for the rest of the encounter. This benefit lasts as long as things don't dissolve into combat. If the temporary Hero Point isn't spent by the end of the encounter, it is lost.

Social Adept: You may spend a Hero Point to add your Intelligence modifier (in addition to the bonus die) to any Charisma-based ability check or skill check (except Channel checks).

Social Genius: You may reroll any Charisma-based ability check or skill check (except Channel) that is opposed by a target's opposed roll or Will Defense. You keep the better result.

Prerequisite: Social Adept.

Ally

At every even-numbered level, the regent gains an ally from among his contacts, whose heroic level is no more than one-half your heroic level. Various allies give different benefits. The player chooses the type of ally and their general purpose, and the Gamemaster creates the character statistics. Generally speaking, the ally doesn't travel with the hero, or at least for longer than short amounts of time. They become more able contacts, for the most part, though they can step up and do more when the needs arise. This ally is an NPC controlled by the Gamemaster.

THIEF-TAKER

Thief-takers, or thief-catchers, as they are called in some lands, are highly-skilled hunters of people. Criminals and wanted outlaws have powerful enemies in thief-takers indeed, as nobody is better at bringing them to justice.

EXAMPLE OF A THIEF-TAKER IN THE WHEEL OF TIME GAME

Juilin Sandar, Hurin

REQUIREMENTS

To qualify to become a thief-taker, a character must fulfill the following criteria.

Character Level: 7th.

Trained Skills: Gather Information, Stealth, Survival.

Feats: Weapon Proficiency (light blades).

Talents: At least two talents from the Awareness or Thief-Taker talent tree.

GAME RULE INFORMATION

Thief-takers have the following game statistics.

Hit Points

At each level, thief-takers gain 1d8 hit points + their Constitution modifier.

Hero Points

Thief-takers gain a number of Hero Points equal to 6 + one-half their character level, rounded down, every time they gain a new level.

CLASS FEATURES

The following are features of the thief-taker prestige class.



Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense, and a +2 bonus to your Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a talent. This talent can be selected from the Awareness or Misfortune talent trees, or the Thief-Taker talent tree presented below.

TABLE 11-11: THE THIEF-TAKER

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Favored enemy
3rd	+3	Talent
4th	+4	Favored enemy
5th	+5	Talent
6th	+6	Favored enemy
7th	+7	Talent
8th	+8	Favored enemy
9th	+9	Talent
10th	+10	Favored enemy

THIEF-TAKER TALENT TREE

You are a great thief-taker, among the very best in the Westlands.

Brotherhood Contacts: Other thief-takers respect you enough that they will aid you, to a point. Any time you enter a populated location that has at least one thousand people, you automatically succeed on any checks made to find other thief-takers, as long as they are not actively trying to hide. All thief-takers you interact with start at Friendly or Helpful (GM's discretion).

Any thief-taker who aids you in a Gather Information, Knowledge (Culture), or Knowledge (Politics) check grants you an additional +2 circumstance bonus if he is successful.

Capture Alive: You may deal subdual damage with slashing and bludgeoning weapons, though you take a -1 penalty to the attack roll.

Furthermore, the DC to escape from bonds of any kind applied to a person by you is increased by +5.

Evasive Thief-Taker: You gain a +2 dodge bonus to Reflex Defense against attacks made against you by the opponent you marked with the Thief-Taker's Mark talent.

Prerequisites: Thief-Taker's Mark.

Outmanned Thief-Taker: You may use the Thief-Taker's Mark ability against a number of opponents equal to your Wisdom modifier (minimum 2). It still takes one swift action to create each mark.

Prerequisites: Thief-Taker's Mark.

Quickstrike Thief-Taker: If, during the surprise round, you successfully attack and damage an opponent you have selected with the Thief-Taker's Mark talent before they

have a chance to act, you gain an immediate additional attack, though this attack takes a -5 penalty to the attack roll.

Prerequisite: Thief-Taker's Mark.

Thief-Taker's Mark: At any time during the encounter, you may select one opponent as a swift action. You deal an additional +1d4 damage on every successful attack made against that opponent.

Unhindered Thief-Taker: When you move in a straight line toward the opponent you marked with the Thief-Taker's Mark talent, you are not slowed by difficult terrain. You may also spend a swift action to move one additional square, but that square must be directly toward the mark.

Prerequisites: Thief-Taker's Mark.

Favored Enemy

You may spend a full-round action observing an enemy within line of sight. After this action, you gain a bonus to attack rolls equal to one-half your class level (rounded down). Also, whenever you spend a Hero Point to gain a bonus to any attack roll or skill check made against the target, you gain an additional bonus equal to one-half your class level (rounded down). This ability lasts until the end of the encounter, and it cannot be used until after the enemy has acted at least once in combat.

VETERAN WARRIOR

You have undergone so much training in martial combat, and have experienced so many battles, that your prowess in combat is great. Any army you belong to considers you to be an elite soldier.

You may also be a warder for an Aes Sedai, using this class to gain even more powerful abilities.

EXAMPLES OF VETERAN WARRIORS IN THE WHEEL OF TIME GAME

al'Lan Mandragoran, Gawyn Trakand, Dain Bornhald, Pedron Niall, Tam al'Thor.

REQUIREMENTS

To qualify to become a veteran warrior, a character must fulfill the following criteria.

Character Level: 7th.



Base Attack Bonus: +7.

Feats: Double Attack, Melee Defense, Weapon Focus (any one Weapon Group).

Talents: At least two talents from the Armor Specialist, Brawler, or Soldier talent trees or any Military Organizational Talent Tree.

GAME RULE INFORMATION

Veteran warriors have the following game statistics.

Hit Points

At each level, veteran warriors gain 1d10 hit points + their Constitution modifier.

Hero Points

Veteran warriors gain a number of Hero Points equal to 6 + one-half their character level, rounded down, every time they gain a new level.

TABLE 11-12: THE VETERAN WARRIOR		
CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Damage reduction +1
3rd	+3	Talent
4th	+4	Damage reduction +1
5th	+5	Talent
6th	+6	Damage reduction +1
7th	+7	Talent
8th	+8	Damage reduction +1
9th	+9	Talent
10th	+10	Damage reduction +1

CLASS FEATURES

The following are features of the veteran warrior prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Fortitude Defense, and a +2 bonus to your Reflex Defense.

Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a talent. This talent can be selected from the Armor Specialist, Brawler, or Soldier talent trees, or the Child of the Light, Elite Soldier, or Warder talent trees presented below.

ADVANCED CHILD OF THE LIGHT TALENT TREE

You have gained such renown and combat skill from the Children of the Light organization that you are a master of the battlefield.

Blazing Charge: Once per encounter, when making a charge on horseback, you may make the damage roll twice and keep the better result.

Prerequisite: Momentum Strike, trained in Ride.

Fervor of the Light: Against Shadowspawn and suspected Darkfriends, you gain a +1 bonus to attack rolls and damage rolls.

Justice of the Light: Against Shadowspawn and suspected Darkfriends, you deal one additional die of damage on successful attack rolls.

Resolution of the Light: Against Shadowspawn and suspected Darkfriends, you gain a +5 bonus to Fortitude and Will Defense.

ELITE SOLDIER TALENT TREE

You are among the greatest soldiers in the known world, and dominate any battlefield.

Greater Devastating Attack: Choose one weapon group for which you have chosen the Devastating Attack talent. When using the Devastating Attack talent, you treat the target's damage threshold as though it were 10 points lower when determining the results of your attack, rather than 5.

Prerequisites: Greater Weapon Focus, Devastating Attack, and Weapon Focus with the chosen weapon group.

Greater Penetrating Attack: Choose one weapon group for which you have chosen the Penetrating Attack talent. When using the Penetrating Attack talent, you treat the target's damage reduction as though it were 10 points lower when determining the results of your attack, rather than 5.

Prerequisites: Greater Weapon Focus, Penetrating Attack, and Weapon Focus with the chosen weapon group.

Greater Weapon Focus: Choose one weapon group with which you are proficient. You gain a +1 bonus on attack rolls with that weapon group. This bonus stacks with the bonus gained from the Weapon Focus feat.

Prerequisites: Weapon Focus feat with chosen weapon group.

Greater Weapon Specialization: Choose one weapon group with which you are proficient. You gain a +2 bonus on damage rolls with that weapon group. This bonus stacks with the bonus gained from the Weapon Specialization talent.

Prerequisites: Greater Weapon Focus, Weapon Focus, and Weapon Specialization with the chosen weapon group.

Multiattack Proficiency: Choose one weapon group with which you are proficient. Whenever you make multiple attacks with any weapon in that weapon group as a full attack action, you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times. Each time you take it, you apply it to a different weapon group, or you reduce the penalty on your attack rolls for a chosen weapon group by an additional 2.

ADVANCED WARDER TALENT TREE

You are the warder of an Aes Sedai, having not only the bond with her, but a loyalty that is nearly impossible to sever.

Improved Bond: You may always reroll Perception checks made to know the distance and direction of your Aes Sedai, her health status, and her emotional state. You may keep the better result.

Prerequisite: Bonded to female channeler.

Improved Vitality: Any time you gain vitality from your Aes Sedai, you move an additional step along the Condition Track, and this doesn't drain any extra health from the Aes Sedai.

Furthermore, you may use your Aes Sedai's daily use of her Second Wind ability. If you do so, she loses one use that day.

Prerequisite: Bonded to female channeler.

Lend Strength: As a swift action, you may remove any condition track penalties your Aes Sedai is suffering, though you move -1 persistent step along the condition track yourself. This does not remove any actual condition track damage, only the penalties. If the Aes Sedai takes any more condition track damage, all penalties are restored.

Prerequisite: Bonded to female channeler.

Protective Surge: Whenever your Aes Sedai is reduced to a number of hit points equal to your heroic level or lower, you can immediately move up to your speed toward her as a reaction. This movement does not provoke attacks of opportunity.

Prerequisite: Bonded to female channeler.

Damage Reduction

You gain damage reduction equal to one-half your class level (rounded down). This reduces the amount of damage you take from every physical attack by the rating.

CHARACTERS BEYOND TWENTIETH LEVEL

There is no limit to the number of levels a character can have. In a normal lifespan, the most legendary, epic characters may get to level twenty, or even beyond, though generally the majority of characters who exceed level twenty are characters who are able to live beyond normal lifespans, such as Heroes of the Horn or the Forsaken, or even long-lived characters such as Aes Sedai. Ogier are generally too passive and slow-acting to gain such high level, though it is certainly possible for them as well. Despite this, even characters of normal longevity may go well beyond twentieth level, though this is exceptionally rare.

It is possible for a character to reach twentieth level, advance more, learn more, and gain enough experience points to advance beyond that level. Below are rules for such characters.

ABILITY SCORES

Heroic characters are capable of wondrous feats, especially those beyond twentieth level. There is, however, a limit to what humans and Ogier are capable of doing.

A character's maximum ability scores are equal to their starting ability scores plus ten. This maximum is determined after any racial bonuses are applied at character creation. Characters continue to advance their ability scores just as they would at other levels.

For example, Doran, an Ogier, starts with the following ability scores: Str 17, Dex 6, Con 12, Int 15, Wis 12, Cha 10. If he advances past twentieth level, the maximum scores he could ever have would be Str 27, Dex 16, Con 22, Int 25, Wis 22, Cha 20. His body simply can never be any stronger or quicker, and his mind can never be more acute or perceptive than that (though the scores are quite high).

Even if the character continues to advance after they have maximized all of their ability scores, they do not continue to gain ability scores after maximizing them. If a character ever takes permanent ability score damage, their maximum ability score is reduced by the penalty at equal measure. So if the character learns a rare weave that permanently reduces a being's Constitution by 2, their maximum Constitution is likewise reduced by 2.

HEROIC LEVEL MODIFIERS

For the purposes of determining modifiers (for Defenses, skills, etc.), a character's heroic level is never considered to be more than twentieth.

For example, a character who reaches twenty-second level gains a +10 level bonus to skill checks and damage, and a +20 level bonus to Defenses, which are the same bonuses she would receive at 20th level.

BASE ATTACK BONUS

The maximum base attack bonus a character can have is +20. Therefore, a 22nd-level character who is a 12th-level armsman and a 10th-level veteran warrior still only has a base attack bonus of +20. A character who is a 12th-level noble a 10th-level gleeman has a base attack bonus of +16, and therefore can still gain when the class would normally grant an increase.



CLASS LEVELS

Each base heroic class is presented up to twentieth level. A character could, if desired, become a twentieth level initiate and continue advancing as an initiate or wanderer after twentieth level, never taking levels in any other class.

Prestige classes, presented in this chapter, are written up to tenth level. Until a character reaches twentieth level, she cannot have more than ten levels in a prestige class. Therefore, a 19th-level character who has nine levels in wanderer and ten levels in latent hero cannot take another level in latent hero when the character advances to twentieth level. Upon reaching twenty-first, however, the character can start taking as many levels in that class as desired. Prerequisites always apply for any prestige class.

For the purposes of determining class bonuses or modifiers, a character's class level is never considered to be more than twenty in the case of base heroic classes, and ten for advanced classes (including epic classes).

TALENTS

Characters beyond twentieth level continue to gain talents at every odd-numbered heroic class level. These talents must come from the available talents for that class or from talents available to characters regardless of class (such as racial talents or latent ability talents).

FEATS

Characters beyond twentieth level continue to gain feats at every 3rd level starting at 21st level. Therefore, they gain a new feat at 21st level, 24th level, 27th, 30th, 33rd, and so on.

If the character advances in a base heroic class, he continues to gain bonus class feats at every even-numbered class level for that base heroic class.

CHOSEN

You are one whom the populace of the world refers to as Forsaken, chosen by the Dark One himself to further his causes and lead his armies in the grand conflicts of history. He has granted you endless life in exchange for your unholy vows of servitude to him. You are the subject of frightening tales that frighten children and adults alike.

All members of this class are channelers, but also typically powerful in other fields as well.

EXAMPLES OF CHOSEN IN THE WHEEL OF TIME GAME

Ishamael, Sammael, Lanfear, Graendal, Semirhage, Rahvin, Aginor, Be'lal, Balthamel, Moghedien, Demandred, Mesaana, Asmodean.



Requirements

To qualify to become a Chosen, a character must fulfill the following criteria.

Minimum Heroic Level: 20th.

Trained Skill: Channel

Special: Must be chosen by the Dark One as a Chosen.

GAME RULE INFORMATION

Chosen have the following game statistics.

Hit Points

At each level, Chosen gain 1d10 hit points + their Constitution modifier.

Hero Points

Chosen gain a number of Hero Points equal to 8 + one-half their character level, rounded down, every time they gain a new level.

CLASS FEATURES

The following are features of the Chosen prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex and a +6 to your Will Defense.

Servant of the Dark One

You have made vows to serve the Dark One for the rest of time. While you may have your own agenda and goals, above all else, you must serve the Dark One or suffer the consequences.

Due to these vows, if you are killed by any means other than Balefire, the Dark One may grant you another opportunity if he sees fit (and if you haven't already failed him too many times already). If you are reborn in such a way, you retain all levels and mental ability scores (Intelligence, Wisdom, and Charisma), though your physical ability scores may change. Even if you are reborn in a body of the opposing gender, your soul retains your original gender, allowing you to continue to use that gender's side of the One Power.

As one among the highest servants of the Dark One, you have access to the True Power. For more information on the True Power, see Chapter Nine: The One Power.

Finally, you do not age, but are granted eternal agelessness by the Dark One.

Talents

At every odd-numbered level, you gain a talent. This talent may be selected from any talent tree in which you already have a talent, or from the Chosen talent tree.

CHOSEN TALENT TREE

You are a Chosen of the Dark One, with powers granted and learned that give you power beyond measure.

Chosen of the Dark One: Your reputation as a Forsaken allows you to reroll Persuasion checks made to intimidate, though you must keep the second result, even if it is worse.

Furthermore, once per encounter, you may double your Charisma modifier to any Charisma-based skill check or ability check, excepting Channel checks.

Dark Deceiver: You can use your Channel check modifier instead of your Deception check when making Deception checks.

Prerequisite: Chosen of the Dark One.

TABLE 11-13: THE CHOSEN

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Dark destiny
3rd	+3	Talent
4th	+4	Dark destiny
5th	+5	Talent
6th	+6	Dark destiny
7th	+7	Talent
8th	+8	Dark destiny
9th	+9	Talent
10th	+10	Dark destiny

Dark Leader: Any time you interact with a known Darkfriend and grant them a morale or insight bonus, you grant them an additional +2 bonus.

Prerequisite: Chosen of the Dark One.

Forsaken Reputation: Your name strikes fear into everyone who hears it. You may make Persuasion checks to intimidate all targets within a six-square radius of you (rather than a single target) whenever you make such checks.

Prerequisite: Chosen of the Dark One.

Overpowering Channeler: Whenever you are making a Channel check in opposition to another Channel check, you may spend a Hero Point as a move action to take 20 on the check.

Prerequisite: Chosen of the Dark One.

Dark Destiny

The Dark One has blessed you with a stronger destiny than other people. Any time you spend a Destiny Point to reroll a failed roll and keep the second result, you gain a bonus to the second roll equal to one-half your class level.

HERO OF THE HORN

You have been chosen by the Pattern to be a Hero of the Horn of Valere. When the Horn is blown, you will ride forth and join in any battle in which the Horn is blown. Members of this class are diverse, with many being warriors or nobles, but having each class represented well.

EXAMPLES OF HEROES OF THE HORN IN THE WHEEL OF TIME

Artur Paendrag Tanreall, Birgitte Silverbow, Gaidal Cain.

REQUIREMENTS

To qualify to become a Hero of the Horn, a character must fulfill the following criteria.

Minimum Heroic Level: 20th.

Special: Must be chosen by the Pattern to be a Hero of the Horn.



GAME RULE INFORMATION

Heroes of the Horn have the following game statistics.

Hit Points

At each level, Heroes of the Horn of Valere gain 1d10 hit points + their Constitution modifier.

Hero Points

Heroes of the Horn gain a number of Hero Points equal to 8 + one-half their character level, rounded down, every time they gain a new level.

CLASS FEATURES

The following are features of the Hero of the Horn prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex, Fortitude, and Will Defenses.

Call of the Horn

Starting at first level, when the Horn of Valere is blown, no matter where you are, you can hear it and you are impelled to respond in as hasty a manner as possible. If you are currently living one of your lives, you go to the place by horse and ship. If you are between lives, you travel much more quickly through Tel'aran'rhiod and in the normal time by the Dream World's standard.

You retain this ability even if you are currently experiencing a life and have no levels of this class during that life.

Talents

At every odd-numbered level, you gain a talent. This talent may be selected from any talent tree in which you already have a talent, or from the Hero of the Horn talent tree.

HERO OF THE HORN TALENT TREE

You are a Hero of the Horn, destined to be reborn into the world time and again, and ever ready to fight against the forces of the Shadow when the Horn of Valere is blown.

Channeler of the Horn: Any time you spend a Hero Point to use an improved version of a weave, you also treat the weave as though the Channel check had been one step higher on the results list.

Leader of the Horn: Any time you grant allies a morale or insight bonus, you may spend a Hero Point and roll 1d4, adding the result of the roll to the bonus.

Legend of the Horn: Once per encounter, you may use two Hero Points to do what would normally cost a Destiny Point to do. This may be used for any Destiny Point ability except gaining more Hero Points.

Master of the Horn: Select one of your proficient skills for which you have taken the Skill Focus feat. Any time you roll a natural 20 on your skill check when using that skill, you gain a temporary Hero Point. This Hero Point must be used by the end of the encounter, or it is lost.

Furthermore, you may spend a Hero Point to reroll any failed skill check with that skill, though you must keep the second result, even if it is worse.

Prerequisite: Skill Focus in the selected skill.

Protector of the Horn: You may spend a Hero Point to immediately gain a move action. This may be used out of turn or during your turn, whichever you choose, and may even be used to interrupt another character's action.

Sage of the Horn: You may spend a Hero Point as a swift action to take 20 on any Knowledge check for any Knowledge field in which you are trained.

Survivor of the Horn: If you spend a Hero Point when you are brought to zero hit points and would be killed, you avoid death and also gain a number of hit points equal to your level.

Warrior of the Horn: Any time you score a critical hit, you gain one temporary Hero Point. This Hero Point must be used by the end of the encounter, or it is lost.

Weavemaster of the Horn: Any time you spend a Hero Point to gain a weave that doesn't count against your channeling durability, you may do so as a free action.

Heroic Destiny

Once per encounter, you may spend a Destiny Point to gain a number of temporary Hero Points equal to one-half your level in this class, rounded down. These Hero Points are in addition to the ones normally added when spending a Destiny Point to gain Hero Points.

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Heroic destiny
3rd	+3	Talent
4th	+4	Heroic destiny
5th	+5	Talent
6th	+6	Heroic destiny
7th	+7	Talent
8th	+8	Heroic destiny
9th	+9	Talent
10th	+10	Heroic destiny



CHAPTER TWELVE

THE WESTLANDS AND BEYOND



The Westlands are diverse, with each kingdom and nation being very different even from its own neighbors. A traveler can spend months in one city, move to another only a few leagues away and find herself in a completely different culture.

To the east of the Westlands is the Aiel Waste, where the desert-dwelling Aiel reside with a culture even more different from that of those they call “Wetlanders.” Beyond that is a land called Shara. To the south, the islands of the Sea Folk lie. Far to the west is the continent of Seandar, the place from which the Seanchan have emerged. To the north is the dangerous and deadly Blight, ever encroaching on all lands southward.

Beyond these locations are places mystical and mysterious. Ogier *steddings* dot the Westlands. The Ways, a labyrinth of pathways once safe but now perilous, exists behind gateways where once many more *steddings* existed. *Tel’aran’rhiod*, the World of Dreams, exists apart yet with the physical world, and those who have mastered the ability may use this place to find secrets, though not without risk. The domains of the Aelfinn and Eelfinn exist somewhere outside the regular world, accessible through certain *ter’angreal*. Finally, countless Mirror Worlds exist simultaneously with the world in which the books take place. Some of these worlds are nearly identical to the world in the books, while others are extremely different.

There is no shortage of places to travel to in the Wheel of Time.

THE WESTLANDS

The kingdoms of the Westlands, and other important locations, are detailed in this section.

BORDERLANDS

The four kingdoms of the Borderlands are Arafel, Kandor, Saldaea, and Shienar.

Arafel

Current Ruler: Paitar Neramovni Nachiman (monarch)

Major Cities: Shol Arbela (capital)

Knowledge (Academics)

DC 20: The white and red roses on a quartered field of red and white is the symbol of Arafel.

DC 25: Highways connect Shol Arbela with Chachin in Kandor, Fal Moran in Shienar, and Tar Valon.

DC 30: Shol Arbela is one of the largest cities in the Westlands not containing Ogier stonework or built on Ogier-built ruins.

Knowledge (Culture)

DC 15: Male Arafellins wear bells in their braided hair.

DC 20: Arafellins have a complex honor code understood by few outside their borders.

DC 25: Shol Arbela, the capital, is known as the City of Ten Thousand Bells.

DC 30: Arafellins fight with a two-sword style

DC 35: Arafellins will very willingly sacrifice their own lives in their fight against the Dark One’s forces.

Knowledge (Politics)

DC 15: Arafel can be ruled by a king or queen.

DC 20: The current ruler, King Paitar, is extremely loyal to his wife Menuki.

DC 25: Paitar Nachiman’s sister Kiruna is an Aes Sedai of the Green Ajah.

Kandor

Current Ruler: Ethenielle Cosaru Noramaga (monarch)

Major Cities: Chachin (capital)

Knowledge (Academics)

DC 20: The red horse is the symbol of Kandor.

DC 25: Chachin, the capital city, is built around and on mountains, with fortifying walls protecting the citizens. It rivals Tear in size.



DC 30: The Aeshdaishar Palace is the dwelling of the ruler of Kandor. It sits atop the tallest mountain in Chachin.

Knowledge (Culture)

DC 15: Male Kandori can be easily identified by their forked beards.

DC 20: Kandori warriors often fight with heavy two-handed swords.

DC 25: Kandori merchants have one of the oldest and most successful merchant guilds in the Westlands. These merchants wear silver chains across their chests. Kandori furs, especially fox hides, are prized throughout the Westlands.

Knowledge (Politics)

DC 15: Kandor can be ruled by a king or queen.

Saldaea

Current Ruler: Tenobia Kazadi (monarch)

Major Cities: Maradon (capital)

Knowledge (Academics)

DC 20: The silver fish is the symbol of Saldaea.

DC 25: Saldaea is larger in size than Arafel and Shienar combined.

Knowledge (Culture)

DC 15: Saldaeans are renowned horsemen, and have a powerful light cavalry.

DC 20: Saldaeans ice peppers and other Saldaeans goods are popular throughout the Westlands.

DC 25: The *sa'sara* is a sensual dance performed by women known to drive men wild. It is outlawed.

DC 30: Saldaeans women accompany their husbands on all military campaigns except ones that venture into the Blight. They are usually capable in combat themselves.

Knowledge (Politics)

DC 15: Saldaea can be ruled by a king or queen.

DC 20: Davram Bashere, Marshal-General of Saldaea, is Queen Tenobia's uncle.

Shienar

Current Ruler: Easar Togita (monarch)

Major Cities: Fal Moran (capital), Fal Dara

Knowledge (Academics)

DC 20: The swooping black hawk is the symbol of Shienar.

Knowledge (Culture)

DC 15: Shienarans are renowned lancers, often fighting with long spears.

DC 20: Shienarans guard Tarwin's Gap, which is the largest pass through the Mountains of Dhoom into the Blight.

DC 25: Shienaran honor is paramount, and they consider such things as failing a task to be on the level that most would call heinous crimes.

Knowledge (Politics)

DC 15: Shienar can be ruled by a king or queen.

DC 20: Shienaran nobles tend to enjoy a good relationship with the White Tower.

COASTLANDS

The coastal kingdoms are Altara, Arad Doman, Illian, Tarabon, and Tear.

Altara

Current Ruler: Beslan of House Mitsobar (monarch)

Major Cities: Ebou Dar (capital), Salidar (the little White Tower)

Knowledge (Academics)

DC 20: The Golden Leopard is the symbol of Altara.

DC 25: Altaran buildings are nearly all made of white stone or painted white.

DC 30: Ebou Dar conducts extensive trade with the Sea Folk.

DC 35: The Kin, a group of women channelers put out of the White Tower, operate out of the Farm near Ebou Dar.

Knowledge (Culture)

DC 15: Altaran women are polite but ready to answer any insult with a knife.

DC 20: Dueling is a way of life for Altarans, very few reach adulthood without having fought in a few.

DC 25: A marriage knife (or lack of one) indicates if a woman is taken.

DC 35: "You may lean on your dagger," means that one may speak freely without fear of provoking a duel.

Knowledge (Politics)

DC 15: Altara is a nation in name only. Most citizens consider themselves as belonging to their town or city.

DC 20: The Rahad is a slum within Ebou Dar

DC 25: Queen Tylin has steadily amassed power and now controls Ebou Dar and around one hundred miles around the city.

DC 30: The Children of the Light pressure the Altara and would like to control it - and all trade on the Eldar.

DC 35: Nobody wants the Throne of Winds. Many nobles have turned down the opportunity to rule Altara.

Arad Doman

Current Ruler: Alsalam Saeed Almadar (monarch)

Major Cities: Bandar Eban (capital), Katar

Knowledge (Academics)

DC 20: The Silver Sword is the symbol of Arad Doman.

DC 25: Arad Doman has long maneuvered against Tarabon for control of the Almoth Plain.

Knowledge (Culture)

DC 15: Domani women are seductive and wear scandalously transparent clothing, even in public.

DC 20: Domani girls are taught the arts of seduction from a young age.

DC 25: The merchants guilds of Arad Doman are among the most influential and powerful in the Westlands.

DC 30: Katar is a major trading city on the western foothills of the Mountains of Mist. The city often tries to remain neutral in conflicts between the Domani and Taraboners.

Knowledge (Politics)

DC 15: Arad Doman is an absolute monarchy.

DC 20: The Council of Merchants comprises mostly women, and is in charge of ensuring financial wealth for Arad Doman, as well as electing and deposing kings.

DC 25: Rand al'Thor, the Dragon Reborn, has begun concentrating his army in Arad Doman in preparation for the Final Battle.

Illian

Current Ruler: Rand al'Thor (monarch)

Major Cities: Illian (capital)

Knowledge (Academics)

DC 20: The Nine Bees is the symbol of Illian.

DC 25: Illian's rivalry with Tear goes back a thousand years.

DC 30: The Great Hunt for the Horn always starts in the city of Illian. Recently, a new hunt was called.

Knowledge (Culture)

DC 15: Illian ranks as perhaps the greatest port city in the Westlands.

DC 20: Illian's elite military force is called the Companions. These soldiers are ranked by merit, not background, and foreigners can become members.

Knowledge (Politics)

DC 15: Illian is led by three, theoretically equal bodies: the monarchy, the Council of Nine, and the Assembly.

DC 20: Because they do little more than squabble constantly, Illianer commoners are freer than most from other nations.

DC 25: The Great Hall of the Council is identical to the King's Palace in every way, except it is slightly smaller in every dimension.

Tarabon

Current Ruler: none

Major Cities: Tanchico (capital), Elmora

Knowledge (Academics)

DC 20: The Golden Tree is the symbol of Illian.

DC 25: The Panarch's Palace is believed to be one of the oldest structures in the Westlands.

Knowledge (Culture)

DC 15: Tanchico, the capital city, is situated on three small peninsulas at the mouth of the River Andahar.

DC 20: Tanchico is the location of the headquarters of the Illuminators Guild.

DC 25: Part of the Panarch's Palace is open weekly to commoners and nobles alike. It includes numerous skeletons of animals no living person has ever seen, cuendillar figurines, and an *angreal*.

Knowledge (Politics)

DC 15: Tarabon is ruled by a diarchy, with a hereditary King and a Panarch (always female) elected by the Assembly of Lords.

DC 20: The Assembly of Lords has little power or responsibility beyond electing the Panarch.

Tear

Current Ruler: High Lords of Tear, Rand al'Thor (Dragon Reborn)

Major Cities: Tear (capital), Godan

Knowledge (Academics)

DC 20: The Three Crescent Moons is the symbol of Tear.

DC 25: The Stone of Tear is a mountain-sized fortress connected with the Dragon Reborn by prophecy.

DC 30: Until the Dragon Reborn came, the Stone of Tear had never been penetrated by a foreign force.



DC 35: The Stone of Tear was built by Aes Sedai after the Breaking, making it perhaps the oldest structure in the Westlands.

Knowledge (Culture)

DC 15: Tear has a great divide between nobles and commoners.

DC 20: Horse races are popular in Tear, and Tairen horse breeds are among the most prized in the Westlands.

DC 25: Wooden clogs are popularly worn by commoners.

Knowledge (Politics)

DC 15: Tear is led by the High Lords of Tear, who make absolute decisions for the nation.

DC 20: The Inner City is surrounded by walls and has fine living conditions for the nobles within.

DC 25: Tairen lords generally believe themselves to be superior to commoners, and until recently, were not allowed to be brought before magistrates.

DC 30: Rand al'Thor established new orders, bringing the societal classes closer together, and ordered the nobles into various places throughout the Westlands.

MIDLANDS

The lands between the Borderlands and the Coastlands constitute the Midlands. They include Amadicia, Andor, Cairhien, Ghealdan, and Murandy. The Two Rivers region is actually a part of Andor, but significant in recent events. Tar Valon is an independent city-state north of Cairhien.

Amadicia

Current Rulers: vacant monarch, Lord Captain Commander Galadedrid Damodred of the Children of the Light

Major Cities: Amador (capital)

Knowledge (Academics)

DC 20: The Thistle and Star are the symbols of Amidicia

DC 25: The Fortress of Light, headquarters of the Children, is in Amador.

DC 30: Amador was founded after the Trolloc Wars and has no Ogier Masonry nor Ogier groves (no waygates).

Knowledge (Culture)

DC 15: Channelers are outlawed in Amidicia.

DC 20: Thievery is punished by branding, second offense is beheading, third offense is hanging.

DC 25: Herbists and Healers are usually men in Amidicia.

Knowledge (Politics)

DC 15: The Children of the Light rule Amidicia in all but name.

DC 20: Nobles must build their estates of wood to prevent any uprisings.

DC 25: The court of the King is full of pomp and finery to hide the lack of power.

DC 30: Amidicia intends to take the East bank of the Eldar river from Altara.

DC 35: Sebban Balwer commands the intelligence network of the Children of the Light answering only to Pedron Niall

Andor

Current Ruler: Elayne Trakand (monarch)

Major Cities: Baerlon, Caemlyn (capital), Four Kings, New Braem, Whitebridge

Knowledge (Academics)

DC 20: Andor is the largest nation in the West and one of the oldest nations.

DC 25: Andor produces some of the finest tabac in the West.

DC 30: Numerous relics, ruins, and statues lie forgotten in the wilderness of Andor.

DC 35: The Royal Library in Caemlyn is considered the one of the best in the world.

Knowledge (Culture)

DC 15: The Lion Throne and the Rose Crown are symbols of Andor.

DC 20: Caemlyn is second only to Tar Valon in beauty.

DC 25: Andor is a prosperous nation with vigorous trade.

Knowledge (Politics)

DC 15: Andor is the only nation ruled by a hereditary queen.

DC 20: Andor and Cairhien have fought nearly as many wars as Illian and Tear, but they are currently on good terms.

DC 25: Andor does not control many of its lands due to decreasing population and authority.

DC 30: The eldest daughter and heir of Andor is traditionally sent to the White Tower to train.

DC 35: Many noble houses have equally valid claims on the Lion Throne, succession is a bloody affair if there is no clear cut heir.

Cairhien

Current Ruler: Dobraine Taborwin (steward), Elayne Trakand (eventual), Rand al'Thor (conqueror)

Major Cities: Cairhien (capital), Eianrod, Jurene, Maerone, Morelle, Selean, Taien, Tremonsien

Knowledge (Academics)

DC 20: Daes Dae'mar, the Game of Houses, was created and mastered in Cairhien.

DC 25: Before the Aiel War, House Mercades traded along the Silk Path through the Three-Fold Lands of the Aiel.

DC 30: Twelve powerful noble houses control Cairhien.

DC 35: The Aiel War was revenge for Laman cutting down the Avendoraldera Tree.

Knowledge (Culture)

DC 15: The civil war has caused riots and food shortages within the city and surrounding lands.

DC 20: Andor and Cairhien have fought nearly as many wars as Illian and Tear, but they are currently on good terms.



DC 25: During the Aiel War the city of Cairhien was burned and partially destroyed, and as of the rise of the Dragon Reborn, its famous "topless towers" had not yet been totally rebuilt.

DC 35: Since the Aiel War many of the rural farms have been abandoned.

Knowledge (Politics)

DC 15: The Houses are identified by the colored slashes they wear.

DC 20: Since the death of Gallrain there are four Houses vying for the throne.

DC 25: Rand placed Dobraine Taborwin of Tear to be the steward of Cairhien until Elayne claims the Sun Throne but not all in Cairhien are happy with Dobraine.

DC 30: There are Andoran soldiers in Cairhien. They want to take the Sun Throne for Morgase.

Ghealdan

Current Rulers: Alliandre Maritha Kigarin (monarch)

Major Cities: Jehannah (capital)

Knowledge (Academics)

DC 15: The Silver Stars are the symbol of Ghealdan.

DC 20: Though small, Ghealdan is rich in resources in the foothills of the Mountains of Mist and the thick forests.

DC 25: Garen's Wall in Ghealdan is named after a general at the time of Artur Hawkwing.

DC 30: Recently, Ghealdan was thrown into shaky upheaval first by Logain Ablar, the False Dragon, and then by Masema Dagar, the Prophet of the Dragon.

Knowledge (Culture)

DC 15: Ghealdan is a major exporter of alum.

DC 20: Ghealdan doesn't have a major army. Instead, it relies on the Legion of the Wall, which polices Jehannah and protects Ghealdan's borders.

Knowledge (Politics)

DC 15: The Ghealdani have managed, largely, to remain viable despite all of the opposing forces around them.

DC 20: The ruling monarch is advised by a council called the Crown High Council.

DC 25: Queen Alliandre thwarted recent attempts by the Crown High Council to take over government.

DC 30: The Battle of Malden recently took place in Ghealdan, which included the Legion of the Wall.

Murandy

Current Rulers: Roedran Almaric do Arreloa a'Naloy (monarch)

Major Cities: Lugard (capital)

Knowledge (Academics)

DC 15: The Red Bull is the symbol of Murandy.

Knowledge (Culture)

DC 15: Murandy's capital city, Lugard, is located near the center of the kingdom.

DC 20: Lugard flourishes with trade despite any political upheavals that frequently occur.

DC 25: It is dangerous to travel the streets of Lugard beyond the main highways.

Knowledge (Politics)

DC 15: Murandy is ruled by a king.

DC 20: Most natives of Murandy are more likely to label themselves as subject to a local lord or lady than to the monarch.

DC 25: Murandy is considered a weak presence in Westland politics due to its very limited monarch and fragmented nobility.

DC 30: Throughout Murandy, local lords and ladies are likely to have much more power even than the ruler of the country.

Two Rivers

Current Rulers: Lord Perrin Aybara (local, popular), Elayne Trakand (monarch)

Major Cities: Emond's Field

Knowledge (Academics)

DC 25: Two Rivers is the westernmost part of the Kingdom of Andor.

DC 30: A major battle recently took place in the region, with the locals winning.

DC 35: Refugees from Tarabon and other places have been moving to the Two Rivers region in historic numbers.

DC 40: A kingdom called Manetheren used to exist where Two Rivers currently stands, and nearly all of the locals of that region are direct descendants of the Manetheren people.



Knowledge (Culture)

DC 20: Two Rivers is mainly a farming region.

DC 25: Two Rivers wool and tabac is of top quality.

DC 30: Local people from the Two Rivers are considered to be stubborn and simple.

DC 35: Two Rivers longbows are of much better quality than most other typical longbows.

Knowledge (Politics)

DC 25: Two Rivers is one of the Queen of Andor's lands, and does not rule itself.

DC 30: Perrin Aybara has emerged as the leader of the Two Rivers people.

Tar Valon

Current Ruler: Egwene al'Vere (Amyrlin Seat)

Knowledge (Academics)

DC 20: The White Tower is the location of the headquarters of the Aes Sedai. This is located in Tar Valon.

DC 25: Tar Valon is located on a large island in the middle of the River Erinin.

DC 30: Tar Valon has remained independent its entire existence, though it has endured several sieges and attacks.

DC 35: An Ogier grove can be found on the island near the eastern shore. This is the only well-tended Ogier grove remaining in any major city in the Westlands.

Knowledge (Culture)

DC 20: The Aes Sedai control the White Tower, and the White Tower oversees the city.

DC 25: Several trade routes go through Tar Valon. It is directly connected by road or river with Fal Moran, Shol Arbela, Chachin, Maradon, Cairhien, Caemlyn, and Tear.

DC 30: Tar Valon is considered by many to be the most beautiful city in the Westlands.

Knowledge (Politics)

DC 25: The Amyrlin Seat is among the most powerful individuals in the Westlands, and beyond.

DC 30: The White Tower gets much of its funding through taxation on trade.

THE THREE-FOLD LAND

While natives of the Westlands call it the Aiel Waste, the desert east of the Spine of the World is called by the native Aiel the Three-fold Land. Trollocs call it the Dying Grounds.

For Westlanders, the Aiel Waste is an appropriate name because the land is largely useless to them. Containing virtually no natural resources or conditions for agriculture or comfortable living, the Aiel Waste is, to them, simply a land of harsh terrain, dry land, and heat.

Because they are such fierce warriors, Aiel swiftly kill any Shadowspawn who enter the Dying Grounds. Trollocs, though much stronger, have little chance against the deftness of the Aiel warrior societies.

The Aiel revere their native land as the Three-fold Land because it gives them three things: a shaping stone to make them, a testing ground to prove their worth, and a punishment for their sin. Though they have adapted to life in this unforgiving place, they acknowledge the difficulty of dwelling there.

The Aiel Waste is a shaping stone to make them because they are the natives of the land. They are made harder, tougher, and stronger because they emerged from the desert. It is a testing ground to prove their worth because only the strongest and most durable



survive and become what they are to become. It is a punishment for their sin because they feel they deserve nothing short of a harsh desert in which it is difficult to survive after failing to adequately serve the Aes Sedai in their ancient history (though not all Aiel understand this part of their history).

Not much is known of the Aiel or their lands by “Wetlanders,” as they are called by the Aiel. Only peddlers, gleemen, and Tuatha’an are allowed to travel through their lands. Everyone else is killed on sight.

HAZARDS OF THE THREE-FOLD LAND

There are many dangers the Aiel Waste presents, even to the natives.

SURVIVAL

Anyone in the Aiel Waste takes a -5 penalty to Survival checks made for basic survival. Finding water, food, and shelter is a much more difficult task there than it is in the Westlands.

Because of such extreme temperatures, Survival checks to endure extreme temperatures must be made as well. Anyone not wearing attire specifically designed for use in dry heat (such as a *cadin’sor* or other Aiel attire) must make these checks daily. Anyone wearing proper attire must only make these checks if the temperatures rise particularly high.

AIEL

The native Aiel have excellent scouts. Anyone travelling through the Aiel Waste will not travel for long before they are discovered. Unless they are a gleeman, peddler, or Tinker, they are attacked by the Aiel who discover them.

RHUIDEAN

Rhuidean is the ruins of an ancient city near the Spine of the World within the Threefold Land. It is the place prospective Clan Chiefs and Wise Ones go to be tested for their worthiness, and it is a place held in sacred awe by the Aiel as a whole. Hundreds, perhaps thousands of wondrous items, including *angreal*, *sa’angreal*, and *ter’angreal*, as well as relics from the Age of Legends, can be found in Rhuidean.

THE ISLANDS OF THE SEA FOLK

To the north of the Borderlands, and indeed the main concern of the Borderlands, is the cursed, wretched lands that span across the globe.

THE GREAT BLIGHT

To the north of the Borderlands, and indeed the main concern of the Borderlands, is the cursed, wretched lands that span across the globe. While it is not as much a concern in the Aiel Waste or in Seanchan, it is certainly a concern everywhere. This place is called the Great Blight.

Poisonous plants, twisted creatures, and brutal Shadowspawn live throughout the Blight. Very few venture into the Blight willingly, and very few among those who do so survive to tell about it. Trolloc communities are scattered throughout the Blight, and any party, great or small, won't go long without finding one.

In the months leading up to the Final Battle, the Blight has become eerily silent as trollocs use the Ways to travel into the Westlands south of the Borderlands, bypassing the staunch defenses of the warriors there. Because of this, trollocs are much less common than in centuries past.

THE WAYS

The Ways are pathways originally intended as shortcuts between *stedding* for use by Ogier. They exist in an otherworld created by the One Power, making travel much shorter than travel on the normal surface of the world. They consist of platforms that seem to hover above an endless void with stone pathways between the platforms.

A person enters the Ways through a Waygate, which are created by the Talisman of Growing. While recently they had fallen into disrepair and were largely forgotten, the Waygates have come into use recently, primarily by trollocs going to the Westlands and skipping the nearly impossible task of penetrating through the Borderlands.

While they were once well groomed and tidy, the Ways are now dark and ominous, with many paths completely worn away and others in such a state of ruin as to render them virtually unusable. On top of that, the Black Wind exists in the Ways, destroying the soul of anyone caught in it. Only the desperate and foolishly brave dare to use the Ways anymore, though this doesn't seem to stop the trollocs.

A Gamemaster may have the characters perform a Skill Challenge to travel through the Ways. Alternately, the characters can attempt to go platform to platform, navigating and playing it out as the Gamemaster presents. Traveling this way takes 2d8 hours between platforms, and requires 2d4 platforms between *stedding*, 2d6 platforms between a *stedding* and a city, or 2d8 platforms between two cities.

Time passes differently in the Ways than on the regular surface, but unpredictably. When a character spends any amount of time in the Ways, the Gamemaster rolls 2d4, then divides the amount of time actually spent in the Ways by the result of the roll.

Therefore, a character who travels five platforms, with an average of ten hours at each platform, she spends fifty hours in the Ways. However, on the outside world, due to the difference in time passage, the GM rolls a 2d4 and gets a 6. Dividing 50 into 6, the GM gets an 8.333 (and rounds it to 8.5). While the characters traveled in the Ways for fifty hours, eight and a half hours passed on the surface world.

TEL'ARAN'RHIOD

The World of Dreams, *Tel'aran'rhiod*, is the alternate realm where mortal men and women often are taken in particularly vivid and realistic dreams. Not all dreams take place in the Dream World, and most who enter only do so for a brief glimpse of time. However, anything that happens when a person enters *Tel'aran'rhiod* has lingering effects on that person. If a man enters the World of Dreams and burns his finger, his finger is burned when he wakes up. If a woman enters the Dream World and dies, she dies in the real world and never wakes up.

Tel'aran'rhiod resembles the normal physical world, but with many differences. Mountains, forests, oceans, rivers, and other geographical things exist largely the same in both worlds. Buildings and other man-made objects exist only if they have been around long enough to leave an impression in the World of Dreams. While wild animals do exist in the Dream World, domesticated ones do not.

There are a few ways to enter the Dream World. Any person can enter, though they usually only stay for a brief moment. Anyone holding a *ter'angreal* designed for entering *Tel'aran'rhiod*, while sleeping, will enter this realm. Dreamwalkers may enter the Dream World when they are asleep at will (by using the Dreamwalker Talent). Finally, Wolfbrothers may also enter through the Wolf Dream (also by using the Dreamwalker Talent). For more information on Dreamwalkers and Wolfbrothers, see Chapter Ten: Latent Abilities. Dreamwalkers and Wolfbrothers are, to an extent, able to manipulate the Dream World and see symbolic visions of future events.

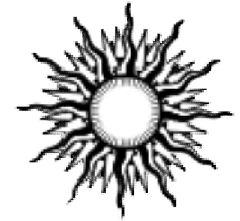
Travel can work just like it does in the regular world. However, people trained in manipulating the Dream World can move vast distances by the strength of their will.

MIRROR WORLDS

To the north of the Borderlands, and indeed the main concern of the Borderlands, is the cursed, wretched lands that span across the globe. While it is not as much a concern in the Aiel Waste or in Seanchan, it is certainly a concern everywhere. This place is called the Great Blight.



CHAPTER THIRTEEN ORGANIZATIONS



Organizations are an important part of the Wheel of Time setting. They exist all throughout the Westlands.

Some organizations are militaries. While most soldiers belong to official kingdom armies, there are other organizations, such as the Children of the Light and the Band of the Red Hand that are formidable in their own right.

Other organizations are more trade-based, such as the Illuminators, while noble houses such as House Trakand and House Damodred compete with others in the courts of Andor and Cairhien, while other noble houses exist in those and other lands.

Channelers have organizations as well. The Aes Sedai, centered in the river island metropolis of Tar Valon might be the most influential organization in the known world.



Among female channelers, there are also the Windfinders, who have their own loose-knit organization, and the Kin, which is centered in Ebou Dar and consists almost entirely of White Tower runaways. For the male channelers, Rand al'Thor organized the Asha'man, where the initiates are trained in combat as well as the One Power.

HOW ORGANIZATIONS WORK

When you choose an organization, you gain access to a special ability, a talent tree (from which the character can take talents in place of the talent granted by any heroic or advanced class), and list of feats available only to members of that organization. Each organization also comes with inherent obligations. These responsibilities carry honor when fulfilled, but also consequences if they are not met. To join any organization, oaths of loyalty must be taken, and each has its own way of doing that.

Note that there may be additional benefits and obligations to any organization, at the GM's discretion.

ORGANIZATIONS

Following are several organizations found in the Wheel of Time. By no means are these all of the organizations. This represents only some of the organizations that can be found in the Wheel of Time setting.

AES SEDAI

The Aes Sedai consist of seven Ajahs, separated by ideals and emphasis on certain fields of expertise. These Ajahs are represented by colors: Red, Yellow, Green, Blue, White, Gray, and Brown. There is also a Black Ajah, but many Aes Sedai are hesitant to acknowledge their existence. The Aes Sedai are involved in everything from politics to scholastic learning, and are either revered as powerful defenders of the Light or regarded as untrustworthy meddlers of everyday life.

The lowest members of the Aes Sedai organization are novices, whose responsibilities lie mainly in taking lessons on use of the One Power and general education and etiquette, as well as chores throughout the Tower between lessons. They are forbidden from leaving the Tower until they become Accepted. Accepted are not required to do chores, but they have more lessons and more responsibilities, and they are allowed to venture

into the city of Tar Valon (though not beyond the city). Typically a woman is an Accepted of the White Tower for about ten years before they are considered for full membership in the organization. If they pass this test to become a full Sister in the organization, they choose an Ajah and are welcomed into that Ajah fully, and given the rights and responsibilities of full membership. All Sisters must take the Three Oaths on the Oath Rod which are to speak no word that is not true, to make no weapon with which one man may kill another, and never to use the One Power as a weapon except against Shadowspawn, or in the last extreme defense of her life, the life of her Warder or another Aes Sedai.

Higher up titles include Ajah Heads, members of the Hall of the Tower, and Keeper of the Chronicles. The head of the Aes Sedai is called the Amyrlin Seat, and she is officially considered to belong to no Ajah and all Ajahs simultaneously (though most Amyrlin Seats tend to favor the tendencies of their former Ajah).

Technical Truth: Aes Sedai take no penalty to Deception checks despite saying they will speak no word that is not true while holding the Oath Rod.

AES SEDAI TALENT TREE

You are a member of the Aes Sedai organization.

Composed: You may reroll Focus checks made to keep your composure and keep the better result.

Dominating: Any time you intimidate a person using a Persuasion check, that person also takes a penalty to Will Defense equal to your Charisma modifier for a one minute.

Good Rapport: You work well with others and take the fullest advantage of any help given you. Any time someone aids you on a Skill check, the bonus they grant is increased by +1.

Stinging Weave: Any time you create a hit point-damaging weave, instead of having the weave cause physical damage, you can have it move the target one step down the Condition Track and cause one point of damage to the victim's Will Defense per ten points of damage that would have happened (maximum 5).

BLUE AJAH

The Blue Ajah concerns itself with causes, often to levels of what others might consider obsession. Their web of contacts throughout the Westlands is second in size and information to none.

Blue Ajah Weaves: Aes Sedai of the Blue Ajah have secret weaves. They are not allowed to use these weaves in the presence of any other female channelers. These weaves are below.



FEAR

You instill fear in your enemy. **Time:** Standard action, **Target:** One creature within 12 squares and within line of sight.

Affinities: Fire, Spirit.

Make a Channel check. The result of the check determines the effect, if any:

Compare the result to the target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target is affected as determined by the results of your Channel check. The following effects are determined based on by how much the target's Will is overcome.

0 to 5: The target can take only one standard action on the next turn.

6 to 10: The target can take only one move action on the next turn.

11 to 15: The target can take only one swift action on the next turn.

16 or more: The target can take no actions on its next turn.

Special: When you successfully use this power on an opponent, you can spend a Hero Point to impose a -2 penalty to all of the opponent's Defenses until the beginning of your next turn.

INSECT SWARM

You select a nearby area of land, and within seconds hundreds of nearby insects gather and start to bite any living targets in the selected area. **Time:** full round action, **Target:** target square within 6 squares and line of sight.

Affinities: Air, Earth, Spirit.

Make a Channel check. Your Channel check determines the effectiveness and size of the swarm.

DC 15: -1 step along the condition track, -1 penalty to Will Defense; 5-foot radius.

DC 20: As above, except 10-foot radius.

DC 25: As above, except 15-foot radius.

DC 30: As above, except 20-foot radius.

Special: This weave can be maintained as a swift action.

You may spend a Hero Point to double the penalties of any target in the area, causing a -2 step along the condition track penalty and a -2 penalty to Will Defense.

Alternately, this weave can be used to rid an area of insects. The area is equal to the area effect of the weave DCs above.

This weave cannot be tied off.

BLUE AJAH FEAT

The following feat is available to members of the Blue Ajah whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

CONTACT MASTERY

You have an affinity for manipulating Flows of the One Power related to a particular element.

Prerequisites: Member of the Aes Sedai organization (Blue Ajah).

Benefit: Once per scene, you may reroll any Charisma-based skill check (except Channel) made with any one being whose demeanor toward you is Friendly. You may keep the higher of the two rolls.

BROWN AJAH

The Brown Ajah seeks knowledge in all fields, such as ancient history, cultures, academia, etc.

Brown Ajah Weaves: Aes Sedai of the Brown Ajah have secret weaves. They are not allowed to use these weaves in the presence of any other female channelers. These weaves are below.

MILKY EYE

You cause the mucus in a person's eye to suddenly multiply and obscure the person's vision. **Time:** Standard action, **Target:** One living target within 6 squares and line of sight.

Affinities: Fire, Spirit, Water.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If your result is equal to or greater than the target's Fortitude Defense, the target is affected. An affected character must reroll all Perception checks using vision until he takes a swift action to clear his eyes out and keep the lower result.

Special: If you spend a Hero Point with this weave the target must use a standard action to clear his eyes out.

This weave may not be tied off, though it can be maintained. If it is maintained, the target's eyes become blurred again each round.



WEIGH DOWN

You use the One Power to press cause a person's body down, and greatly increasing their weight. **Time:** Full-round action, **Target:** One individual within 12 squares and line of sight.

Affinities: Earth, Spirit.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If your result is equal to or greater than the target's Fortitude Defense, the target is affected. The effect is determined by the amount you exceed the target's Fortitude Defense, as follows:

0-4: Target's speed is reduced by $\frac{1}{4}$, takes a -5 penalty to all Strength-based or Dexterity-based skill checks.

5-9: As above, except target's speed is instead reduced by $\frac{1}{2}$.

10-14: As above, except target's speed is instead reduced by $\frac{3}{4}$.

15 or more: As above, except target's speed is reduced to 1.

Special: You can spend a Hero Point to also reduce the target's Reflex Defense by 1.

This weave may not be tied off, though it can be maintained.

BROWN AJAH FEAT

The following feat is available to members of the Brown Ajah whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

RANGE OF KNOWLEDGE

You have broadened your knowledge to multiple fields.

Prerequisites: Member of the Aes Sedai organization (Brown Ajah).

Benefit: You gain a +3 bonus to any two Knowledge skills of your choice.

GRAY AJAH

The Gray Ajah seeks to solve problems in government and all other social organizations through mediation and negotiation.

Gray Ajah Weaves: Aes Sedai of the Gray Ajah have secret weaves. They are not allowed to use these weaves in the presence of any other female channelers. These weaves are below.

DIZZINESS

You affect a person's equilibrium, causing dizziness and possibly nausea. **Time:** Full-round action, **Target:** One living target within 6 squares and line of sight.

Affinities: Fire, Spirit, Water.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If your result is equal to or greater than the target's Fortitude Defense, the target is affected. The effect is determined by the amount you exceed the target's Fortitude Defense, as follows:

0-4: Target becomes dizzy and loses her move action for the round.

5-9: As above, plus target loses one swift action for the round.

10-14: As above, plus target loses two swift actions for the round.

15 or more: As above, plus target loses two swift actions. Furthermore, target becomes nauseous and moves 1 step down the condition track.

Special: You may spend a Hero Point to move the target 2 steps down the condition track in addition to the effects above.

Alternately, this weave may be used to restore natural equilibrium. It has no effect on nausea, even if the nausea is suffered from a lack of equilibrium.

This weave may not be tied off, but it can be maintained.

FROST SKIN

You cause a person's skin to suddenly erupt in hundreds of tiny bursts of icy cold, causing discomfort and possible pain, while also reducing the target's outside body temperature. **Time:** Standard action, **Target:** One living target within 12 squares and line of sight.

Affinities: Air, Fire, Spirit, Water.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If the check exceeds the target's Defense, the target takes a -5 penalty to any Dexterity-based skill checks or melee attack rolls. He also moves 1 step down the condition track.

Special: You may spend a Hero Point to cause the target to experience extreme cold. Alternately, if the target is experiencing extreme heat, this weave can be used to cool the target, but he still suffers the effects outlined above.

This weave may not be tied off, but it can be maintained.

GRAY AJAH FEAT

The following feat is available to members of the Gray Ajah whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

MASTER OF MEDIATION

When helping to negotiate a peaceful resolution, you gain the upper hand through your expertise.

Prerequisites: Member of the Aes Sedai organization (Gray Ajah).

Benefit: You may reroll Persuasion checks made to improve a character's attitude toward you, though you must keep the second result, even if it is worse.

GREEN AJAH

The Green Ajah feels it is important to always be ready for the Last Battle. Sometimes called the Battle Ajah, the Green Sisters are more militaristic than the other Ajahs.

Green Ajah Weaves: Aes Sedai of the Battle Ajah have secret weaves. They are not allowed to use these weaves in the presence of any other female channelers. These weaves are below.

FIRM STANCE

You motion at a person's feet, which must be on the ground. The ground and air around the target holds his feet and body firmly in place. **Time:** Standard action, **Area:** The square on which the target stands, within 12 squares and within line of sight.

Affinities: Air, Earth, Spirit.

Make a Channel check. The result of this channel check is added to the target's Fortitude Defense, the combination determining the amount of damage he must take in

order to be moved from the spot on which he stands. If a character or creature runs into the target or attempts to lift him, it is only successful if its check to do so exceeds your Channel check plus his Fortitude Defense. The ground on which the target stands has the same DC to be affected, such as by the *Riven Earth* weave. Strong winds may whip his clothes and hair about, but his body stays firmly in place.

Special: You may spend a Hero Point to double the DC for the ground the target stand on, making it more difficult to anyone attempting to do so to move it.

This weave may not be tied off, but it can be maintained.

FIND WEAK POINT

You locate the physically weakest point of an object, learning where to strike for most effect. **Time:** Full-round action, **Target:** One object within 6 squares and line of sight.

Affinities: Air, Earth.

Make a Channel check. The result of the check determines the following effect:

15: The object's damage threshold is reduced by 5 (but never below 1).

20: The object's damage threshold is reduced by 10 (but never below 1).

25: The object's damage threshold is reduced by 15 (but never below 1).

30: The object's damage threshold is reduced by 20 (but never below 1).

Special: You may spend a Hero Point to reduce the object's damage threshold by an additional 10.

This weave may not be tied off or maintained.

GREEN AJAH FEAT

The following feat is available to members of the Green Ajah whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

BATTLE READINESS

You have spent your life preparing for battle situations. You are always ready for battle, are quick to react, and are seldom surprised.

Prerequisites: Member of the Aes Sedai organization (Green Ajah).

Benefit: You add your Intelligence modifier to all Initiative and Perception checks.

RED AJAH

The Red Ajah seeks to avoid another breaking of the world at all costs. To this end, they lead efforts to gentle any man found to be using the One Power.

Red Ajah Weaves: Aes Sedai of the Red Ajah have secret weaves. They are not allowed to use these weaves in the presence of any other female channelers. These weaves are below.



EAR TAP

You create a blast of pressure on a target's ears, causing pain and potentially creating a distracting ringing in the target's ears. It also causes temporary deafness, and if done powerfully enough, it can cause permanent hearing loss. **Time:** Standard action, **Target:** One living target within 6 squares and line of sight.

Affinities: Air, Earth.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If your result is equal to or greater than the target's Fortitude Defense, the target is affected. The effect is determined by the amount you exceed the target's Fortitude Defense, as follows:

0-4: Target is deafened for a number of rounds equal to 5 – the target's Constitution modifier (minimum 1 round). He is also distracted by the ringing this weave causes in his ears, taking a -5 penalty to any checks requiring concentration for the duration of the deafness.

5-9: As above, except target is deafened for a number of rounds equal to 10 – the target's Constitution modifier. Additionally, the target takes 1d4 damage.

10-14: As above, except target is deafened for a number of rounds equal to 15 – the target's Constitution modifier. Additionally, the target takes 1d6 damage.

15-19: As above, except target is deafened for a number of rounds equal to 20 – the target's Constitution modifier. Additionally, the target takes 1d8 damage.

20 or more: As above, except target is permanently deafened, though the distracting ringing lasts a number of rounds equal to 25 – the target's Constitution modifier. Additionally, the target takes 1d10 damage.

Special: You may spend a Hero Point to move the target 1 step down the condition track in addition to the effects above.

This weave may not be maintained or tied off.

HALO

You cause a target to be surrounded by a faint light. **Time:** Standard action, **Target:** One living target within 6 squares and line of sight.

Affinities: Air, Fire, Spirit.

Make a Channel check. The result of the Channel check is as follows:

15: The target gains no benefit for being in conditions of total darkness, though may still benefit from conditions of dim light or twilight.

20: The target gains no benefit for being in conditions of partial darkness, such as twilight or candlelight, nor for being in conditions of total darkness.

25: As DC 20, plus the target takes a -1 penalty to Reflex Defense versus ranged attacks or weaves requiring line of sight.

30: As DC 25, except the penalty to the target's Reflex Defense is -2.

Special: You may spend a Hero Point to cause the target's Reflex Defense to be penalized by an additional -1. This is added to the penalties above (or given as a penalty if no penalty would have been gained).

This weave may be maintained, but not tied off.

RED AJAH FEAT

The following feat is available to members of the Red Ajah whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

MALE CHANNELER HUNTER

You are eager to face male channelers, and when the time comes, you are ready to defeat the man and gentle him.

Prerequisites: Member of the Aes Sedai organization (Red Ajah).

Benefit: When facing a male channeler in combat, you may reroll your Initiative check made to start the battle and keep the better result.

WHITE AJAH

The White Ajah seeks to solve problems through intellectual mastery and logical reasoning. They are lovers of riddles and enigmas, especially when the enigma is one that is hindering societal progress.

White Ajah Weaves: Aes Sedai of the White Ajah have secret weaves. They are not allowed to use these weaves in the presence of any other female channelers. These weaves are below.

FOGGED VISION

The target's vision becomes foggy, limiting her ability to see. **Time:** Full-round action, **Target:** One living target within 6 squares and line of sight.

Affinities: Air, Spirit, Water.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If your result is equal to or greater than the target's Fortitude Defense, the target is affected. The affected character loses her Dexterity bonus to Reflex Defense and takes a penalty to all Perception checks made to see (as well as any other checks that require sight) as follows:

DC 20: -5 penalty.

DC 25: -10 penalty.

DC 30: -15 penalty.

DC 35: -20 penalty.

Special: You may spend a Hero Point to cause the target to see swirls among the fogginess, causing the character to lose her ability score modifier to any checks made to see as well.

This weave may be maintained, but not tied off.

SPASMS

You cause the target's muscles to spasm uncontrollably. **Time:** Standard action, **Target:** One living target within 6 squares and line of sight.

Affinities: Spirit, Water.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If your result is equal to or greater than the target's Fortitude Defense, the target is affected. The affected character takes the following penalties to Strength-based and Dexterity-based checks if the check exceeds his Fortitude Defense:

DC 20: -5 penalty to all Strength-based or Dexterity-based checks, including attack rolls, skill checks, or opposed rolls.

DC 25: As above, except the target takes a -10 penalty.

DC 30: As above, except the target takes a -15 penalty.

DC 35: As above, except the target takes a -20 penalty.

Special: You may spend a Hero Point to cause the target to lose his Strength- or Dexterity modifier to any checks including those abilities.

This weave may not be maintained or tied off.

WHITE AJAH FEAT

The following feat is available to members of the White Ajah whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

GIFT OF REASON

Your intellect is rivaled by few, and you can make sense of virtually any enigma.

Prerequisites: Member of the Aes Sedai organization (White Ajah).

Benefit: You gain a +2 bonus on any Intelligence check that is not a Skill check, such as a check made to make sense of clues or remember past events.



YELLOW AJAH

The Yellow Ajah seeks to support humankind by becoming healers and masters of the body. Their healing abilities are the greatest of any Ajah.

Yellow Ajah Weaves: Aes Sedai of the Yellow Ajah have secret weaves. They are not allowed to use these weaves in the presence of any other female channelers. These weaves are below.

ITCH

The target's skin becomes irritated to the point that it becomes a distraction. **Time:** Standard action, **Target:** One living target within 6 squares and line of sight.

Affinities: Air, Fire, Spirit, Water.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If your result is equal to or greater than the target's Fortitude Defense, the target is affected. They are considered to be distracted when making any Intelligence-based, Wisdom-based, or Charisma-based Skill checks, making it impossible for the target to take 10 on these checks. Furthermore, they take the following penalties to Focus checks:

DC 20: -5 penalty.

DC 25: -10 penalty.

DC 30: -15 penalty.

DC 35: -20 penalty.

Special: You may spend a Hero Point to cause the target to include Constitution-based Skill checks as well.

This weave may be maintained, but not tied off.

MEMORY TOUCH

You create a bond with an inanimate object so that the object will seem familiar to you next time you touch it. **Time:** Standard action, **Target:** One object touched.

Affinities: Fire, Spirit.

Make a Channel check. The result of the check determines the familiarity when the object is touched.

DC 10: -1 penalty to the Intelligence check, but the object seems familiar.

DC 15: No bonus to the Intelligence check, but the object seems familiar.

DC 20: +1 bonus to the Intelligence check and the object seems familiar.

DC 25: +2 bonus to the Intelligence check and the object seems familiar.

Special: You may spend a Hero Point to increase the bonus to the Intelligence check by an additional +1.

This weave may not be maintained, but is tied off.

YELLOW AJAH FEAT

The following feat is available to members of the Yellow Ajah whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

HEALING TOUCH

You are particularly skilled with one specific weave in the Healing Talent.

Prerequisites: Member of the Aes Sedai organization (Yellow Ajah).

Benefit: Select one weave in the Healing Talent. You gain a +3 bonus on Channel checks made to create this weave.

ALGAI'D'SISWAI

Among the Aiel, there are many Septs and Clans. However, together with these exist twelve warrior societies, each with a general function and specialization. These are the *algai'd'siswai*, and while their culture is different from the typical culture of the Westlands, they are capable of standing up against any of the armies of the Westlands.

Desert Dwellers: *Algai'd'siswai* gain a +1 bonus to Fortitude Defense to resist the negative effects of extreme heat.

ALGAI'D'SISWAI TALENT TREE

You are a member of one of the Aiel warrior societies.

Accurate Stab: Any time you score a critical hit with a spear, your damage die is increased by one type (d4s become d6s, d6s become d8s, etc.) before doubling the damage.

Special: You can take this talent multiple times. Each additional time, it increases the die type by an additional type, up to d12s.

Dancer of the Spears: When wielding a spear, you may reroll any Initiative checks made to feint and keep the better result.

Reactive Strike: Any time an opponent uses a full-attack action and misses you, you may, as a reaction, make one attack against the opponent.

Readiness: When your readied action is triggered, you may keep your original place in the Initiative order, or your new one, whichever is better.

Veiled Terror: The *Algai'd'siswai* instills terror and mystery in her enemies. When veiled, she may reroll Persuasion checks made to intimidate and keep the better of the two rolls.

FAR DAREIS MAI

One of the twelve warrior societies is the female-only Maidens of the Spear, called in their native tongue *Far Dareis Mai*. Their responsibility is scouting, and few in the world are better at quiet observation than these women. After meeting the *Car'a'Carn* Rand al'Thor, most of the Maidens of the Spear take it upon themselves to be his personal guard of honor. They take this position very seriously, and are offended any time he tries to do activities without them.

Silent and Unseen: The *Far Dareis Mai* are talented hidiers and sneakers. They gain a +2 bonus to all Stealth checks made to sneak.

FAR DAREIS MAI FEAT

The following feat is available to members of the *Far Dareis Mai* organization whenever character feats would be available. It is also available to the character whenever he would gain a bonus feat when taking levels in the Scout class.

MAIDEN HAND-TALK

You understand the secret Maiden of the Spear hand signal language.

Prerequisites: Member of the *Far Dareis Mai* organization.

Benefit: You can understand and sign in Maiden Hand-Talk.

ASHA'MAN

Rand al'Thor, hoping to add a powerful weapon to his side in the struggle against the Dark One, established the Asha'man, teaching them and organizing them into a martial order of male channelers. In the beginning months of the organization, male channelers still suffered from the madness that comes from using the male half of the One Power, but after Rand cleanses the taint, this obstacle no longer hinders them.

The lowest members of the "Black Tower," as they are often called, are called Soldiers. Their duties, like all Asha'man, include chores and learning from their instructors. Those who achieve the next rank within the organization are called Dedicated, and are given a black coat to wear, and a pin in the shape of a sword to wear on the collar. Dedicated are given more responsibilities, including Traveling throughout the Westlands to deliver messages or seek other male channelers. The highest rank in the Black Tower is called Asha'man, which means Guardian in the Old Tongue. They wear the sword pin as well as a red and gold dragon on their collar, and are given more responsibilities, as well as more freedoms. Even with these freedoms, they still answer to those of the highest individual rank, and of course to the Dragon Reborn himself.



Various members exist with leadership roles, called *M'Haels* exist, such as the *Baijan'm'hael* (attack leader), labeling those men with ranks of leadership among the Asha'man. The highest leader, under the Dragon Reborn, is called the *M'Hael*.

Battle Ready: All members of the Asha'man organization are brimming with readiness to join any battle they are commanded to enter. Asha'man gain a +2 bonus to all Initiative rolls made to start a battle.

ASHA'MAN TALENT TREE

You are a member of the Asha'man organization.

Asha'man Warrior: When using melee weapons, you may use your Charisma modifier instead of your Strength modifier for attack rolls.

Battle Focus: When holding the One Power, you gain a +1 bonus to attack rolls and damage rolls made with melee weapons.

Deadly Channeler: Anytime you create a weave that kills an opponent, you gain one swift action the following round.

Weave Specialization: Choose one damage-dealing weave. When channeling that weave, you deal an additional two points of damage.

ASHA'MAN FEAT

The following feat is available to members of the Asha'man organization whenever character feats would be available. It is also available to the character whenever he would gain a bonus feat when taking levels in the Initiate class.

BRUTAL ENTRANCE

You understand that the best way to start a battle is with brutal aggressiveness, and you have become an efficient killing weapon with this understanding.

Prerequisites: Member of the Asha'man organization.

Benefit: During combat, when you make your first attack roll or Channel check to create a damaging weave, you may reroll the check and keep the better result.

BAND OF THE RED HAND

Matrim Cauthon, one of the most powerful *ta'veren* of all time, established the Band of the Red Hand as an independent military force under his own command. The army has grown to several thousand strong, including nobles and soldiers from many kingdoms. One unique thing about this army is their utter confidence in their leader, who has won battles with astoundingly sound strategies and incredible luck.

As a military organization, the Band of the Red Hand has officers and ranks that become responsible for increasingly large numbers of men. The lowest ranks are common soldiers either in the foot or horse battalions. Leaders of Troops report to leaders of Squadrons, who report to leaders of Banners. Mat Cauthon leads the entire army.

Common Confidence: It is difficult to intimidate members of the Band of the Red Hand. All members gain a +1 to Will Defense to resist any efforts made to intimidate them.

BAND OF THE RED HAND TALENT TREE

You are a member of the Band of the Red Hand organization.

Confidence in Leadership: Any time you are granted a morale bonus by one of your leaders, your Will Defense also increases by +1. If the morale bonus also increases Will Defense, the bonuses are combined.

Disciplined Formation: Any time you and an ally flank an opponent, you and the ally each gain a +1 bonus to attack and damage rolls.

Firm Allegiance: You gain a +5 bonus to Will Defense when resisting attacks against your morale due to battle.

Watch Your Back: If you are adjacent to at least one ally, enemies gain no benefit from flanking you or any adjacent allies.

BAND OF THE RED HAND FEAT

The following feat is available to members of the Band of the Red Hand organization whenever character feats would be available. It is also available to the character whenever he would gain a bonus feat when taking levels in the Armsman class.

TOSS THE DICE

Members of the Band of the Red Hand seem to share a small portion of their leader's luck. You are more difficult to kill than typical soldiers due partially to this luck.

Prerequisites: Member of the Band of the Red Hand organization.

Benefit: Three times per combat scene, the soldier of the Band of the Red Hand may add to a Defense to increase his chances of survival. Once per combat scene, he may add his Strength modifier to his Fortitude Defense. Once per combat scene, he may add his Intelligence modifier to his Reflex Defense. Finally, once per combat scene, he may add his Charisma modifier to his Will Defense. Each Defense may be increased only once per battle, for a total of three Defense increases per combat scene.

CHILDREN OF THE LIGHT

Among the most powerful independent military organizations in the Westlands is also one of the oldest. The Children of the Light, commonly called Whitecloaks because of their pristine white cloaks, fervently seek out minions of the Dark One and anything affected by the Dark One's influence and do everything in their power to snuff it out. Their methods are seen by others as unnecessarily brutal, but to them, leniency only allows the Dark One to grab firmer hold wherever he is established.

The Whitecloaks are independent of any nation, though they have much influence in Amadicia, where the Fortress of Light, their headquarters, is located. The soldiers are led by file leaders, who report to squadmen and second squadmen. Moving up the ranks would put a man into the ranks of second bannerman, bannerman, and hundredman. Officer ranks include Under-Lieutenants, Lieutenants, Senior-Lieutenants, Lord Captains, and finally, the Lord Captain Commander, who leads the entire organization.

The Hand of Light is a part of the Children of the Light organization, led by the High Inquisitor. The Hand of the Light, with individuals often called Questioners, are less militaristic than their Whitecloak counterparts. Instead, they take the responsibility of getting confessions from suspected darkfriends, often by means of torture. Though they are a part of the organization, they are considered to be somewhat separate as well.

Light's Aura: Children of the Light and Hands of the Light inspire respect and fear from who see them. They gain a +2 bonus to Persuasion checks made to intimidate.



CHILD OF THE LIGHT TALENT TREE

You are a member of the Children of the Light organization.

Armored Confidence: When wearing armor, you gain a bonus to Will Defense equal to the bonus to your Damage Threshold -1.

Furious Blaze: Any time you are damaged by a suspected Darkfriend or Shadowspawn, you can go into a righteous, all-encompassing fury for a number of rounds equal to 1 + your Constitution modifier. During this fury, you deal double your Strength modifier with weapons held in one hand, or triple damage with weapons held in both hands on successful melee attacks.

Glorious Attack: When you reduce an enemy's hit points to zero, you gain a +5 bonus to all damage rolls for a number of rounds equal to 1 + your Charisma modifier.

Whitecloak Determination: As a free action, on your turn, you can spend a Force Point to gain a bonus to your base speed equal to your Wisdom modifier for a number of rounds equal to your Constitution modifier (minimum 1).

Witchslayer: Whenever you are facing a known channeler, you gain a +2 bonus to attack rolls and your Fortitude and Will Defenses.

HAND OF THE LIGHT TALENT TREE

You are a member of the Hand of the Light organization.

Creator's Gift: You gain a +2 bonus on saving throws to resist fear and despair effects.

Light's Embrace: As an immediate action, you can reduce your class bonus to Will Defense to +0 and gain a bonus to your Reflex Defense equal to the amount of the reduction. This effect lasts until the beginning of your next turn.

Shepherd's Crook: You gain a +2 circumstance bonus on all Persuasion checks to intimidate and Perception checks made to sense motive made when interacting with suspected Darkfriends and Shadowspawn.

CHILDREN OF THE LIGHT FEAT

The following feat is available to members of the Children of the Light organization whenever character feats would be available. It is also available to the character whenever he would gain a bonus feat when taking levels in the Armsman class.

WHITECLOAK SOLDIER

You are a soldier in the Children of the Light army, and proud of it. You gain confidence from knowing you are helping to stamp out all darkness from the world.

Prerequisites: Member of the Children of the Light organization.

Benefit: You gain a +1 bonus to Will Defense.

Furthermore, you gain a +2 bonus to damage rolls made against suspected darkfriends, whether proven darkfriends or not.

HAND OF THE LIGHT FEAT

The following feat is available to members of the Hand of the Light organization whenever character feats would be available. It is also available to the character whenever he would gain a bonus feat when taking levels in the Noble class.

DARKFRIEND SEEKER

You know where to find darkfriends, and how to find out local rumors to help lead you to where the Light is needed.

Prerequisites: Member of the Hand of the Light organization.

Benefit: You can reroll Gather Information checks made to learn news and rumors or learn secret information. The result of your second roll must be accepted, even if it is worse.

HOUSE DAMODRED

In no other kingdom of the Westlands is the *Daes Dae'mar* – the Game of Houses – played like in Cairhien. Few noble Houses are better at *Daes Dae'mar* than House Damodred, which boasts a royal history and power well beyond most Houses in the Westlands. Indeed, the influence of House Damodred can be seen beyond the borders of Cairhien, with royalty in other powerful nations such as Andor directly affected by them. Uncannily efficient, House Damodred's members are either born into the House or married into it.

Details: As such a powerful group of nobles, members of House Damodred are keen at sensing falsities. They gain a +2 bonus on Perception checks made to sense deception.

HOUSE DAMODRED TALENT TREE

You are a member of House Damodred.

Charismatic Aura: As a full-round action, you may increase the Will Defense of all allies in sight of you by a number equal to your Charisma modifier. This bonus lasts until the beginning of your next turn.

Damodred Diplomat: When acting in an official capacity representing House Damodred, you may, once per encounter, reroll any Charisma-based Skill check and keep the better result.

Damodred Royal: You have the presence of a member of the royal family. Any time you spend a Hero Point to add a bonus to a Charisma-based Skill check, you also double your Charisma modifier and add that to the bonus created for the check.

Social Savant: Whenever you spend a Hero Point to increase the result of a Charisma-based Skill check, you may also reroll the check, though the reroll doesn't get the bonus die from the Hero Point. If you reroll the check, you must keep the second result, even if it is worse.



HOUSE DAMODRED FEAT

The following feat is available to members of the House Damodred organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Noble class.

SENSE THE LIES

You have lived your entire life around people putting a face up and keeping secrets from you. You have become skilled at sensing when someone is being less than honest.

Prerequisites: Member of the House Damodred organization.

Benefit: You may reroll any Perception checks made to sense deception, but you must keep the second result, even if it is worse.

HOUSE TRAKAND

Andor is a kingdom with many powerful noble Houses, but in recent times, none is more powerful than House Trakand. The most recent Queen of Andor was from House Trakand, and her daughter is positioned well to become the next Queen, and at a very young age. Like many of the most powerful noble Houses in the Westlands, House Trakand's influence extends well beyond the borders of Andor, and they have allies among the highest nobles in many kingdoms.

Diplomacy Expertise: Members of House Trakand are masters of diplomacy and conversation. They gain a +2 bonus to Persuasion checks made to change a person's attitude toward them.

HOUSE TRAKAND TALENT TREE

You are a member of House Trakand.

Nuance: Once per encounter you may add your Wisdom modifier to any Charisma-based Skill Check (except Channel).

Presence of Nobility: When socializing with other members of noble Houses, you can spend a Hero Point to gain a +5 bonus to your Will Defense for a number of rounds equal to your Wisdom modifier. This bonus applies to any Charisma-based Skill checks that attack your Will Defense.

Social Composure: Any time you make a Focus check to maintain your composure, you may add your Charisma modifier in addition to your Wisdom modifier to the check.

Trakand Diplomat: When acting in an official capacity representing House Damodred, you may, once per encounter, reroll any Charisma-based Skill check and keep the better result.

HOUSE TRAKAND FEAT

The following feat is available to members of the House Trakand organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Noble class.

SOCIAL COMPOSURE

Nobody is perfect, but you have learned that the secret to survival in the Game of Houses is to recover gracefully whenever you make a mistake.

Prerequisites: Member of the House Trakand organization.

Benefit: Any time you fail a Charisma-based Skill check, you may reroll any Focus check made to regain your composure, though you must keep the second result, even if it is worse.

ILLUMINATORS GUILD

Though small in number, the Guild of Illuminators is among the most successful guilds in the Westlands. Originating in Tarabon, most Illuminators live in Tanchico or in the area near the city. However, there is also a chapter house in Cairhien. Though the Seanchan destroy the Guild Chapterhouse during their conquest of Tarabon, it is possible that a few Illuminators remain to carry on their secret craft.

Members of this organization are expected to keep their secrets of firework-making just that: a secret. People throughout the Westlands enjoy the majestic beauty and splendor of the fireworks they create, but betraying the secrets of the guild will often result in a swift death, or at least a total loss of honor with the guild.

Firework Artist: Illuminators gain a +2 bonus to Craft checks made to handle explosives.

ILLUMINATORS GUILD TALENT TREE

You are a member of the Illuminators Guild.

Demolitionist: When you use the Craft skill to place an explosive device, the explosion deals +2 dice of damage.

You may take this talent multiple times. Its effects stack.

Extreme Explosion: Any time you set up an explosion, you increase the blast radius by 1 square.

Prerequisite: Demolitionist.

Firework Artist: You may use Craft checks to create fireworks shows that work like Persuasion checks made to perform (see the Performer feat).

Improved Firework Artist: When you use the Firework Artist talent, you gain a +5 bonus to the check.

Prerequisite: Firework Artist.

ILLUMINATOR FEAT

The following feat is available to members of the Illuminators Guild organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Wanderer class.

ILLUMINATION PERFECTIONIST

You are a master of your craft, and rarely waste materials.

Prerequisites: Member of the Illuminators Guild organization.

Benefit: When making the final Craft check during the process of making fireworks, you may roll twice and keep the better result.

KIN

Very few organizations of female channelers exist in the Westlands outside the White Tower's Aes Sedai, since the White Tower will find them and punish them for using the One Power without their authority. However, the Kin have managed to exist as a secret organization of female channelers based in Altara for a very long time. Most of their members are either White Tower rejects or White Tower runaways, with a few women joining the organization without ever visiting Tar Valon.

Among the Kin, age is most important when determining rank. Even a relatively weak channeler will be considered above a more powerful one if she is the older. The oldest thirteen members reside in Ebou Dar and form the governing body of the organization, known as the Knitting Circle. Most members of the organization are able to live much longer than most Aes Sedai because they are not affected by the drawbacks of the Oath Rod.

Members of this organization can be found virtually anywhere, but they tend to stay in Altara and the nearby area. While each member has responsibilities, the women are generally free to live how they wish and go where they want, as long as they do not betray the knowledge of the organization to anyone, especially to the Aes Sedai. Secretly, the Aes Sedai are aware of the organization, and they keep tabs on these women to maintain rudimentary control over them.

Master of Wards: Members of the Kin gain a +1 bonus on Channel checks made to create any weave in the Ward Talent.

KIN TALENT TREE

You are a member of the Kin organization.

Careful Channeler: When creating weaves, you can increase the amount of time it takes to create the weave to increase its effectiveness.

In order to gain the benefits, a weave that would normally be created as a swift action must consume a move action (or standard action). One that would require a move action

requires a standard action. If it requires a standard action, it has to take a full-round action. If it takes a full-round action or more, the time to create the weave is doubled.

If you do the above, you gain a +5 bonus to the weave's effect.

Channeling Expert: Age has brought you a great deal of experience channeling. As a swift action, you may spend a Hero Point to reroll any Channel check made to create a weave.

Heroic Channeler: Whenever you gain a level, you gain an additional number of Hero Points equal to the number of Channeler Talent Tree Talents you have (maximum +6).

Sure Channeler: Any time you roll a natural 1 on a Channel check to create a weave, you may reroll the check as a free action and keep the second result.

KIN FEAT

The following feat is available to members of the Kin organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

KIN CONTROL

Your mastery of the One Power has come with considerable effort, but that effort has brought you a new level of mastery.

Prerequisites: Member of the Kin organization.

Benefit: Any time you fail a Focus check made to concentrate, you may reroll the check. The second result must be kept, even if it is worse.

THIEF-CATCHERS GUILD

Though small in influence, thief-catchers are present throughout the Westlands, ready to take on bounties and hunt down criminals in any locale. Wise criminals fear the pursuit of thief-catchers (or "thief-takers," as they are called in Tear), because nobody is better and more specialized at tracking down those who do wrong.

Though they do not often gather socially, thief-takers have an expansive network and respect each others' bounties with unwritten codes of honor. No honorable thief-catcher would claim another's bounty under any circumstances.

While most thief-catchers work for a hefty fee, and therefore exclusively with nobles, some will work with commoners at more reasonable prices to help them when they can.

Tracker of Criminals: Thief-Catchers gain a +2 bonus to Gather Information checks made to gain information specific to an individual they are tracking down.

THIEF-CATCHERS GUILD TALENT TREE

You are a member of the Kin organization.

Advantageous Strike: You gain a +5 bonus on attacks of opportunity when using weapons with which you are proficient.

Quick Strike: During the initial round of combat, if you successfully damage an enemy who has not yet acted in the combat, you can make an immediate attack as a free action against a different target within 6 squares of the first target.

Retaliation Strike: If an enemy misses you with a melee attack, as a reaction you can automatically deal damage equal to your Strength modifier (minimum 1) to your attacker, if the attacker is within reach of you.

Shift: As a move action, you may move 1 square without provoking an attack of opportunity.

THIEF-CATCHER FEAT

The following feat is available to members of the Thief-Catchers organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Scout class.

CALM EXPERTISE

You have mastered certain skills so well that you virtually never make mistakes with them.

Prerequisites: Member of the Thief-Catchers organization.

Benefit: Choose a number of skills equal to your Intelligence modifier. With these skills, you can always take 10, even when distracted or threatened.

WARDERS OF THE WHITE TOWER

Aes Sedai are formidable in their own right. When teamed up with some of the best-trained warriors in the known world, Aes Sedai become even more awe-inspiring. Sisters of the Red Ajah never take Warders, and some from other Ajahs do not as well. Meanwhile, members of the Green Ajah are known to often take more than one Warder. Traditionally, all Warders are male, but the weave that creates the Warder bond can be used on anyone of any gender.

Warders go through rigorous training, mainly in combat and defensive techniques. They also learn to be stealthy, and learn many other skills that are necessary for their profession. Some Aes Sedai take their Warders from beyond this group of White Tower-trained men, but those who select from the men trained in the White Tower are rarely disappointed in their loyalty and dedication.

Though it is not a self-standing organization, Warders of the White Tower rise up through the same training until they are selected by an Aes Sedai and bound to her. The organization as a whole answers to the Aes Sedai organization, and more specifically to the Amyrlin Seat.

Weapon Power: Warders of the White Tower gain a +1 bonus to damage rolls any time they successfully deal damage with a specific weapon group.

WARDER OF THE WHITE TOWER TALENT TREE

You are a warder trained in the White Tower.

Adamant Protector: When adjacent to your Aes Sedai, you gain a +5 bonus to your Fortitude Defense.

Dedicated Protector: Your Aes Sedai gains a +1 morale bonus to Reflex Defense as long as she remains adjacent to you.

Power Fortification: As a reaction, you can spend a Hero Point to negate a critical hit scored against you and take normal damage instead. You can spend this Hero Point even if you've already spent a Hero Point earlier in the round.

Tested in Battle: When you catch a second wind, you move +2 steps on the Condition Track in addition to regaining hit points.

WARDERS OF THE WHITE TOWER FEAT

The following feat is available to members of the Warders of the White Tower organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Armsman class.

WARDER AWARENESS

Sometimes you must act quickly to avert danger and keep your Aes Sedai safe. You are alert and quick to react to battle situations.

Prerequisites: Member of the Warders of the White Tower organization.

Benefit: You gain a +3 bonus to Perception checks made to avoid surprise and Initiative checks made to start battle.

WINDFINDERS

Though a handful of Atha'an Miere girls go to the White Tower every generation, most channeling women among the Sea Folk stay and become Windfinders. Though not an independent organization with ranks and leaders in the more traditional sense, Windfinders are united in the expertise they share with each other and their loyalty to their culture as a whole.

The Atha'an Miere are renowned for their speed on the water. While their boats are indeed built well for speed, Windfinders contribute by using the One Power to affect wind and water using weave with flows of Air and Water more immense than most Aes Sedai would dare to touch.



The Sea Folk, as a rule, do not allow Aes Sedai on their ships for fear of their Windfinders being discovered and forced to go to the White Tower. The Atha'an Miere do send some of their girls up to the White Tower to be trained to keep the Aes Sedai uninterested in attempting to investigate their culture and methods of travel more deeply.

Windfinders are not leaders of ships. They yield to the command of the Sailmistress, and also are considered to be below the Cargomaster, despite their importance to the ship and their often abundant strength in the One Power.

Powerful with the Power: Windfinders' Fortitude Defense is considered to be 1 point higher when resisting the negative effects of overchanneling.

WINDFINDER TOWER TALENT TREE

You are a Windfinder aboard an Atha'an Miere vessel.

Improved Stave Off Fatigue: Whenever you use the Channel skill to stave off fatigue, you do not move an additional step down the Condition Track when you finally do take the Condition Track damage.

Improved Vision: If you are trained in both Channel and Perception skills, you can reroll any Perception checks made to see while you are holding the One Power.

Power-Enhanced Fortitude: Whenever you are holding the One Power, you gain a +1 bonus to your Fortitude Defense.

Power-Enhanced Willpower: Whenever you are holding the One Power, you gain a +1 bonus to your Will Defense.

WINDFINDER FEAT

The following feat is available to members of the Windfinders organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

STORM CHANNELER

No matter the distractions caused, if your feet are touching the deck of a ship, you are much more able to avoid distractions.

Prerequisites: Member of the Windfinders organization.

Benefit: Whenever you are on a ship, you may reroll any Focus check made to concentrate and keep the better result.

WISE ONES

Among the Aiel, the matriarchal leaders are women called Wise Ones. While many are able to Channel or Dreamwalk (or sometimes both), neither of these things are required to become a Wise One. Wise Ones avoid Aes Sedai for fear of their ability to channel being discovered.

Wise Ones make most of the most impactful decisions in Aiel society. While Clan Chiefs generally oversee specific Clans, Clan Chief applicants must be approved by Wise Ones before entering Rhuidean to be tested. They stand aside in battles or feuds between clans, and *ji'e'toh* does not permit harming Wise Ones nor taking them as *gai'shain*. In many ways, Wise Ones lead Aiel society without actually participating in many aspects of it.

A woman who would be considered for joining the loose organization of Wise Ones is given tasks and chores by a Wise One. These chores often seem pointless, and they become more demanding and difficult each time. The apprentice is not given permission to begin training until she, during this period declares she is ready to become a Wise One. Wise Ones have a loose hierarchy, but generally they are led by whichever has the strongest will. Even a more powerful channeler in the organization will yield to an Aiel she knows has the greater will to lead.

Abundant Will: All Wise Ones gain a +2 bonus to Focus checks made to compose themselves.

WISE ONE TOWER TALENT TREE

You are a Wise One of the Aiel.

Focus Mastery: Whenever you spend a Hero Point to add a bonus to a Focus check, you may also reroll the check and keep



the better result. The second result does not gain the bonus granted from spending the Hero Point.

Presence of Will: Once per encounter, you may substitute your Wisdom modifier for your Charisma when making a Charisma-based Skill check (except for Channel checks).

Sense Experience: You are good at perceiving the value and expertise of another person with little more than looking at them. With a successful Perception check versus a target's Will Defense, you can determine the character's CL.

Threefold Fortitude: You gain a +2 bonus to your Fortitude and Will Defenses.

WISE ONE FEAT

The following feat is available to members of the Wise One organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Noble class.

STOIC DETERMINATION

Your will is strong, and you are able to convey that when dealing with others.

Prerequisites: Member of the Wise One organization.

Benefit: You gain a +1 bonus to Will Defense, and a +3 bonus to Persuasion checks made to improve the attitude of a target.

YOUNGLINGS

Younglings are the Warder apprentices who sided with the Aes Sedai of the White Tower during the schism that split the Tower. Though young, they try to make up for their lack of experience with enthusiasm and wise leadership.

The Younglings have the basic training of Warders, and their reason for coming to Tar Valon was to be trained as one, but they have put that goal on hold to join the Youngling army. They are small in number, especially when compared to most other military organizations, but they put themselves in position to aid the Amyrlin Seat whenever she finds a use for them.

Weapon Power: Younglings gain a +1 bonus to damage rolls any time they successfully deal damage with a specific weapon group.

YOUNGLING TALENT TREE

You are a member of the Youngling organization.

Aggressive Attack: You may put yourself at risk and at the same time increase your chances of damaging your opponent. You may deduct up to five points from your Reflex Defense until the next round and add the same amount to your next attack's attack roll and damage.

Brutal Swing: You may make an attack that deals more damage. By declaring the use of this talent, you gain a +5 bonus to damage on your next attack. However, if the attack misses, you lose your Dexterity bonus to Reflex Defense until the beginning of your next turn. This talent cannot be used on attacks of opportunity.

Invigorating Success: Whenever you successfully bring an opponent to 0 hit points, you may, by spending one swift action, immediately move one step up the Condition Track.

Youthful Exuberance: When you catch a second wind, you may immediately recover a number of hit points equal to one third your total hit points or your Constitution modifier +2, whichever is greater.

YOUNGLING FEAT

The following feat is available to members of the Youngling organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

YOUNGLING AGGRESSION

Full of youth and a desire to prove yourself, you start battle aggressively.

Prerequisites: Member of the Youngling organization.

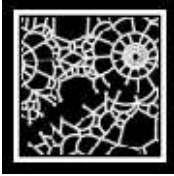
Benefit: During the first round of combat, or the first round after the surprise round if you were surprised, you may reroll all damage rolls and keep the better result.

CREATING AN ORGANIZATION

Organizations are great ways to give characters small advantages with commitments made to the organization. Each one should require something from the members, including time, loyalty, and service, as well as repercussions for failing to live up to the roles expected of members of the organization.

Every organization gains a benefit. This benefit should be roughly half as beneficial to a character as a feat. If the organization is going to be further divided into sub-organizations (such as the *algai'd'siswai*), the benefit for the grander organization and the sub-organizations should together equal roughly half of a feat.

Another benefit to organizations is that they have feats available to them. These feats should be unique, and specific to the benefits members of the organization would want. They are available at all levels characters would gain feats. Furthermore, they can gain these feats as bonus class feats for one specific base class, chosen as the most likely class that would be taken by heroic members of the organization.



CHAPTER FOURTEEN GAMEMASTERING



The Wheel of Time is a story. Think of this book as rules for telling a cooperative story, rather than playing a game. Each character plays her role in the story. There isn't a battle in every chapter of any of the Wheel of Time novels, and sometimes entire novels go without any major combat situations. The Wheel of Time series moves toward its grand ending.

This chapter presents Gamemaster options and advice, but the Gamemaster should always feel free to run her game in whichever way works best for her.

STORYTELLING GAME

Divide your story. Divide the grand epic story into books, and divide those books into chapters. Even if you never write out the adventure in book form, it gives it a more familiar feel comparable to the Wheel of Time series.



Chapters

Every chapter should include at least one interesting event that would grant experience points, though they may include several. More importantly, chapters should each have a beginning, content, and then an ending of sorts. They should each be treated like a miniature story, even if the chapter is a continuation of events from a previous chapter and an extension of what will continue in the following chapter.

Note that a game session does not necessarily equal a chapter. One chapter may take several sessions to complete, or if it is a long session, multiple chapters may fit into one session.

Books

Every book should begin with most of the problems from the previous book resolved. Of course, there may be grand destinies to fulfill that can take several books to complete, villains that harass the characters for multiple volumes, or personal challenges for the characters to overcome, but each book should have several smaller resolutions, and progress made by each character. A Gamemaster's responsibility is to make sure that stories resolve themselves as appropriate, and that characters get the proper experience points for their efforts. A player's responsibility is to ensure that he roleplays his character's progress as the game itself moves forward. A character that doesn't progress is not realistic.

Each book should have a beginning, and throughout the book, in the chapters, should present the character with the challenges typical to fantasy adventures. Finally, it should come to a resolution by the final chapter. One book should consist of roughly twenty to forty chapters. If desired, the Gamemaster may include a prologue and epilogue, but these should provide very few experience points (if any).

WHEEL OF TIME EXPERIENCE

While many characters live entire lives full of battles and bloodshed, there are several character types that should experience very little combat. *Tuatha'an* characters should actively avoid combat situations if they are following the Way of the Leaf. Ogier tend to avoid combat, as do many Aes Sedai.

Presented in this chapter are Skill Challenges, which can provide experience points to those who successfully perform them. In all cases, they can be done without combat, and therefore help a character gain experience.

Also presented below are rules for providing characters with bonus experience points at the end of chapters and books.

Chapter Experience Points

Each character should gain any experience points gained throughout the chapter at the end of the chapter. If the chapter included two fights, the experience for those fights should be granted at the resolution of the chapter, when the characters have been given a moment to reflect on what they learned.

In addition to regular experience earned through challenges and combat, each character is given a bonus supply of experience points at the end of each chapter. This amount equals 100 x their character's level. Therefore, a 4th-level character finishing a chapter would get 400 experience points at the end of each chapter in addition to any earned during the chapter.

Book Experience Points

As with chapter experience points, book experience points are granted at the end of each book. These experience points equal 100 x their character level x a number between one and three. The Gamemaster should grant multipliers based on the following ingredients.

A multiplier of one is always granted. A character gains at least one experience point just for playing and being a part of the story. The multiplier can be further increased by either dramatic heroism and/or wise problem-solving. If both of these factors apply, the multiplier is 3. If only one apply, the multiplier is 2. If neither apply, the multiplier is 1.

Dramatic heroism can be defined as the character coming through for the other characters or for the greater good as a whole. It means that the character did something exceptional and heroic, and possibly (though not necessarily) dangerous. Running back through an active battlefield to pull an injured ally against overwhelming odds, overchanneling at great personal risk to take on an entire hoard of trollocs while allies secure an escape route, and coming through on a negotiation that at first seemed impossibly difficult are all examples of dramatic heroism.

Wise problem-solving can be defined as an instance when a character finds alternate solutions that alleviate difficulty and danger to other characters. It means that the character did something particularly beneficial to the group that was unexpected or creative. Attacking an invading Seanchan army before they can gain secure footing, mediating a problem between two quarreling companions, and tracking down a nearby difficult-to-find *stedding* so that the party can rest are examples of wise problem-solving.

Experience points should never be based on favoritism, and every character, throughout each book, should be given plenty of opportunities to show heroism and wisdom.

SKILL CHALLENGES

Skill challenges present an alternate way for characters to gain experience without necessarily going through combat. They include one or more skills, and multiple checks that need to be met before a certain number of failures are made. A skill challenge with a complexity of 1 requires five successes before three failures. A skill challenge with a complexity of 2 requires eight successes before three failures occur. Finally, a skill



challenge with a complexity of 3 requires eleven successes be earned before three failures.

Skill challenges consist of skill checks that are done over the course of an entire scene. The roll results may increase or decrease your chances of overall success, depending on the types of challenges. After determining how long the skill challenge will take and the overall difficulty, it must be determined which skill checks can affect the overall outcome. There is always a primary skill, and a handful of secondary skills that can be used once each to affect the outcome.

Allies can work together in some skill challenges, and potentially aid another when the skill challenge uses one primary character.

Skill challenges should never replace roleplaying. Rather, they should be a guide to a character's success over the course of a scene. If the skill challenge is a diplomatic negotiation, for example, characters should still roleplay the scene out, if desired. Use the roll results to determine reactions and scene results.

Difficulties may vary, depending on elements presented by the Gamemaster.

CHALLENGE EFFECTS

Certain obstacles can modify the results or course toward success, as follows.

Catastrophic Failure: If the participant fails the check by 10 or more, he accrues two failures instead of one.

Close Call: The heroes accrue a failure only if they fail a skill check by 5 or more.

Degrees of Failure: The skill challenge ends when three failures are accrued or when the number of successes is met, but each failure brings certain negative things.

Degrees of Success: Each success or every two or three successes brings a certain benefit, even if the participant takes three failures before she gains the required number of successes.

Extreme Success: If a hero earns a success with a check result that is 10 or more points higher than the target DC, the hero earns two successes instead of one. This can only be done with the Primary Skill.

Individual Effort: Each hero must earn a number of individual successes equal to the challenge's complexity before the party accrues enough failures as a whole to fail the challenge.

Opposed DC: The DCs are determined by an opposed check or Defense.

Recovery: When a hero succeeds on a check by 5 or more, she may choose to remove one failure instead of earning a success.

Retries: After failure, the heroes may immediately attempt to try again, but the difficulties of all checks increase.

Timed Challenge: Instead of accruing a number of successes before three failures, the characters must earn a number of successes within a certain timeframe.

EXAMPLE SKILL CHALLENGES

ACCEPTED TEST

In this challenge, the novice of the White Tower is put through the silver arches *ter'angreal* to prove her worthiness to become an Accepted of the White Tower. All women seeking to become Aes Sedai must be put through this test.

CL 4

Complexity: 3 (11 successes before 3 failures)

FIRST ARCHWAY

Primary Skill: Focus (DC 20)

Secondary Skill: The following is a suggested secondary skills for this skill challenge.

Channel [DC +5]: Though it is extremely dangerous to do so, the hero may attempt to channel within the silver arches. If she does, the DC to do so is five more than normally required to create the weave outside the *ter'angreal*. Whether she is successful or not, she is subsequently attacked against her Fortitude Defense (1d20+10). See Chapter Seven: Equipment for more details.

Challenge Effects: The following challenge effect is in place for this challenge.

Recovery: When the hero succeeds on a check by 5 or more, she may choose to remove one failure instead of earning a success.

Success: The hero passes through the first archway successfully once she achieves three successes and may attempt to go through the second one.

Failure: The hero may find a way to reemerge from the archways, but even if she does, she is likely stilled. More likely, she misses her opportunity to come back out of the archways and is lost to the known world forever.

SECOND ARCHWAY

Primary Skill: Focus (DC 20)

Secondary Skill: The following is a suggested secondary skills for this skill challenge.

Channel [DC +5]: Though it is extremely dangerous to do so, the hero may attempt to channel within the silver arches. If she does, the DC to do so is five more than normally required to create the weave outside the *ter'angreal*. Whether she is successful or not, she is subsequently attacked against her Fortitude Defense (1d20+10). See Chapter Seven: Equipment for more details.

Challenge Effects: The following challenge effect is in place for this challenge.

Recovery: When the hero succeeds on a check by 5 or more, she may choose to remove one failure instead of earning a success.

Success: The hero passes through the second archway successfully once she accumulates seven successes and may attempt to go through the second one.

Failure: The hero may find a way to reemerge from the archways, but even if she does, she is likely stilled. More likely, she misses her opportunity to come back out of the archways and is lost to the known world forever.

THIRD ARCHWAY

Primary Skill: Focus (DC 20)

Secondary Skill: The following is a suggested secondary skills for this skill challenge.

Channel [DC +5]: Though it is extremely dangerous to do so, the hero may attempt to channel within the silver arches. If she does, the DC to do so is five more than normally required to create the weave outside the *ter'angreal*. Whether she is successful or not, she is subsequently attacked against her Fortitude Defense (1d20+10). See Chapter Seven: Equipment for more details.

Challenge Effects: The following challenge effect is in place for this challenge.

Recovery: When the hero succeeds on a check by 5 or more, she may choose to remove one failure instead of earning a success.

Success: The hero passes through the first archway successfully once she achieves eleven successes and may attempt to go through the second one.

Failure: The hero may find a way to reemerge from the archways, but even if she does, she is likely stilled. More likely, she misses her opportunity to come back out of the archways and is lost to the known world forever.

CLAN CHIEF TEST

In this challenge, a prospective Aiel male journeys through the glass columns in Rhuidean, witnessing the history of the Aiel people through the eyes of his ancestors.

CL 8

Complexity: 3 (11 successes before 3 failures)

Primary Skill: Focus (DC 28)

Secondary Skills: The following are suggested secondary skills for this skill challenge.

Endurance [DC 29]: The hero overcomes fatigue and thirst during the test.

Perception [DC 26]: The hero notices things in the displays that uplift his morale.

Challenge Effects: The following challenge effects are in place for this challenge.

Degrees of Failure: The skill challenge ends when the hero accrues three failures or when the number of successes is met, but each failure causes the character to move two steps down the Condition Track.

Success: The hero emerges from the glass columns with a tattoo of a dragon and knowing the true history of the Aiel. He is now a clan chief.

Failure: The hero is reduced to zero hit points and falls unconscious in the glass columns, after which he begins suffering from the effects of dehydration and exhaustion. He must make a Constitution check to determine if he recovers, with failure bringing his death.



CLEANSE TAINT

In this challenge, a primary channeler, possibly combined in a channeling circle, is attempting to cleanse one person from a dark taint. Suan Sanche once performed this skill challenge on Matrim Cauthon.

CL 14

Complexity: 3 (11 successes before 3 failures)

Primary Skill: Channel (DC 38)

Secondary Skills: The following are suggested secondary skills for this skill challenge.

Focus [DC 37]: The hero can attempt to recover from a failed save and compose herself.

Knowledge (Health) [DC 33]: The heroes can attempt to remember knowledge acquired regarding tainted objects and its effects on the human body.

Treat Injury [DC 36]: The heroes can attempt to stave off the negative effects, and death, by successfully applying medical aid.

Challenge Effects: The following challenge effects are in place for this challenge.

Catastrophic Failure: If the primary channeler fails a skill check by 10 or more, the heroes accrue two failures instead of one.

Degrees of Success: Even if the primary channeler fails this skill challenge, the tainted person gains a number of Constitution and Wisdom points back equal to the number of successes.

Recovery: If the primary channeler succeeds on a check by 5 or more, the hero can choose to remove one failure instead of earning a success.

Success: The tainted person is fully relieved of the taint and its negative effects. He is fatigued, however, and moves four steps down the condition track immediately upon success.

Failure: The tainted person is not relieved of the taint, but regains Constitution and Wisdom each equal to the successes gained. He is fatigued, and moves four steps down the condition track immediately after the skill challenge. This skill challenge cannot be attempted again until he fully recovers from his fatigue.

DIPLOMATIC NEGOTIATIONS

In this challenge, a hero or group of heroes tries to gain the favor of a high-ranking noble, such as a High Lord.

CL 5

Complexity: 2 (8 successes before 3 failures)

Primary Skill: Persuasion (varies; as change attitude)

Secondary Skills: The following are suggested secondary skills for this skill challenge.

Deception [opposed DC]: The hero may try to embellish or deceive the noble in order to impress him or gain his sympathy.

Focus [DC 26]: A hero may recover from a failed roll by making a successful Focus check to compose herself and getting things back on track.

Knowledge (politics) [DC 27]: The hero may use her knowledge of *daes dae'mar* to gain an upper hand or find something to use against the noble.

Perception [DC 30]: A hero may attempt to read the surface emotions and feelings of the noble.

Challenge Effects: The following challenge effects are in place for this challenge.

Opposed DC: The DCs of Deception checks are opposed the noble's Perception check.

Recovery: When a hero succeeds on a check by 5 or more, she may choose to remove one failure instead of earning a success.

Success: The heroes convince the noble to grant them a reasonable favor, such as a pardon for a minor crime, a loan of money, or resources to complete a task, or even to argue for their cause in a court session.

Failure: The noble declines to help the heroes. He might remain amiable with the heroes, or he may become an enemy. Depending on the situation, he might even call for their immediate arrest.

FIND BRIGAND

In this challenge, a hero tracks down a brigand who is hiding in the countryside, harassing a nearby town or village. After this challenge, a fight may likely ensue.

CL 5

Complexity: 2 (11 successes before 3 failures)

Primary Skill: Survival (DC 29)

Secondary Skills: The following are suggested secondary skills for this skill challenge.

Endurance [DC 31]: The hero can forgo sleep to continue the search if it goes into the nighttime.

Knowledge (nature) [DC 30]: The hero can use his knowledge of the natural environment to his advantage.

Challenge Effects: There are no challenge effects in place for this challenge.

Success: The hero manages to track down the brigand and determine his exact location.

Failure: The hero loses track of any clues of the brigand's traverse, and fails to locate him.

HERON MARK TEST

In this challenge, a hero displays his swordsmanship in front of blademasters, who then determine his worthiness to carry a heron-marked blade.

CL 6

Complexity: 3 (11 successes before 3 failures)

Primary Skill: Focus (DC 27)

Secondary Skills: The following are suggested secondary skills for this skill challenge.

Acrobatics [DC 28]: The hero can use tumbles and other feats of agility during his display.

Athletics [DC 27]: The hero can use jumps and other feats of athleticism during his display.

Deception [DC 29]: The hero can use impressive feints during his display.

Challenge Effects: The following challenge effects are in place for this challenge.

Extreme Success: If the hero earns a success with a check result that of 37 or more on a Focus check made for this challenge, he earns two successes instead of one.

Success: The man being tested is granted the right to wield and carry the heron-marked blade and is given the official status of blademaster.

Failure: The judges deem the applicant unworthy of carrying the heron-marked blade and do not give him the title of blademaster.

HORSE RACE

In this scene, the character is racing a horse on a track against other horses. Whoever gets to eleven successes first wins.

CL 2

Complexity: 3 (11 successes before race ends)

Primary Skill: Ride (opposed DC, bonus or penalty depending on horses of opponents or hero's own horse)

Secondary Skills: There are no secondary skills for this skill challenge.

Challenge Effects: The following challenge effects are in place for this challenge.

Opposed DC: The DC is determined by the Ride checks of all other participants.

Timed Challenge: Instead of accruing a number of successes before three failures, the jockey must earn eleven successes before any other opponents do. If there is a tie, all racers involved with the tie make one final Ride check to determine the winner.

Success: The hero wins the race.

Failure: The hero loses the race.

LEAD BATTLE

In this scene, the hero, within the duties of his rank, leads the strategy and tactics of a battle.

CL 14

Complexity: 2 (8 successes before 3 failures)

Primary Skill: Knowledge (tactics; opposed DC)

Secondary Skills: The following are suggested secondary skills for this skill challenge.

Deception [DC 28]: The heroes can attempt tactical feints, false retreats or charges, or



other displays to trick the enemy army.

Perception [DC 22]: The heroes attempt to see holes in the opponent's strategy and take advantage of them.

Challenge Effects: The following challenge effects are in place for this challenge.

Opposed DC: The Knowledge (tactics) check DC is determined by the Knowledge (tactics) checks of all other military commanders.

Success: The hero's tactical brilliance gives your army a +1 morale bonus to attack rolls and all Defenses until the end of the battle.

Failure: The hero's tactics are bested by the enemy. The opposing army gains a +1 morale bonus to attack rolls and all Defenses until the end of the battle.

MEETING WITH THE AMYRLIN SEAT

In this scene, the hero meets with the Amyrlin Seat and attempts to gain her favor or aid.

CL 8

Complexity: 2 (8 successes before 3 failures)

Primary Skill: Persuasion (varies; as change attitude)

Secondary Skills: The following are suggested secondary skills for this skill challenge.

Deception [opposed DC]: The hero may try to embellish or deceive the Amyrlin Seat in order to impress her or gain her sympathy.

Focus [DC 30]: A hero may recover from a failed roll by making a successful Focus check to compose himself and getting things back on track.

Perception [DC 35]: A hero may attempt to read the surface emotions and feelings of the Amyrlin Seat.

Challenge Effects: The following challenge effects are in place for this challenge.

Opposed DC: The DCs of Deception checks are opposed the Amyrlin Seat's Perception check.

Recovery: When a hero succeeds on a check by 5 or more, he may choose to remove one failure instead of earning a success.

Success: The hero gains the Amyrlin's favor and she is willing to aid him with any reasonable thing requested.

Failure: The Amyrlin declines to help the hero and he does not gain her favor. Depending on the circumstances and nature of the requests, she may become hostile or even attempt to have the hero and any allies arrested.

MEETING WITH AN OGIER ELDER

In this scene, the hero meets with the Elders of an Ogier *stедding* and attempts to gain his favor or aid.

CL 7

Complexity: 2 (8 successes before 3 failures)

Primary Skill: Persuasion (varies; as change attitude +5)

Secondary Skills: The following are suggested secondary skills for this skill challenge.

Deception [opposed DC +5]: The hero may try to embellish or deceive the Ogier Elder in order to impress her or gain her sympathy.

Focus [DC 29]: A hero may recover from a failed roll by making a successful Focus check to compose himself and getting things back on track.

Perception [DC 39]: A hero may attempt to read the surface emotions and feelings of the Ogier Elder.

Challenge Effects: The following challenge effects are in place for this challenge.

Opposed DC: The DCs of Deception checks are opposed the Elder's Perception check.

Recovery: When a hero succeeds on a check by 5 or more, he may choose to remove one failure instead of earning a success.

Success: The hero gains the Ogier Elder's favor and he is willing to aid him with any reasonable thing requested.

Failure: The Elder declines to help the hero and he does not gain his favor. Depending on the circumstances and nature of the requests, he may have the hero and any with him forced to leave the *stедding* if they are in one.

NAVIGATE THE WAYS

In this scene, the hero attempts to navigate the dangerous Ways, doing so quickly enough to avoid *Machin Shin*.

CL 9

Complexity: 2 (8 successes before 3 failures) for desired destination, 1 (5 successes before 3 failures) for any destination

Primary Skill: Survival (DC 28)

Secondary Skills: The following are suggested secondary skills for this skill challenge.

Endurance [DC 26]: If this is a chance besides the first attempt at navigating the Ways, an Endurance check may be made to avoid penalties from retries.

Focus [DC 28]: When *Machin Shin* becomes a factor, the hero may make a Focus check. Success on this check means that the penalties to all Skill checks as a result of the Black Wind are avoided.

Knowledge (academics) [DC 29]: The hero uses her knowledge of the Ways to advance the expedition.

Perception [DC 27]: The hero attempts to perceive surroundings and potential dangers to improve the chances of success and survival.

* Note that if the no member of the party is able to understand Ogier writing,

Challenge Effects: The following challenge effects are in place for this challenge.

Retries: After failure, the hero may immediately attempt to try again, but the difficulties of all checks increase by +5 (including Endurance and Focus, above).

Success: The hero is able to navigate the ways either to the desired location (Complexity 2), or to any destination (Complexity 1).

Failure: The hero becomes lost in the Ways, and must find a way out by trying again. The GM may determine when *Machin Shin* becomes a threat and all DCs to Skill checks increase by +5 (including all checks above, as well as Focus). Once it does, failure results in consumption by the Black Wind.

RESEARCH

The hero does research on a large field of study, such as biographies of the male channelers who broke the world, tactics of the greatest five generals of the past hundred years, or architectural designs of Ogier-made cities.

CL 2

Complexity: 3 (11 successes before 3 failures)

Primary Skill: Knowledge (most applicable; DC 24)

Secondary Skills: The following is a suggested secondary skill for this skill challenge.

Gather Information [DC 27]: The hero may try to find out local rumors that may shed light or hint at answers she is seeking.

Challenge Effects: The following challenge effects are in place for this challenge.

Close Call: The hero accrues a failure only if she fails a skill check by 5 or more.

Success: The hero gains the knowledge desired on the subject, and may reroll Knowledge checks made pertaining to that specific knowledge for the rest of the book.

Failure: The hero does not gain the knowledge desired.

SELLING GOODS

The hero sells carried goods. This is especially common for merchants and Tinkers. This process may take several hours, or several days, depending on the amount of goods.

CL 1

Complexity: 2 (8 successes before 3 failures)

Primary Skill: Persuasion (DC 20)

Secondary Skills: The following are suggested secondary skills for this skill challenge.

Deception [DC 22]: The hero may try to exaggerate the worth of his items through cleverly placed words and salesmanship.

Gather Information [DC22]: The hero gets to know the locale and their general moods and needs, helping him determine how best to sell them his goods.

Knowledge (culture) [DC 21]: The hero uses previous knowledge of the local residents to help him determine how best to sell them his goods.

Challenge Effects: The following challenge effects are in place for this challenge.

Close Call: The hero accrues a failure only if she fails a skill check by 5 or more.

Success: The hero sells his goods, gaining their listed value plus 25%, then minus 10% for each failure.

Failure: The hero manages to only sell a few items. He unloads 0% of his goods plus 10% for each success.

TEST FOR THE SHAWL

The hero takes the test to become a Sister, a full Aes Sedai.

CL 8

Complexity: 3 (11 successes before 3 failures)

Primary Skill: Channel (DC 30)

Secondary Skills: The following is a suggested secondary skill for this skill challenge.

Focus [DC 29]: The hero may compose herself and open herself to the One Power in a way that eliminates distractions.

Challenge Effects: The following challenge effects are in place for this challenge.

Close Call: The hero accrues a failure only if she fails a skill check by 5 or more.

Success: Each Channel skill success represents nine to ten simple weaves, which must be performed perfectly. If the hero succeeds at all the checks, she gains the shawl and becomes an Aes Sedai Sister. She swears the Three Oaths on the Oath Rod and chooses an Ajah.

Failure: The hero fails the test and does not become an Aes Sedai Sister at this time.



CHAPTER FIFTEEN

ERAS OF PLAY



This roleplaying book is written at the end of Book Twelve of the series. Tarmon Gai'don is fast approaching, and the awesome inevitability of the Last Battle is a reality nearly all people in every land know. It is the end of the Third Age. The Aiel have left the Threefold Land, the Seanchan have conquered the southwest portion of the Westlands. The Forsaken have emerged, and some have even been killed.

The Blight has become silent.

In such a setting, with all nations preparing for war, emerge many heroes from every land. Use this book as written for the setting.

Following are general descriptions of other settings. In the Third Age, people use similar technology, and latent abilities and channelers are just as likely to appear. The Age of Legends has a different array of technology and channeling strength, briefly described below.

THE THIRD AGE

The Third Age is the setting in which the books take place. The previous Age, called the Age of Legends, is vaguely remembered in some of the earlier epochs, but mostly forgotten by the end.

THE TEN NATIONS

The era of the Ten Nations covers the time period from the Breaking of the World to the Free Years.

The Dragon locked the Dark One away in a prison, and the most powerful of the Forsaken with him, but what followed was a catastrophic transformation of the land in the form of cataclysmic weaves created by insane male Aes Sedai. It was devastating, but when it finally ended and the nations picked up the pieces of their cultures. The Compact of the Ten Nations formed a peaceful agreement of



mutual protection that would last for centuries.

A major event that took place during this time was the Trolloc Wars. During the Trolloc Wars, an immense hoard of trollocs and other Shadowspawn invaded the Westlands, destroying major kingdoms such as Aridhol and Manetheren before finally being defeated by massive armies of the Light led by Rashima Kerenmosa, the Amyrlin Seat. Only a few years after the decisive Battle of Maighande, the ten nations broke up into smaller nations, ushering in the Free Years.

THE FREE YEARS

The era of the Free Years covers the time period from the end of the Ten Nations Era to the conquest of Artur Hawkwing, culminating in the Consolidation.

The Trolloc Wars during the Ten Nations era weakened the Westland kingdoms so much that they broke up into twenty-nine new kingdoms, many of which existed in regions that have no major habitations any longer in the main era of the novels. The era is noteworthy for the completion of the translation of the Karaethon Cycle, but is known more for minor events and skirmishes throughout the lands leading up to the conquest of Artur Hawkwing.

THE CONSOLIDATION

The era of the Consolidation is the era of time around the life and conquest of Artur Hawkwing.

Artur Paendrag Tanreall, better known in legends as Artur Hawkwing, defeated the False Dragon Guaire Amalasan when nobody else could. When he took Amalasan to the White Tower to be gentled, he violated Tower law by bringing a foreign force into the realm of Tar Valon. Though he was ultimately allowed to leave by Bonwhin Meraighdin, the Amyrlin Seat, an army loyal to the False Dragon attacked. Though Artur Hawkwing helped repel the army, he left on bad terms with the Amyrlin Seat.

Wars followed, and some believe that the Amyrlin was behind them. Nonetheless, Artur Hawkwing managed to win war after war, eventually conquering the entirety of the Westlands except the White Tower. Under the advice of a member of his court, Hawkwing sacked every Aes Sedai in his inner circles, and put a price on the head of every Aes Sedai who would not denounce the White Tower.

Eventually, the High King (as he was often called in his day), sent two massive fleets into the sea to venture into distant lands. One, sent under the leadership of his son Luthair, went west and lost all contact with the Westlands (though they would go on to become the Seanchan). The other was sent to Shara under the command of one of his daughters, but the entire fleet was destroyed. A year later, Artur Hawkwing died of illness without a definite heir, which set the scene for the War of the Hundred Years

THE NEW ERA

The New Era is the span of time leading up to the return of the Dragon and the centuries leading up to Tarmon Gai'don.

Almost immediately after the death of the High King, what is now called the War of the Hundred Years started. High nobles emerged and claimed lands as independent kingdoms, including Andor, Tear, and Cairhien. The Borderlands divided into five parts under the united goal of defending the Westlands against the Blight. The Children of the Light were formed, initially as a peaceful society spreading teachings on living in the Light, but eventually becoming militaristic. By the end of the War of the Hundred Years, the nations looked much like they do in the novels.

Less impactful wars occurred throughout the centuries, including the Great Winter War and the Third War of Garen's Wall. More recently, the Whitecloak War and the Aiel

War occurred, the latter one ending at the same time the Dragon was Reborn to an Aiel woman.

THE AGE OF LEGENDS

The Age of Legends is the previous Age, before the current Age in which the events of the novel series takes place.

The Age of Legends was, at one time, an idealized society, where material wealth mattered very little and social status gained by contributing to society was what gave a person stature and was what people understood as happiness. Aes Sedai served as councilors, and the One Power was used as a tool toward a solution, not as a solution itself. The Da'shain Aiel served the Aes Sedai and followed the Way of the Leaf.

Technology was much more advanced than in the setting of the novels. Items such as glowbulbs, projectors, sho-wings, and stasis boxes, among other things, were common. In the current age, these items are found only rarely, and most often are either unusable or have unknown uses.

Indeed, the only people who remember the Age of Legends are the Forsaken and the Heroes of the Horn (because they lived during the Age of legends), and people with the Old Blood, though these individuals' memories of this Age is scattered and vague at best, normally coming in short bursts of indecipherable memories.





CHAPTER SIXTEEN ALLIES AND ENEMIES



NON-PLAYER CHARACTERS

Here are some typical NPCs that may be found throughout the Westlands, and beyond. Note, these are mainly nonheroic characters because these are meant to be "average" characters, not primary or even secondary characters.

Commoners

Throughout the Westlands, average inhabitants of the various towns and cities can be found. In the stories, women and men are usually quite different. These commoners take into consideration that men are generally stronger than women, while women are generally more physically appealing. They can fill generally any role, and are typically good though not heroic.

Craftsmen are the workers of society, including blacksmiths, coopers, etc. Wisdoms are healers and leaders in their communities. Lords and ladies are the minor nobility and community leaders. Militiamen are the standard ready-to-fight men of society.

Common Man

Medium nonheroic 1

Init +0; **Senses** Perception +5

Defenses Ref 10 (flat-footed 10), Fort 10, Will 9

hp 3; **Threshold** 10

Speed 6 squares

Melee unarmed +1 (1d3+1)

Base Atk +0; **Grp** +1

Abilities Str 12, Dex 10, Con 11, Int 10, Wis 9, Cha 10

Feats Skill Training (Athletics, Perception, Ride, Survival), Weapon Proficiency (simple weapons)

Skills Athletics +6, Craft +5, Perception +4, Ride +5, Survival +4

Common Woman

Medium nonheroic 1

Init +0; **Senses** Perception +5

Defenses Ref 10 (flat-footed 10), Fort 10, Will 10

hp 3; **Threshold** 10

Speed 6 squares

Melee unarmed -1 (1d3-1)

Base Atk +0; **Grp** +0

Abilities Str 9, Dex 10, Con 10, Int 10, Wis 11, Cha 12

Feats Skill Training (Focus, Perception, Persuasion, Ride, Survival)

Skills Craft +5, Focus +5, Perception +5, Persuasion +6, Ride +5, Survival +5

Craftsman

Medium nonheroic 2

Init +1; **Senses** Perception +6

Defenses Ref 10 (flat-footed 10), Fort 10, Will 10

hp 6; **Threshold** 10

Speed 6 squares

Melee unarmed +2 (1d3+1)

Base Atk +1; **Grp** +2

Abilities Str 12, Dex 10, Con 11, Int 12, Wis 10, Cha 10

Feats Skill Focus (Craft), Skill Training (Perception, Ride, Survival), Weapon Proficiency (simple weapons)

Skills Craft +11, Perception +6, Persuasion +6, Ride +6, Survival +6

Wisdom

Medium nonheroic 2

Init +1; **Senses** Perception +7

Defenses Ref 10 (flat-footed 10), Fort 10, Will 11

hp 6; **Threshold** 10

Speed 6 squares

Melee unarmed +0 (1d3-1)

Base Atk +1; **Grp** +1

Abilities Str 9, Dex 10, Con 10, Int 12, Wis 12, Cha 13

Feats Skill Training (Focus, Knowledge [health], Persuasion, Ride, Treat Injury)

Skills Craft +7, Focus +7, Knowledge (health) +7, Perception +7, Persuasion +7, Ride +6, Treat Injury +7

Minor Lord

Medium nonheroic 2

Init +1; **Senses** Perception +6

Defenses Ref 10 (flat-footed 10), Fort 10, Will 10

hp 6; **Threshold** 10

Speed 6 squares

Melee dagger +2 (1d4+1)

Base Atk +1; **Grp** +2

Abilities Str 12, Dex 11, Con 10, Int 10, Wis 10, Cha 12

Feats Skill Training (Deception, Knowledge [academics], Perception, Ride), Weapon Proficiency (simple weapons)

Skills Deception +7, Knowledge (academics) +6, Perception +6, Persuasion +7, Ride +6

Minor Lady

Medium nonheroic 2

Init +1; **Senses** Perception +6

Defenses Ref 10 (flat-footed 10), Fort 10, Will 11

hp 6; **Threshold** 10

Speed 6 squares

Melee unarmed +0 (1d4-1)

Base Atk +1; **Grp** +1

Abilities Str 9, Dex 11, Con 9, Int 10, Wis 12, Cha 13

Feats Skill Training (Deception, Knowledge [academics], Perception, Ride), Weapon Proficiency (simple weapons)

Skills Deception +7, Knowledge (academics) +6, Perception +7, Persuasion +7, Ride +6

Militiaman

Medium nonheroic 2

Init +6; **Senses** Perception +1

Defenses Ref 10 (flat-footed 10), Fort 11, Will 10

hp 7; **Threshold** 11

Speed 6 squares

Melee long spear +2 (1d8+2)

Base Atk +1; **Grp** +1

Abilities Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 9

Feats Skill Training (Athletics, Ride), Toughness, Weapon Proficiency (simple weapons, spears and lances)

Skills Athletics +7, Initiative +6, Ride +6

Aes Sedai

Aes Sedai can be found throughout the Westlands in roles varying from court advisor to healer, in all seeming walks of life. Accepted are extremely rare outside the White Tower, but in the White Tower they are plentiful.

Sisters can be found throughout the Westlands, and have much more freedom than Accepted do. Most Aes Sedai outside the Red Ajah will have a warder, and many members of the Green Ajah will have two or more warders.

Novice

Medium nonheroic 3 {Aes Sedai}

Init +9; **Senses** Perception +3

Defenses Ref 10 (flat-footed 10), Fort 10, Will 13

hp 9; **Threshold** 10

Speed 6 squares

Base Atk +2; **Grp** +2

Affinities: Air, Spirit

Weaves Known (*Weaves per Hour* 3): **Advanced Air:** Lightning; **General:** Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water; **Heal:** Delve, Heal, Renew

Abilities Str 8, Dex 10, Con 11, Int 13, Wis 14, Cha 14

Gifts Channeler

Feats Remove Block, Skill Focus (Channel, Focus), Skill Training (Focus, Persuasion)

Skills Channel +13, Focus +13, Knowledge (academics) +7, Persuasion +8

Accepted

Medium nonheroic 6 {Aes Sedai}

Init +3; **Senses** Perception +5

Defenses Ref 10 (flat-footed 10), Fort 10, Will 13

hp 21; **Threshold** 10

Speed 6 squares

Base Atk +4; **Grp** +4

Affinities: Air, Spirit

Weaves Known (*Weaves per Hour* 6): **Advanced Air:** Foretell Weather, Lightning; **Advanced Fire:** Fireball; **General:** Manipulate Air, Manipulate Earth, Manipulate

Fire, Manipulate Water; **Heal:** Delve, Heal, Renew; **Illusions:** Folded Light, Mirror of Mists, Voice of Power

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 14

Gifts Channeler

Feats Extra Talent, Remove Block, Skill Focus (Channel, Focus), Skill Training (Focus, Persuasion)

Skills Channel +15, Focus +15, Knowledge (academics) +9, Persuasion +10

Possessions Accepted dress

Sister

Medium nonheroic 6 / initiate 2 / Aes Sedai 1 {Aes Sedai}

Init +3; **Senses** Perception +5

Defenses Ref 15 (flat-footed 15), Fort 14, Will 20

hp 42; **Threshold** 14

Speed 6 squares

Base Atk +5; **Grp** +5

Affinities: Air, Spirit, Water

Weaves Known (*Weaves per Hour 14*): **Advanced Air:** Foretell Weather, Lightning;

Advanced Fire: Fireball, Wand of Fire;

Conjunction: Bond Warder, Trace;

General: Manipulate Air, Manipulate

Earth, Manipulate Fire, Manipulate

Water; **Heal:** Delve, Heal, Heal the

Mind, Renew; **Illusions:** Folded Light,

Mirror of Mists, Voice of Power;

Warding: Circle of Silence, Cut Weave,

Shield, Ward against Shadowspawn,

Ward Bore

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 15

Talents Channeling Secrets, Weave Precision

Gifts Channeler

Feats Extra Affinity (Water), Extra Talent (2), Remove Block, Skill Focus (Channel, Focus), Skill Training (Focus, Persuasion), Strong Channeler (x2)

Skills Channel +17, Focus +17, Knowledge



(academics) +11, Persuasion +12

Possessions Serpent Ring

Algai'd'siswai

The spear dancers of the Aiel Waste are tenacious fighters, with dangerous quickness and survival skills. Typical algai'd'siswai make up around ninety percent of a typical Aiel army, and the ones shown below can represent ones from any warrior society.

Advanced algai'd'siswai are the minority, tougher soldiers but still not at the same level as heroic spear dancers.

Algai'd'siswai

Medium Aiel nonheroic 3 {any Aiel warrior society}

Init +8; **Senses** Perception +7

Defenses Ref 12 (flat-footed 10), Fort 11, Will 11

hp 11; **Threshold** 11

Speed 6 squares

Melee shortspear +2 (1d6)

Base Atk +2; **Grp** +4

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 8

Feats Skill Training (Acrobatics, Endurance, Perception, Survival), Weapon Proficiency (Simple Weapons, Spears)

Skills Acrobatics +8, Endurance +7 (may reroll and keep second result), Initiative +8, Perception +7, Stealth +8 (+13 in deserts, +10 in other environments when wearing cadin'sor), Survival +7 (may reroll and keep second result)

Possessions shortspear, cadin'sor

Algai'd'siswai, Advanced

Medium Aiel nonheroic 6 {any Aiel warrior society}

Init +10; **Senses** Perception +9

Defenses Ref 12 (flat-footed 10), Fort 11, Will 11; Dodge

hp 21; **Threshold** 11

Speed 6 squares

Melee shortspear +2 (1d6)

Base Atk +4; **Grp** +6

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 13, Cha 8

Feats Dodge, Shield Proficiency, Skill Training (Acrobatics, Endurance, Perception, Survival), Weapon Proficiency (Simple Weapons, Spears)

Skills Endurance +9 (may reroll and keep second result), Initiative +10, Perception +9, Stealth +10 (+15 in deserts, +12 in other environments when wearing cadin'sor), Survival +8 (may reroll and keep second result)

Possessions shortspear, cadin'sor

Asha'man

Asha'man can be found throughout the Westlands, normally searching for other male channelers, and if not, they are normally on a special assignment from their superiors, perhaps even the Dragon Reborn himself. Before the Cleansing, most are insane to some degree, whereas afterwards, much more are insane.

Soldiers are the basest Asha'man, and are normally found at the Black Tower near Andor. Dedicated are more advanced Asha'man, and are also commonly found at the Black Tower, though are more common than Soldiers outside that area.

Soldier

Medium nonheroic 3 {Asha'man}

Init +6; **Senses** Perception +2

Defenses Ref 10 (flat-footed 10), Fort 12, Will 12

hp 15; **Threshold** 12

Speed 6 squares

Melee shortsword +2 (1d6)

Base Atk +2; **Grp** +2

Affinities: Fire, Spirit

Weaves Known (*Weaves per Hour 4*): **General:** Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water; **Traveling:** Create Gateway

Abilities Str 10, Dex 10, Con 14, Int 10, Wis 13, Cha 11

Gifts Channeler

Feats Remove Block, Skill Focus (Channel), Skill Training (Focus, Initiative), Weapon Proficiency (light blades)

Skills Channel +11, Focus +7, Initiative +6

Possessions Asha'man attire

Dedicated

Medium nonheroic 6 {Asha'man}

Madness 1

Init +9; **Senses** Perception +4

Defenses Ref 10 (flat-footed 10), Fort 12, Will 13

hp 30; **Threshold** 12

Speed 6 squares

Melee shortsword +4 (1d6)

Base Atk +4; **Grp** +4

Affinities: Fire, Spirit

Weaves Known (*Weaves per Hour 7*): **Advanced Earth:** Riven Earth; **Advanced Fire:** Fireball, Flame Surge, Wand of Fire; **General:** Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water; **Heal:** Delve, Heal, Rend, Renew; **Traveling:** Create Gateway; **Warding:** Cut Weave, Shield, Ward Bore

Abilities Str 10, Dex 10, Con 14, Int 10, Wis 14, Cha 11

Gifts Channeler

Feats Extra Talent, Remove Block, Skill Focus (Channel), Skill Training (Focus, Initiative), Weapon Proficiency (light blades)

Skills Channel +14, Focus +11, Initiative +9

Possessions Asha'man attire, Dedicated pin

Asha'man

Medium nonheroic 6 / armsman 1 / initiate 1 / Asha'man 1 {Asha'man}

Madness 5

Init +10; **Senses** Perception +7

Defenses Ref 15 (flat-footed 15), Fort 17, Will 18

hp 65; **Threshold** 17

Speed 6 squares

Melee shortsword +6 (1d6+1)

Base Atk +5; **Grp** +5

Affinities: Fire, Spirit

Weaves Known (*Weaves per Hour 16*): **Advanced Earth:** Grenade, Riven Earth; **Advanced Fire:** Arrows of Fire, Fireball, Flame Surge, Immolate, Wand of Fire; **General:** Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water; **Heal:** Delve, Heal, Rend, Renew; **Traveling:** Create Gateway; **Warding:** Cut Weave, Shield, Ward against Shadowspawn, Ward Bore

Abilities Str 10, Dex 10, Con 14, Int 10, Wis 14, Cha 12

Talents Battle Analysis, Defensive Channeling, Merciless Channeling

Gifts Channeler

Feats Extra Affinity (Earth), Extra Talent, Remove Block, Skill Focus (Channel), Skill Training (Focus, Initiative), Strong Channeler (x2), Weapon Focus (light blades), Weapon Proficiency (light blades)

Skills Channel +16, Focus +12, Initiative +10

Possessions Asha'man attire, Dedicated pin, Asha'man pin

Blight Guardians

The guardians of the Blight are the [mostly] men of Kandor, Shienar Arafel, and Saldaea who stand firm against the advances of the terrible forces of the Blight, fighting trollocs, fades, and other horrors constantly.

Arafellin Blight Guardian

Medium Arafellin nonheroic 3

Init +3; **Senses** Perception +7

Defenses Ref 14 (flat-footed 12), Fort 11, Will 11

hp 12; **Threshold** 11

Speed 6 squares

Melee longsword +3 (1d8+1) or

Melee longswords -2/-2 (1d8+1) with Dual Weapon Mastery

Base Atk +2; **Grp** +4

Abilities Str 12, Dex 14, Con 13, Int 10, Wis 12, Cha 9

Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Skill Training (Perception), Weapon Proficiency (polearms, light blades)

Skills Perception +7, Ride +8

Possessions longswords (2), leather armor

Arafellin Blight Guardian, Advanced

Medium Arafellin nonheroic 6

Init +5; **Senses** Perception +9

Defenses Ref 15 (flat-footed 13), Fort 13, Will 12

hp 30; **Threshold** 13

Speed 6 squares

Melee longsword +5 (1d8+1) or

Melee longswords +0/+0 (1d8+1) with Dual Weapon Mastery

Base Atk +4; **Grp** +6

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 12, Cha 9

Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Improved Defenses, Skill Training (Perception), Weapon Proficiency (polearms, light blades)

Skills Perception +9, Ride +10

Possessions longswords (2), leather armor

Kandori Blight Guardian

Medium Kandori nonheroic 3

Init +2; **Senses** Perception +1

Defenses Ref 13 (flat-footed 11), Fort 12, Will 10

hp 15; **Threshold** 12

Speed 6 squares

Melee broadsword +4 (1d10+4) or

Melee broadsword +4 (2d10+4) with Mighty Swing

Base Atk +2; **Grp** +4

Abilities Str 14, Dex 12, Con 15, Int 10, Wis 10, Cha 9

Feats Armor Proficiency (light, medium), Mighty Swing, Power Attack, Weapon Proficiency (polearms, heavy blades)

Skills Ride +7

Possessions broadsword, leather armor

Kandori Blight Guardian, Advanced

Medium Kandori nonheroic 6

Init +4; **Senses** Perception +3

Defenses Ref 13 (flat-footed 11), Fort 12, Will 10

hp 30; **Threshold** 17

Speed 6 squares

Melee broadsword +8 (1d10+4) or

Melee broadsword +8 (2d10+4) with Mighty Swing

Base Atk +4; **Grp** +6

Abilities Str 15, Dex 12, Con 15, Int 10, Wis 10, Cha 9

Feats Armor Proficiency (light, medium), Improved Damage Threshold, Mighty Swing, Power Attack, Weapon Proficiency (polearms, heavy blades)

Skills Ride +9

Possessions broadsword, leather armor

Saldaean Blight Guardian

Medium Saldaean nonheroic 3

Init +3; **Senses** Perception +1

Defenses Ref 14 (flat-footed 12), Fort 12, Will 10

hp 15; **Threshold** 12

Speed 6 squares

Melee shortsword +3 (1d6+1)

Base Atk +2; **Grp** +4

Abilities Str 12, Dex 15, Con 14, Int 10, Wis 10, Cha 9

Feats Armor Proficiency (light, medium), Mounted Defense, Skill Focus (Ride), Weapon Proficiency (spears and lances, light blades)

Skills Ride +13

Possessions shortsword, leather armor

Saldaean Blight Guardian, Advanced

Medium Saldaean nonheroic 6

Init +5; **Senses** Perception +3

Defenses Ref 15 (flat-footed 13), Fort 12, Will 10

hp 30; **Threshold** 12

Speed 6 squares

Melee shortsword +5 (1d6+1)

Base Atk +4; **Grp** +7

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 9

Feats Armor Proficiency (light, medium), Momentum Strike, Mounted Defense, Skill Focus (Ride), Weapon Proficiency (spears and lances, light blades)

Skills Ride +16

Possessions shortsword, leather armor

Shienaran Blight Guardian

Medium Shienaran nonheroic 3

Init +3; **Senses** Perception +1

Defenses Ref 13 (flat-footed 11), Fort 12, Will 10

hp 15; **Threshold** 12

Speed 6 squares

Melee long spear +5 (1d8+4)

Base Atk +2; **Grp** +4

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 9

Feats Armor Proficiency (light, medium), Combat Reflexes, Weapon Focus (spears and lances), Weapon Proficiency (spears and lances, light blades)

Skills Ride +9

Possessions long spear, leather armor

Shienaran Blight Guardian, Advanced

Medium Shienaran nonheroic 6

Init +5; **Senses** Perception +3



Defenses Ref 14 (flat-footed 12), Fort 12, Will 10

hp 30; **Threshold** 12

Speed 6 squares

Melee long spear +7 (1d8+4)

Base Atk +4; **Grp** +6

Abilities Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 9

Feats Armor Proficiency (light, medium), Combat Reflexes, Shake It Off, Weapon Focus (spears and lances), Weapon Proficiency (spears and lances, light blades)

Skills Ride +9

Possessions long spear, leather armor

Children of the Light

The Children of the Light are among the most powerful independent military forces in the Westlands. Typical children of the light are powerful lance-bearing horsemen.

Advanced Children of the Light are much more well-trained and able to hold their own in battles, though they are still much weaker than heroic characters.

Hundredmen are minor captains, the first rank above soldiers.

Questioners are a different breed from the Children of the Light, responsible for getting confessions from suspected Darkfriends through torture and interrogation.

Child of the Light

Medium nonheroic 3 {Children of the Light}

Init +2; **Senses** Perception +2

Defenses Ref 16 (flat-footed 15), Fort 11, Will 10

hp 11; **Threshold** 14

Speed 6 squares

Melee lance +3 (1d8+1)

Melee dagger +3 (1d4+1)

Base Atk +2; **Grp** +3

Abilities Str 13, Dex 12, Con 13, Int 10, Wis 10, Cha 10

Feats Armor Proficiency (light, medium), Skill Proficiency (Persuasion), Weapon Proficiency (lances, simple weapons)

Skills Persuasion +6, Ride +7

Possessions lance, dagger, breastplate, large steel shield, simple warhorse

Child of the Light, Advanced

Medium nonheroic 6 {Children of the Light}

Init +4; **Senses** Perception +4

Defenses Ref 16 (flat-footed 15), Fort 11, Will 10
hp 21; **Threshold** 14

Speed 6 squares

Melee lance +6 (1d8+2) or

Melee lance +6 (1d10+2) with Momentum Strike

Melee dagger +6 (1d4+2)

Base Atk +4; **Grp** +6

Abilities Str 14, Dex 12, Con 13, Int 10, Wis 10, Cha 10

Feats Armor Proficiency (light, medium), Momentum Strike, Skill Proficiency (Persuasion), Weapon Proficiency (lances, simple weapons)

Skills Persuasion +8, Ride +9

Possessions lance, dagger, breastplate, large steel shield, simple warhorse

Child of the Light, Hundredman

Medium nonheroic 6/ armsman 2/ commander 1 {Children of the Light}

Init +5; **Senses** Perception +5

Defenses Ref 16 (flat-footed 15), Fort 16, Will 17
hp 40; **Threshold** 19

Speed 6 squares

Melee lance +8 (1d8+3) or

Melee lance +8 (1d10+3) with Momentum Strike

Melee longsword +8 (1d8+3)

Base Atk +6; **Grp** +8

Abilities Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 11

Talents Battle Analysis, Born Leader

Feats Armor Proficiency (light, medium), Momentum Strike, Shield Proficiency, Skill Proficiency (Persuasion), Weapon Proficiency (heavy blades, lances, simple weapons)

Skills Persuasion +9, Ride +10

Possessions lance, longsword, breastplate, large steel shield, simple warhorse

Child of the Light, Questioner

Medium nonheroic 6 {Children of the Light}

Init +4; **Senses** Perception +4

Defenses Ref 16 (flat-footed 15), Fort 11, Will 10
hp 21; **Threshold** 14

Speed 6 squares

Melee short sword +5 (1d6)

Melee dagger +5 (1d4)

Base Atk +4; **Grp** +5

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 13

Feats Armor Proficiency (light), Skill Focus (Persuasion), Skill Proficiency (Gather Information, Persuasion), Weapon Proficiency (light blades, simple weapons)

Skills Gather Information +9, Persuasion +9, Ride +9

Possessions short sword, dagger, chain shirt, simple riding horse

Others

There are other significant nonheroic characters throughout the Westlands and beyond. Below are several examples of some of these people.

Gleeman

Gleemen are found throughout the Westlands. They are masters of music, oration, tumbling, and other entertainment styles.

Gleeman

Medium nonheroic 6

Init +5; **Senses** Perception +5

Defenses Ref 13 (flat-footed 11), Fort 11, Will 11
hp 18; **Threshold** 10

Speed 6 squares

Melee quarterstaff +4 (1d6/1d6)

Base Atk +4; **Grp** +6

Abilities Str 10, Dex 14, Con 11, Int 14, Wis 10, Cha 15

Feats Improved Defenses, Performer, Skill Focus (Acrobatics, Persuasion), Skill Training (Acrobatics, Athletics), Weapon Proficiency (simple weapons)

Skills Acrobatics +15, Athletics +8, Craft +10, Knowledge (academics) +10, Persuasion +15

Possessions quarterstaff, Gleeman's cloak, lute, juggling balls



Mahdi

A Mahdi is a leader of a Tuatha'an caravan.

Mahdi

Medium nonheroic 5

Init +5; **Senses** Perception +5

Defenses Ref 11 (flat-footed 11), Fort 11, Will 12

hp 15; **Threshold** 11

Speed 6 squares

Base Atk +3; **Grp** +3

Abilities Str 10, Dex 11, Con 10, Int 14, Wis 12, Cha 15

Feats Improved Defenses, Performer, Skill Focus (Craft, Knowledge [geography], Persuasion), Skill Training (Gather Information)

Skills Craft +16, Gather Information +11, Knowledge (geography) +16, Persuasion +16

Merchant

Merchants can be found throughout the Westlands, selling their wares to any who need them or convincing people that they do need them. Atha'an Miere are renowned merchants, as are many Coastlanders, though they can come from anywhere. Merchant guilds can be found in every nation, including notable ones in Arad Doman and Kandor, among others.

Merchant

Medium nonheroic 3

Init +1; **Senses** Perception +2

Defenses Ref 10 (flat-footed 10), Fort 10, Will 11

hp 9; **Threshold** 11

Speed 6 squares

Melee dagger +2 (1d4)

Base Atk +2; **Grp** +2

Abilities Str 10, Dex 11, Con 10, Int 12, Wis 12, Cha 15

Feats Skill Focus (Persuasion), Skill Training (Gather Information, Knowledge [geography], Ride), Weapon Proficiency (simple weapons)

Skills Deception +8, Gather Information +8, Knowledge (geography) +7, Persuasion +13, Ride +6

Possessions Dagger, goods

Tavern Carouser

In nearly any city worth placing on a map, there are men doing all the most unsavory things: gambling, drinking, bragging, brawling, and womanizing.

Tavern Carouser

Medium nonheroic 3

Init +1; **Senses** Perception +2

Defenses Ref 12 (flat-footed 11), Fort 11, Will 12

hp 9; **Threshold** 11

Speed 6 squares

Melee dagger +2 (1d4)

Base Atk +2; **Grp** +3

Abilities Str 10, Dex 12, Con 10, Int 12, Wis 13, Cha 13

Feats Improved Defenses, Skill Focus (Deception), Skill Training (Gather Information, Knowledge [geography], Perception), Weapon Proficiency (simple weapons)

Skills Deception +12, Gather Information +7, Knowledge (geography) +7, Perception +7, Persuasion +7

Possessions Dagger, dice

Thief-Taker

When people with a bit of money need a criminal captured, they contact a thief-taker and can rest assured that the job will be done.

Thief-Taker

Medium nonheroic 6

Init +5; **Senses** Perception +10

Defenses Ref 12 (flat-footed 10), Fort 11, Will 12

hp 24; **Threshold** 11

Speed 6 squares

Melee shortsword +4 (1d6)

Melee swordbreaker +4 (1d6)

Base Atk +4; **Grp** +6

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 14, Cha 11

Feats Exotic Weapon Proficiency (light blades), Skill Training (Gather Information, Knowledge [geography], Perception), Weapon Proficiency (light blades, simple weapons)

Skills Gather Information +8, Knowledge (geography) +9, Perception +10, Survival +10

Possessions Swordbreaker, shortsword, dice

Windfinder

Among the Sea Folk, Windfinders use the One Power to create winds and currents.

Windfinder

Medium nonheroic 3

Init +1; **Senses** Perception +3

Defenses Ref 10 (flat-footed 10), Fort 11, Will 13

hp 12; **Threshold** 11

Speed 6 squares

Base Atk +2; **Grp** +2

Affinities: Air, Water

Weaves Known (*Weaves per Hour* 3); **Advanced Air:** Alter Weather, Foretell Weather, Lightning, Move Clouds; **Advanced Air:** Whirlpool; **General:** Manipulate Air, Manipulate Fire, Manipulate Water

Abilities Str 8, Dex 10, Con 13, Int 11, Wis 14, Cha 14

Gifts Channeler

Feats Remove Block, Skill Focus (Channel, Focus), Skill Training (Focus, Persuasion)

Skills Channel +13, Focus +13, Persuasion +8

Wise One

Wise Ones lead the Aiel and make such important decisions as when to go to war and who may attempt to become a Clan Chief. Many of them have the ability to Dreamwalk. Any women who are found to have the ability to channel are trained as Wise Ones. These women are exempt from becoming *gai'shain* and are never to be impeded or attacked. They stand apart from blood feuds.

Wise One

Medium nonheroic 6

Init +5; **Senses** Perception +5

Defenses Ref 11 (flat-footed 11), Fort 11, Will 12

hp 15; **Threshold** 11

Speed 6 squares

Base Atk +4; **Grp** +3

Abilities Str 10, Dex 11, Con 12, Int 12, Wis 13, Cha 14

Feats Improved Defenses, Skill Focus (Persuasion), Skill Training (Craft, Focus, Knowledge [geography], Persuasion)

Skills Craft +9, Endurance +9, Focus +9, Knowledge (geography) +9, Persuasion +15, Survival +9

Ogier

In recent times, Ogier only rarely emerge from their *stedding*, but in times past they built magnificent stoneworks and tended to wondrous groves of trees. Most Ogier travelers found outside the *stedding* are going between Ogier meetings. Those who know about Ogier societies know that the wisdom of Ogier Elders is years of patient, brilliant advice.



Ogier Traveler

Large Ogier nonheroic 1

Init -2; **Senses** Perception +0 (may reroll)

Defenses Ref 7 (flat-footed 7), Fort 12, Will 10

hp 3; **Threshold** 15

Speed 8 squares

Melee staff +2 (1d8+2)

Base Atk +2; **Grp** +4

Abilities Str 14, Dex 7, Con 11, Int 12, Wis 10, Cha 10

Feats Skill Focus [Knowledge (academics)]

Skills Knowledge (academics) +10, Knowledge (nature) +5

Possessions staff

Ogier Elder

Large Ogier nonheroic 10

Init +1; **Senses** Perception +6 (may reroll)

Defenses Ref 6 (flat-footed 6), Fort 11, Will 10

hp 25; **Threshold** 15

Speed 8 squares

Melee staff +7 (1d8)

Base Atk +7; **Grp** +7

Abilities Str 11, Dex 4, Con 8, Int 15, Wis 12, Cha 13

Feats Old Tongue, Skill Focus [Knowledge (academics)], Skill Training [Knowledge (health)]

Skills Knowledge (academics) +17, Knowledge (nature) +12, Perception +11, Persuasion +11

Possessions staff

BEASTS

BEARS

Ursine Traits

Low-Light Vision: Bears ignore partial concealment from light (though not total concealment).

Mauling Attack: Any time a bear spends a full-round action to make an attack, its Strength modifier is doubled. This modification applies before any additional multipliers or modifiers are applied.

Scent: At close range, (within 10 squares), bears ignore concealment and cover for purposes of Perception checks, and they take no penalty from poor visibility when tracking.

Ursine Skills: Bears may take 10 on Athletics checks made to climb and swim, even when threatened or distracted.

Ursine Vigor: Bears gain 1d10 hit points per level, rather than the standard 1d8 for beasts.

Average Black Bear

Large Beast 3

Init +2; **Senses** Low-light vision, scent, Perception +8

Defenses Ref 10 (flat-footed 10), Fort 14, Will 12

hp 27; **Threshold** 19

Speed 6 squares

Melee bite +7 (1d6+4)

Melee claw +7 (1d6+4) or

Melee claw +7 (2d6+8) with Mighty Swing

Base Atk +3; **Grp** +7

Attack Options Mighty Swing

Abilities Str 19, Dex 10, Con 18, Int 2, Wis 14, Cha 11

Special Qualities Ursine traits

Feats Mighty Swing, Skill Training (Survival)

Skills Perception +8, Survival +8

Average Giant Bear

Huge Beast 6

Init +3; **Senses** Low-light vision, Perception +10

Defenses Ref 10 (flat-footed 10), Fort 15, Will 12

hp 63; **Threshold** 25

Speed 8 squares

Melee bite +11 (1d8+7)

Melee claw +11 (1d8+7) or

Melee claw +11 (2d8+14) with Mighty Swing

Base Atk +4; **Grp** +11

Attack Options Mighty Swing, Power Attack

Abilities Str 25, Dex 10, Con 20, Int 2, Wis 14, Cha 11

Special Qualities Ursine traits

Feats Mighty Swing, Power Attack, Skill Training (Survival)

Skills Perception +10, Survival +10

CATS

Feline Traits

Extraordinary Agility: They may make an Acrobatics check (DC 15) to remain on their feet if an effect causes them to be knocked prone.

Feline Reflexes: Cats gain a +1 bonus to their Reflex Defense.

Feline Skills: Cats are always trained in Athletics, Acrobatics, and Stealth.

Low-Light Vision: Cats ignore partial concealment from light (though not total concealment).

Average Mountain Cat

Medium Beast 3

Init +4; **Senses** Low-light vision, Perception +9

Defenses Ref 14 (flat-footed 11), Fort 11, Will 13

hp 17; **Threshold** 11

Speed 8 squares

Melee bite +4 (1d4+2)

Melee claw +4 (1d4+2) or

Melee claw +4 (2d4+2) with Rapid Strike

Base Atk +2; **Grp** +5

Attack Options Rapid Strike

Abilities Str 15, Dex 16, Con 13, Int 2, Wis 16, Cha 11

Special Qualities Feline traits

Feats Rapid Strike, Skill Training (Survival)

Skills Athletics +8, Acrobatics +9, Perception +9, Stealth +9, Survival +9

DOGS

Canine Traits

Canine Bite: Dogs gain a +1 bonus to attack rolls and damage rolls made when using their bite attack.

Canine Skills: Dogs may reroll Perception checks made to hear distant or ambient noises and to search and keep the better result.

Low-Light Vision: Dogs ignore partial concealment from light (though not total concealment).

Pack Hunter: Dogs deal an additional 2 points of damage to opponents they flank.

Scent: At close range, (within 10 squares), dogs ignore concealment and cover for purposes of Perception checks, and they take no penalty from poor visibility when tracking.

Average Wolf

Medium Beast 3

Init +3; **Senses** Perception +10

Defenses 12 (flat-footed 10), Fort 12, Will 14

hp 20; **Threshold** 12

Speed 8 squares

Melee bite +5 (1d4+3)

Melee claw +4 (1d4+2)

Base Atk +2; **Grp** +4

Attack Options Coordinated Attack

Abilities Str 15, Dex 14, Con 15, Int 2, Wis 18, Cha 13

Special Qualities Canine traits

Feats Coordinated Attack, Skill Training (Survival)

Skills Perception +10, Survival +10

Wolf Dream: Wolves may enter the Dream World when sleeping as a full-round action by making a successful Charisma check (DC 20). Wolves in the Dream World may "leap" a distance equal to 10 leagues x their level, and may reroll Perception checks while in the Dream World, but must keep the second result.

HORSES

Equine Traits

Allowance of Control: Whenever a horse is serving as a mount, the rider is in control. The rider's Initiative check supersedes the horse's.

Equine Carry: Horses can carry a load in pounds equal to the square of double their Strength score.

Equine Senses: Because they have lateral vision, horses may reroll any Perception check made to avoid surprise.

Equine Skills: Horses are always trained in the Endurance skill. Also, they may always reroll Acrobatics checks to maintain their balance.

Hoof: Horses deal double damage dice with hoof attacks.

Light Horse

Large Beast 2

Init +1; **Senses** Perception +9

Defenses 9 (flat-footed 9), Fort 13, Will 13

hp 20; **Threshold** 13

Speed 10 squares

Melee bite +5 (1d6+4)

Melee hoof +5 (2d6+4)

Base Atk +1; **Grp** +5

Abilities Str 18, Dex 10, Con 17, Int 2, Wis 16, Cha 11

Special Qualities Equine traits

Feats Skill Training (Perception)

Skills Endurance +9, Perception +9

Heavy Horse

Huge Beast 2

Init +1; **Senses** Perception +9

Defenses 8 (flat-footed 8), Fort 14, Will 13

hp 22; **Threshold** 14

Speed 10 squares

Melee bite +7 (1d8+6)

Melee hoof +7 (2d8+6)

Base Atk +1; **Grp** +7

Abilities Str 22, Dex 10, Con 19, Int 2, Wis 16, Cha 11

Special Qualities Equine traits

Feats Skill Training (Perception)

Skills Endurance +9, Perception +9

Racehorse

Large Beast 4

Init +1; **Senses** Perception +9

Defenses 9 (flat-footed 9), Fort 12, Will 13

hp 36; **Threshold** 12

Speed 12 squares

Melee bite +5 (1d6+4)

Melee hoof +5 (2d6+4)

Base Atk +3; **Grp** +7

Abilities Str 18, Dex 10, Con 15, Int 2, Wis 16, Cha 11

Special Qualities Equine traits

Feats Burst of Speed*, Skill Training (Perception)

Skills Endurance +10, Perception +10

Racer: Any time a racehorse is involved in a skill challenge involving Ride checks made to race, the rider gains a +2 bonus to any Ride checks made.

* see page 21 of Scum and Villainy

Warhorse

Huge Beast 6

Init +1; **Senses** Perception +9

Defenses 8 (flat-footed 8), Fort 15, Will 13

hp 72; **Threshold** 15

Speed 10 squares

Melee bite +11 (1d8+7)

Melee hoof +11 (2d8+7)

Base Atk +4; **Grp** +11

Abilities Str 24, Dex 10, Con 21, Int 2, Wis 16, Cha 11

Special Qualities Equine traits

Feats Armor Proficiency (light), Fearless, Skill Training (Perception)

Skills Endurance +13, Perception +9

Bela

Large Beast 7

Init +1; **Senses** Perception +9

Defenses 10 (flat-footed 10), Fort 14, Will 14

hp 70; **Threshold** 14

Speed 10 squares



Melee bite +5 (1d6+4)

Melee hoof +5 (2d6+4)

Base Atk +1; **Grp** +5

Abilities Str 18, Dex 10, Con 17, Int 2, Wis 16, Cha 11

Special Qualities Equine traits

Feats Improved Defenses, Shake It Off, Skill Training (Perception)

Skills Endurance +9, Perception +9

SEANCHAN BEASTS

Corlm

Corlm are used by Seanchan to track and flightless attack birds.

Corlm Traits

Scent: At close range, (within 10 squares), corlm ignore concealment and cover for purposes of Perception checks, and they take no penalty from poor visibility when tracking.

Corlm

Large Beast 2

Init +3; **Senses** Perception +8

Defenses 12 (flat-footed 10), Fort 12, Will 12

hp 18; **Threshold** 12

Speed 6 squares

Melee bite +4 (1d4+3)

Base Atk +1; **Grp** +4

Abilities Str 16, Dex 15, Con 14, Int 2, Wis 14, Cha 11

Special Qualities Corlm traits

Feats Skill Training (Survival)

Skills Perception +8, Survival +8

Grolm

Grolm are used by Seanchan as mounts or as military beasts, to penetrate the lines of lightly-armored troops.



Grolm Traits

Damage Reduction: All grolm gain Damage Reduction 6.

Improved Vision: Grolm may reroll Perception checks made to see and keep the second result.

Scent: At close range, (within 10 squares), grolm ignore concealment and cover for purposes of Perception checks, and they take no penalty from poor visibility when tracking.



Grolm

Large Beast 2

Init +1; **Senses** Perception +10

Defenses 10 (flat-footed 10), Fort 15, Will 12

hp 24; **Threshold** 15; **DR** 6

Speed 8 squares

Melee bite +6 (1d6+6)

Melee claw +6 (1d6+6)

Base Atk +1; **Grp** +6

Abilities Str 20, Dex 12, Con 21, Int 2, Wis 14, Cha 9

Special Qualities Grolm traits

Feats Skill Training (Perception)

Skills Endurance +11, Perception +8 (may reroll and keep better result)



Lopar

Grolm are used by Seanchan as brutish shock animals, used as guardian and watch animals.

Lopar Traits

Damage Reduction: All lopar gain Damage Reduction 6.

Lopar

Large Beast 2

Init +1; **Senses** Perception +10

Defenses 8 (flat-footed 8), Fort 15, Will 10

hp 24; **Threshold** 20; **DR** 6

Speed 12 squares

Melee bite +6 (1d6+6)

Melee claw +6 (1d6+6)

Base Atk +1; **Grp** +6

Abilities Str 24, Dex 8, Con 21, Int 2, Wis 10, Cha 9

Special Qualities Lopar traits

Feats Improved Damage Threshold

Skills Endurance +11, Perception +6

Raken

Raken are used by Seanchan as mounts for scouting and message carrying.

To'raken are larger cousins of raken and are used for scouting, messaging, and warrior mounts.

Raken Traits

Flying: All raken fly at a base speed of 18 squares.

Raken

Large Beast 4

Init +5; **Senses** Perception +10

Defenses 13 (flat-footed 10), Fort 12, Will 13

hp 36; **Threshold** 12

Speed 4 squares, fly 18 squares

Melee bite +6 (1d6+3)

Melee claw +6 (1d6+3)

Base Atk +3; **Grp** +6

Abilities Str 16, Dex 17, Con 15, Int 2, Wis 16, Cha 10

Special Qualities Raken traits

Feats Skill Focus (Endurance), Skill Training (Perception)

Skills Endurance +14, Perception +10



To'raken Traits

Flying: All to'raken fly at a base speed of 24 squares.

To'raken

Huge Beast 5

Init +3; **Senses** Perception +8

Defenses 10 (flat-footed 10), Fort 13, Will 11

hp 50; **Threshold** 13

Speed 4 squares, fly 24 squares

Melee bite +9 (1d8+6)

Melee claw +6 (1d8+6)

Base Atk +3; **Grp** +9

Abilities Str 22, Dex 11, Con 17, Int 2, Wis 12, Cha 8

Special Qualities To'raken traits

Feats Skill Focus (Endurance), Skill Training (Perception)

Skills Endurance +15, Perception +8

S'redit

S'redit are used by Seanchan as beasts of burden and mounts.

S'redit Traits

Brutal Damage: S'redits deal two die of damage with unarmed attacks, rather than the standard one die.

Damage Reduction: All s'redit gain Damage Reduction 10.

Scent: At close range, (within 10 squares), s'redit ignore concealment and cover for purposes of Perception checks, and they take no penalty from poor visibility when tracking.

S'redit Vigor: S'redits gain 1d12 hit points per level, rather than the standard 1d8 for beasts.

S'redit

Huge Beast 3

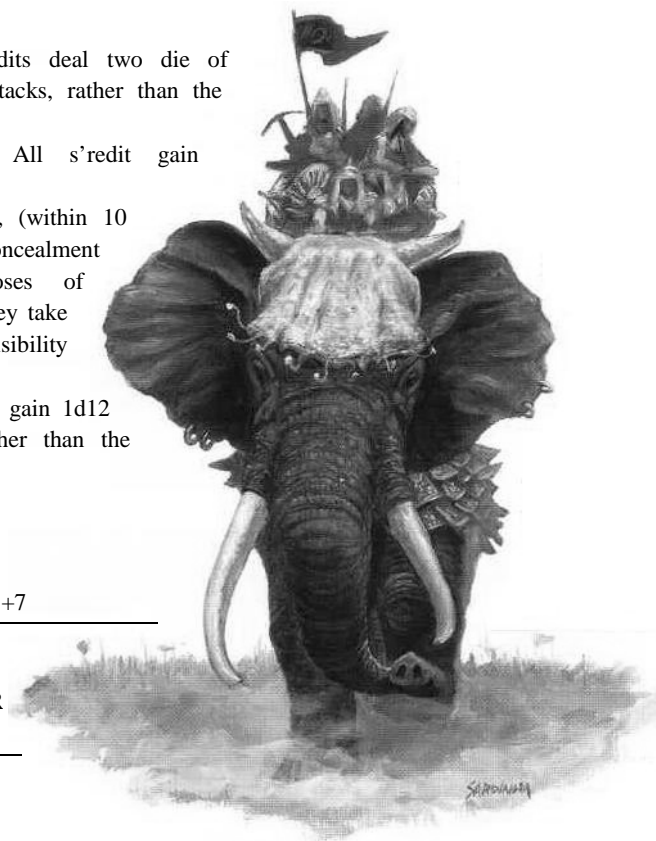
Init +1; **Senses** Perception +7

Defenses 10 (flat-footed 10), Fort 16, Will 10

hp 57; **Threshold** 12; **DR** 21

Speed 10 squares

Melee slam +14 (2d8+12)



Melee stamp +14 (2d8+12)

Melee gore +14 (2d8+12)

Base Atk +2; **Grp** +14

Abilities Str 34, Dex 10, Con 23, Int 2, Wis 10, Cha 11

Special Qualities S'redit traits

Feats Improved Damage Threshold, Power Attack

Skills Endurance +13, Perception +7

Torm

Torm are used by Seanchan as mounts and trackers.

TormTraits

Frenzy: Any time a torm is in combat for a number of rounds equal to twice its Wisdom rating, there becomes a risk it will enter a bloodlust. When this happens, the torm begins attacking any nearby targets, friend or foe, with the exception of its rider. A successful Ride check can be made (DC 25) to prevent this.

During the frenzy, the torm gains the benefits of the Double Attack feat (even if it doesn't qualify for the feat) and also gains a bonus to Strength and Dexterity of +2 and a +2 bonus to its Will Defense. It calms down after a number of rounds equal to twice its Wisdom score or when the fighting ends, whichever comes first.

Improved Vision: Torm may reroll Perception checks made to see and keep the second result.

Scent: At close range, (within 10 squares), torm



ignore concealment and cover for purposes of Perception checks, and they take no penalty from poor visibility when tracking.

Torm Intelligence: S'redits gain one additional skill at first level.

Torm

Large Beast 3

Init +3; **Senses** Perception +8

Defenses 12 (flat-footed 10), Fort 13, Will 12

hp 30; **Threshold** 13

Speed 14 squares

Melee bite +8 (1d6+6)

Melee claw +8 (1d6+6)

Base Atk +2; **Grp** +8

Abilities Str 23, Dex 14, Con 16, Int 2, Wis 14, Cha 9

Special Qualities Torm traits

Feats Skill Training (Endurance, Survival)

Skills Athletics +12, Endurance +9, Perception +8 (may reroll and keep better result), Survival +8

SHADOWSPAWN

The Shadowspawn are creatures of the Dark One. Aginor, of the Forsaken, created the Shadowspawn during the War of Power using human and animal stock.

Shadowspawn cannot Travel, and instantly die if they pass through a gateway. They are universally loyal to the Dark One.

Darkhound

Darkhounds resemble large wolves. They have charcoal-black hides and glowing eyes. They serve as the scouts of the Dark One, seeking and killing difficult-to-find enemies of the Shadow. However, they do not like water, and will be stopped entirely by thunderstorms or running water. They have a sulfuric scent to them.

Wherever they go, Darkhounds never leave footprints, except when they step on stone ground. They have sharp fangs that carry deadly venom that can quickly kill even the hardest of men, and some greater specimens can only be killed by powerful weaves. Their blood is also poisonous. Greater Darkhounds regenerate normal damage at an incredibly fast rate, and cannot be killed without use of the One Power.

Darkhounds typically run in packs of four or more. About one in ten Darkhounds is a greater Darkhound.

Lesser Darkhound

Medium Beast 6

Init +6; **Senses** Perception +10

Defenses 13 (flat-footed 10), Fort 14, Will 12; Dodge

hp 60; **Threshold** 14

Speed 8 squares

Melee bite +8 (1d4+4 plus venom)

Base Atk +4; **Grp** +8

Attack Options Coordinated Attack

Abilities Str 18, Dex 16, Con 18, Int 5, Wis 14, Cha 8

Special Qualities Canine traits

Feats Dodge, Mobility, Skill Training (Survival)

Skills Perception +10, Survival +10

Venom: Any being damaged by a lesser Darkhound's bite is also attacked by a deadly venom. For lesser darkhounds, this attack roll gains no bonus. If the attack roll exceeds the target's Fortitude Defense, the target is infected by the venom and takes 1d4 points of Strength damage each round thereafter. Once the target reaches a Strength rating of zero, he dies. This venom can be extracted with a successful Heal weave, or alternately with a Treat Injury check, but the DC for the Treat Injury check is 30. If one of these methods is successful, the victim discontinues to take Strength damage, and he regains them at a rate of 1 point per day. He can spend a Hero Point each day to restore one additional point each day.

Any being who simply touches a Darkhound's venomous saliva takes 1d8 points of damage (though this damage cannot reduce the victim below 1 hit point).

Poisonous Blood: A Darkhound's blood is poisonous. Anyone who damages a lesser Darkhound with a melee or unarmed attack or otherwise comes in contact with its blood is attacked by the blood. There is no bonus to this attack roll, but if the attack is successful, the target takes 1 point of Constitution damage each round for 1d6 rounds. A damaged victim heals Constitution damage at a rate of 1 point per day and can heal one additional point per day if he spends a Hero Point each day.

Greater Darkhound

Medium Beast 8

Init +7; **Senses** Perception +10

Defenses 13 (flat-footed 10), Fort 15, Will 12; Dodge

hp 95; **Threshold** 15

Speed 8 squares

Melee bite +11 (1d4+5 plus venom)



Base Atk +6; **Grp** +11

Attack Options Coordinated Attack

Abilities Str 20, Dex 16, Con 20, Int 7, Wis 14, Cha 8

Special Qualities Canine traits

Feats Dodge, Improved Defenses, Mobility, Skill Training (Survival)

Skills Perception +11, Survival +11

Venom: Any being damaged by a lesser Darkhound's bite is also attacked by a deadly venom. For greater darkhounds, this attack roll gains a +5 bonus. If the attack roll exceeds the target's Fortitude Defense, the target is infected by the venom and takes 1d6 points of Strength damage each round thereafter. Once the target reaches a Strength rating of zero, he dies. This venom can be extracted with a successful Heal weave, or alternately with a Treat Injury check, but the DC for the Treat Injury check is 30. If one of these methods is successful, the victim discontinues to take Strength damage, and he regains them at a rate of 1 point per day. He can spend a Hero Point each day to restore one additional point each day.

Any being who simply touches a Darkhound's venomous saliva takes 1d8 points of damage (though this damage cannot reduce the victim below 1 hit point).

Poisonous Blood: A Darkhound's blood is poisonous. Anyone who damages a greater Darkhound with a melee or unarmed attack or otherwise comes in contact with its blood is attacked by the blood. There is no bonus to this attack roll, but if the attack is successful, the target takes 1 point of Constitution damage each round for 1d8 rounds. A damaged victim heals Constitution damage at a rate of 1 point per day and can heal one additional point per day if he spends a Hero Point each day.

Regeneration: A greater Darkhound regenerates all damage taken by ordinary weapons at a rate of 4 points per round. No matter how much damage the Darkhound takes, if none of the damage was caused by the One Power, it will regenerate the damage eventually.

Draghkar

Draghkar are Shadowspawn that serve the Dark One as scouts and assassins. They resemble pale, gaunt humans with large, leathery wings they normally wear like cloaks. They have sharp talons on their fingers and unnaturally large eyes.

Draghkar lure their victims into a hypnotic state with an unnaturally dulling song, then embrace them fatally, stealing the victim's soul and leaving them hollow, soulless husks. They typically work alone



Draghkar Traits

All Draghkar have the following traits:

Ability Modifiers: -2 Constitution, +2 Charisma. Draghkar are naturally haunting and captivating, but tend to be frail.

Medium Size: Draghkar gain no special benefits or penalties due to their size.

Speed: Draghkar base speed is 6 squares. Their flying speed is 8 squares.

Captivating Song: As a standard action, a Draghkar can make a special attack against any creature within twelve squares with a bonus equal to one-half the Draghkar's character level plus his Charisma modifier. If the attack defeats the target's Fortitude Defense, the target moves one step down the

Condition Track. Once the target reaches the bottom of the Condition Track, rather than falling unconscious, the target becomes mesmerized by the Draghkar, losing all actions and becoming prone as long as the Draghkar is present up to a number of rounds equal to 10 + the Draghkar's Charisma modifier.

Low-Light Vision: Draghkar ignore partial concealment from light (though not total concealment).

Natural Weapons: Draghkar has natural weapons in the form of sharp talons. When making an unarmed attack, a Draghkar can use his natural weapons, dealing 1d4 points of slashing damage instead of normal unarmed damage. Draghkar are always considered armed with their natural weapons.

Soul-Stealing Embrace: As a standard action, the Draghkar can steal the soul of any conscious victim. If the target is not affected by the Draghkar's Captivating Song ability (above), he must make an attack roll and takes a -10 penalty to the roll.

The victim of this ability takes 1d4 points of Wisdom damage each round the embrace continues, and the Draghkar gains one temporary hit point per point of Wisdom taken. These temporary hit points last a number of rounds equal to 10 + his Constitution modifier. Once the target is reduced to a Wisdom score of zero, the Draghkar gains a Hero Point (even if he has no heroic levels). A target reduced to a Wisdom score of zero is soulless and no longer playable.

Draghkar

Medium nonheroic 4

Init +9; **Senses** Perception +13

Defenses Ref 13 (flat-footed 11), Fort 10, Will 12; Dodge

hp 8; **Threshold** 10

Speed 6 squares, fly 8 squares

Melee unarmed +3 (1d4)

Base Atk +3; **Grp** +5

Abilities Str 10, Dex 14, Con 8, Int 10, Wis 13, Cha 17

Feats Improved Defenses, Skill Focus (Perception, Stealth), Skill Training (Initiative, Stealth)

Skills Initiative +9, Perception +13, Stealth +14

Gholam

Gholam are special, boneless, humanoid assassins for the Dark One. They resemble ordinary humans, though are much stronger and faster. Only six were ever made, three male and three female, and at least one made it to the Third Age.

Gholams are able to squeeze through spaces as small as one-sixteenth of an inch and are immune to the One Power. They are vulnerable to *ter'angreal* that provide protection from the One Power.

Gholam (L9)

Medium wanderer 3 / scout 3 / armsman 3

Init +19; **Senses** Perception +16

Defenses Ref 26 (flat-footed 21), Fort 26, Will 22;

Dodge

hp 118; **Threshold** 26

Hero 9

Speed 6 squares

Melee dagger +13 (1d4+9)

Base Atk +7; **Grp** +12

Abilities Str 21, Dex 20, Con 20, Int 13, Wis 14, Cha 12

Talents Devastating Attack, Hidden Movement, Improved Initiative, Improved Stealth, Sneak Attack (+2d6)

Feats Acrobatic Strike, Dodge, Extra Second Wind, Melee Defense, Power Attack, Triple Crit, Skill Focus (Acrobatics, Initiative, Perception, Stealth), Skill Training (Athletics), Weapon Focus (light blades), Weapon Proficiency (light blades, simple weapons)

Skills Acrobatics +19, Athletics +14, Focus +11, Initiative +19, Perception +16, Stealth +19

Possessions dagger

Boneless: Gholams may fit through any opening as long as there is at least one-sixteenth of an inch space for them to pass through. They are immune to critical hits.

Damage Reduction: Gholams have damage reduction 4.

Ter'angreal Vulnerability: *Ter'angreal* that create immunity to the One Power, such as the foxhead medallion, burn gholams, inflicting 2d4 points of damage to them as though it was burning hot.

Weave Immunity: The One Power cannot directly touch the gholams.



Gray Man

Gray Men, who are also known as the Soulless are Shadowspawn who have given their souls to the Dark One. Because they have no soul, they are extremely difficult to notice, even in crowded rooms. Because of this, the Dark One uses them primarily as assassins.

Gray Men are rare, and it is unknown how many there are.

Gray Man Traits

All Gray Men have the following traits:

Ability Modifiers: None.

Medium Size: Gray Men gain no special benefits or penalties due to their size.

Speed: Gray Man base speed is 6 squares.

Beneath Notice: Gray Men gain a +10 bonus to Stealth checks.

Gray Man (L7)

Medium scout 1 / wanderer 5 / armsman 1

Init +16; **Senses** Perception +9

Defenses Ref 21 (flat-footed 19), Fort 19, Will 17; Dodge

hp 64; **Threshold** 19

Hero 7

Speed 6 squares

Melee dagger +7 (1d4+4)

Base Atk +4; **Grp** +6

Abilities Str 14, Dex 15, Con 13, Int 8, Wis 10, Cha 8

Talents Devastating Attack, Improved Stealth, Sneak Attack (+3d6)

Feats Dodge, Mobility, Power Attack, Skill Focus (Athletics, Initiative, Stealth), Skill Training (Athletics), Triple Crit, Weapon Focus (simple weapons), Weapon Proficiency (light blades, simple weapons)

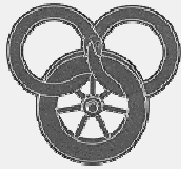
Skills Athletics +16, Initiative +16, Perception +9, Stealth +26 (may reroll and keep second result)

Possessions dagger

Myrddraal

Also called Fades, Eyeless, Halfmen, Shadowmen, Lurks, and Fetches, Myrddraal are human-throwback offspring of trollocs. They are more fearsome and intelligent, typically leading groups of trollocs in battle and performing other tasks for the Dark One that require more cleverness or finesse than could otherwise be handled by a trolloc.

Myrddraal resemble tall, pale, eyeless humans. Despite their lack of eyes, they are able to see just fine, and their gaze causes terror in all but the most resolute people. Their



FADE AND TROLLOC EQUIPMENT

Some trollocs carry scytheswords, which are exotic weapons in the heavy blades weapon group. They deal 1d12 damage, and large creatures such as trollocs must hold them with two hands. As with other swords, scytheswords have may have two modifications done with the craft specialist feat.

Myrddraal sometimes carry Shadow-blades. These vicious weapons are longswords crafted on the slopes of Shayol Ghul, dipped in the tainted water of that mountain and used in a sacrifice of a human life. Damage dealt by these blades doesn't heal naturally. Furthermore, any being damaged by a Shadow-blade is also attacked by a festering disease. This attack roll is 1d20+10. If the attack roll exceeds the target's Fortitude Defense, the target is infected by the disease and takes 1d4 points of Constitution damage each round thereafter. Once the target reaches a Strength rating of zero, he dies. Anyone besides a Shadowspawn who carries a Shadow-blade's Fortitude is attacked by the weapon (1d20) each day. If the attack succeeds, the carrier loses one point of Constitution that day.

cloaks do not move in the wind, and they are able to enter shadows and reappear through another. Like Darkhounds, they have acidic blood.

Trollocs will often become linked psychologically with a Myrddraal, at the Halfman's choice. Any trollocs linked to a Fade who dies will fall into convulsions and die within a few rounds. Killing a Myrddraal is a difficult task, because even when killed, it will randomly lash out with uncontrolled ferocity until the next setting of the sun.

Some, though not all, Myrddraal carry shadow-blades. All Fades are male.

Myrddraal Traits

All Myrddraal have the following traits:

Ability Modifiers: +2 Strength, +2 Dexterity, +2 Constitution.

Medium Size: Myrddraal gain no special benefits or penalties due to their size.

Speed: Myrddraal base speed is 6 squares.

Halfman Vitality: Myrddraal do not die when they are brought to the bottom of the Condition Track and zero hit points. Instead, when this happens, they flail randomly and ceaselessly until the next sunset, at which point they finally cease. Anyone struck by the Halfman during this time takes damage as normal.

Poisonous Blood: A Myrddraal's blood is poisonous. Anyone who damages a Fade with a melee or unarmed attack or otherwise comes in contact with its blood is attacked by the blood. There is no bonus to this attack roll, but if the attack is successful, the

target takes 1 point of Constitution damage each round for 1d6 rounds. A damaged victim heals Constitution damage at a rate of 1 point per day and can heal one additional point per day if he spends a Hero Point each day.

Shadow Walk: A Myrddraal can travel through shadows (though not its own). It enters one shadow as a move action, and reappears instantly through another shadow. The distance this reappearance can be is up to a number of miles equal to 10 x the Fetch's Wisdom modifier.

Myrddraal (L8)

Medium armsman 7 / noble 1

Init +8; **Senses** Perception +12

Defenses Ref 27 (flat-footed 24), Fort 23, Will 22

hp 107; **Threshold** 23

Hero 7

Speed 6 squares

Melee Shadow-blade +12 (1d8+8)

Base Atk +7; **Grp** +11

Abilities Str 18, Dex 17, Con 16, Int 11, Wis 14, Cha 14

Talents Armored Defense, Battle Analysis, Improved Armored Defense, Terrifying Gaze, Trolloc Hoard

Feats Armor Proficiency (light, medium), Cleave, Combat Reflexes, Double Attack, Mighty Swing, Power Attack, Skill Training (Persuasion), Weapon Focus (heavy blades), Weapon Proficiency (heavy blades, light blades, spears and lances)

Skills Perception +11, Persuasion +11, Ride +12

Possessions Shadow-blade, scale mail

MYRDDRAAL TALENT TREE

A heroic Myrddraal can take the following talents any time he would be allowed to take talents.





Increased Trolloc Hoard: When determining the number of Trollocs attuned by the Trolloc Hoard ability (below), their total heroic levels may equal up to ten times your heroic level, rather than four.

Prerequisite: Trolloc Hoard.

Terrifying Aura: You may use the Terrifying Gaze ability (below) against all targets within 10 squares of you simultaneously as a full-round action. You still need line of sight, and any you fail to terrify may be targeted again, at the same penalty as Terrifying Gaze.

Prerequisite: Terrifying Gaze.

Terrifying Gaze: As a standard action, you may make a special attack against any one target within line of sight. Make a Persuasion check versus the target's Will Defense. If this check is successful, the target may only make a swift action until your next turn and moves -1 step on the Condition Track.

A character may only suffer these effects once per encounter, though multiple beings may be targeted. If your check fails, you may try again against the target, but each attempt after suffers a -5 penalty per attempt (-5 for the second attempt, -10 for the third, etc.)

Trolloc Hoard: By spending a Hero Point and spending a full-round action, you attune a group of Trollocs to you. You automatically succeed any attempts to use Deception or

Persuasion checks with these Trollocs, and any mind-affecting effects you use on them automatically succeed as well.

The number of Trollocs you may attune is decided by their levels versus your heroic level. In total, the Trollocs' total number of heroic levels may be up to four times your heroic level. Note that four non-heroic levels equals one heroic level.

If you die, these Trollocs die within 1d4 rounds. This attunement lasts a number of days equal to your heroic level plus your Charisma modifier, or until you dismiss it as a swift action.

Trolloc

Trollocs are the brutish ground troops of the Dark One, the ones tasked with fighting and killing on the battlefield or in raids. They are generally unintelligent, but make up for it with incredible strength and toughness.

Trolloc Traits

Ability Modifiers: +4 Strength, +2 Constitution, -4 Intelligence, -2 Wisdom, -2 Charisma.

Large Size: As Large creatures, Trollocs take a -1 size penalty to Reflex Defense and a -5 size penalty on Stealth checks. Their lifting and carrying limits are double those of Medium characters.

Speed: Trolloc base speed is 6 squares.

Darkvision: Trollocs ignore concealment (even total concealment) from darkness.

Light Sensitivity: A Trolloc suffers a -2 penalty to attack rolls in bright light. If they are exposed to sudden bright light, they are attacked by the light (1d20 + [10 to 25 depending on the brightness] versus their Fortitude Defense. Success means they are blinded for 2d4 rounds.

In addition to the above traits, Trollocs gain one of the following traits.

Bear-Like: Once per encounter, the Trolloc may spend a swift action to gain a +5 bonus to damage with one successful melee attack roll.

Boar-Like: Once per encounter, when an attack exceeds the Trolloc's damage threshold, it does not bring the Trolloc a step down the Condition Track.

Goat-Like: The Trolloc has natural weapons, in the form of horns. When the Trolloc makes an unarmed attack, it may choose to use its natural weapons, dealing 1d8 points of piercing damage with that instead of normal unarmed damage. Goat-like Trollocs are always considered armed with their natural weapons.

Ram-Like: Any time the Trolloc charges, he gains a +4 bonus to damage on the first attack made after the charge.

Raven-Like: The Trolloc only takes a -5 penalty to Perception checks made to notice targets for every 40 squares of distance between the Trolloc and the target.

Wolf-Like: The Trolloc may reroll Perception checks made to avoid surprise, eavesdrop, hear distant or ambient noises, or notice targets, but must keep the second result, even if it is worse.

Trolloc

Large nonheroic 3

Init +7; **Senses** Perception +0



Defenses Ref 11 (flat-footed 10), Fort 11, Will 9

hp 13; **Threshold** 11

Speed 6 squares

Melee scythesword +7 (2d4+5)

Base Atk +2; **Grp** +7

Abilities Str 20, Dex 12, Con 13, Int 5, Wis 8, Cha 6

Feats Power Attack, Skill Training (Initiative, Survival), Weapon Proficiency (heavy blades, simple weapons)

Skills Initiative +7, Stealth +7, Survival +5

Possessions scythesword

CHARACTERS FROM THE WHEEL OF TIME SERIES

Following are some of the main protagonists and antagonists from the Wheel of Time series. They are given at the levels they would be in The Gathering Storm (or at their peak before they left the series for whatever reason).

Rand al'Thor

Rand al'Thor is the *Car'a'carn*, the *Caramoor*, and the Dragon Reborn. He is the one destined to battle against the Dark One in the Last Battle. He is a powerful *ta'veren*, an immensely powerful channeler, founder of the Asha'man, and a blademaster.

Rand al'Thor (L20)

Medium Two Rivers scout 1 / armsman 5 / initiate 5 / noble 1 / advanced channeler 6 / blademaster 1 / Asha'man 1

Destiny 8; **Hero** 17; *ta'veren*, reborn Dragon; **Madness** 16 (Hallucinations)

Init +12; **Senses** Perception +19

Defenses Ref 37 (flat-footed 35), Fort 37, Will 40

hp 213; **Threshold** 37; permanent injury (permanent -1 on condition track)

Speed 6 squares

Melee Callandor +20 (1d8+14)

Base Atk +13; **Grp** +15

Affinities Air, Earth, Fire, Spirit

Weaves Known (*weaves per hour* 42): **Advanced Air:** Compress Air, Lightning;

Advanced Earth: Grenade, Magma Torrent, Riven Earth, Stone Slam; **Advanced**

Fire: Arrows of Fire, Blossoms of Fire, Fireball, Flame Surge, Immolate, Wand of Fire; **General:** Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water;

Heal: Delve, Heal, Rend, Renew, Touch of Agony; **Illusions:** Cloak, False Trail, Folded Light, Mask of Mirrors, Mirror of Mists, Voice of Power; **Traveling:** Bridge

between Worlds, Create Gateway, Deathgate, Skimming, Use Portal Stone; **Warding:** Barrier to Sight, Circle of Silence, Cut Weave, Dream Shield, Fire Trap, Master Ward, Sever, Shield, Strike of Death, Ward against Creatures, Ward against the One Power, Ward Bore

Channeling Techniques Channeling Might (+4), Heroic Channeler (d12s)

Abilities Str 12, Dex 14, Con 18, Int 13, Wis 19, Cha 20

Talents Advanced Channeling, Asha'man Warrior, Battle Analysis, Defensive Form, Empower Weave, Fringe Savant, Great Capacity, Improved Channeling Durability, Improved Focus, Inspire Confidence, Maximize Weave, Overchanneling Mastery, Weave Focus (Gateway)

Gifts Channeler

Feats Able Channeler, Blade Techniques, Extra Affinity (Air, Earth), Extra Talent, Melee Defense, Remove Block, Shake It Off, Skill Focus (Channel), Strong Channeler (x4), Tie Off Weave, Weapon Focus (heavy blades), Weapon Proficiency (bows, heavy blades, spears and lances)

Skills Athletics +16, Channel +25, Endurance +19, Focus +24, Perception +19, Ride +17

Possessions Callandor, noble attire

Matrim Cauthon

Mat Cauthon is the leader of the Band of the Red Hand, and is a powerful *ta'veren*. He has the Dark One's Own Luck, and the Old Blood flows strongly within him. During visits to the *Aelfinn* and *Eelfinn*, he gained his *ashandarei* and Foxhead Medallion.

Matrim Cauthon (L19)

Medium Two Rivers wanderer 9 / armsman 5 / commander 5

Destiny 5; **Hero** 15; *ta'veren*, reborn commander

Init +17; **Senses** Perception +14

Defenses Ref 35 (flat-footed 32), Fort 34, Will 31; Foxhead Medallion

hp 171; **Threshold** 34

Speed 6 squares

Melee *ashandarei* +19 (1d10+11 / 1d6+11) or

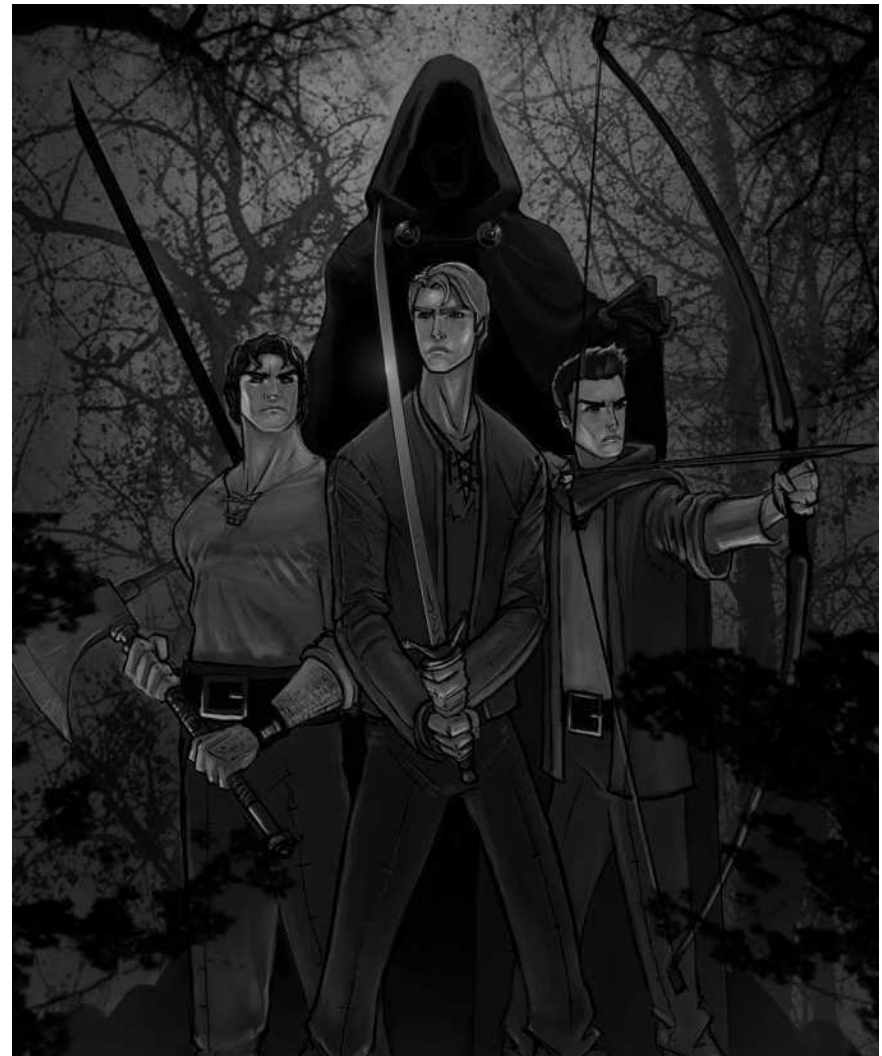
Melee *ashandarei* +14/+14 (1d10+11 / 1d6+11) with Double Attack

Melee dagger +19 (1d4+9)

Base Atk +14; **Grp** +17

Abilities Str 10, Dex 16, Con 14, Int 16*, Wis 11, Cha 19

Talents Battle Analysis, Born Leader, The Dark One's Own Luck, Fool's Luck, Gambler, Improved Dark One's Own Luck, Old Blood, Period of Luck, Tactics Expert, Weapon Defense (polearms, +2)



Class Abilities Assist Army

Gifts Latent Ability (Dark One's Own Luck, Old Blood)

Feats Dodge, Double Attack (polearms), Exotic Weapons Proficiency (*ashandarei*), Heroic Focus, Improved Defenses, Jack-of-All-Trades, Melee Defense, Skill Focus (Deception, Gather Information, Knowledge [tactics], Persuasion), Staffmaster,

Weapon Finesse, Weapon Focus (polearms), Weapon Proficiency (bows, simple weapons, polearms)

Skills Deception +23, Gather Information +23, Initiative +17, Knowledge (tactics) +23, Perception +14, Persuasion +23, Ride +17, Survival +14

Possessions *Ashandarei*, Foxhead Medallion, dagger, noble attire

* Mat takes a -5 penalty to all Intelligence checks made to remember life events

Perrin Aybara

Perrin Aybara is the reluctant Lord of the Two Rivers, and is also a powerful *ta'veren*. He is a Wolfbrother.

Perrin Aybara (L19)

Medium Two Rivers scout 5 / armsman 9 / latent hero 5

Destiny 12; **Hero** 15; *ta'veren*; **Madness** 7

Init +17; **Senses** Perception +14, Wolf Hearing, Wolf Scent, Wolf Vision

Defenses Ref 33 (flat-footed 32), Fort 36, Will 37

hp 254; **Threshold** 41

Speed 6 squares

Melee heavy hammer +22 (1d6+13) or

Melee heavy hammer +17/+17 (1d6+13) with Double Attack or

Melee heavy hammer +22 (2d6+13) with Mighty Swing or

Melee heavy hammer +17 (2d6+18) with Mighty Swing and Power Attack

Base Atk +17; **Grp** +21

Abilities Str 18, Dex 13, Con 18, Int 11, Wis 20, Cha 14

Talents Acute Senses, Control Self, Dreamer, Dream Vision, Pack Hunter, Wolf Alpha, Wolf Hearing, Wolf Scent, Wolf Vision, Wolfbrother, Wolfspak

Class Abilities Latent Blessing 2/day

Gifts Latent Ability (Wolfbrother)

Feats Bull Rush, Craft Specialist, Double Attack (axes picks and hammers), Extra Second Wind, Improved Damage Threshold, Improved Defenses, Mighty Swing, Power Attack, Shake It Off, Skill Focus (Craft, Perception), Skill Training (Perception, Persuasion), Toughness, Weapon Focus (axes picks and hammers), Weapon Proficiency (axes picks and hammers, bows, simple weapons)

Skills Athletics +18, Craft +19, Endurance +18, Perception +25, Persuasion +16, Ride +15, Stealth +15, Survival +20

Possessions Heavy hammer, traveler's gear

Egwene al'Vere

Egwene al'Vere is the Amyrlin Seat. She is an adept Dreamer and a powerful channeler as well.

Egwene al'Vere (L19)

Medium Two Rivers noble 3 / initiate 5 / latent hero 3 / advanced channeler 5 / Aes Sedai 1

Destiny 10; **Hero** 13

Init +9; **Senses** Perception +18

Defenses Ref 32 (flat-footed 32), Fort 34, Will 40

hp 140; **Threshold** 34

Speed 6 squares

Base Atk +10; **Grp** +10

Affinities Air, Earth, Spirit, Water

Weaves Known (*weaves per hour* 27): **Advanced Air:**

Foretell Weather, Lightning, Move Clouds; **Advanced**

Earth: Grenade; **Advanced Fire:** Fireball, Wand of Fire;

Aligning the Matrix: Create Cuendillar, **Conjunction:**

Bond Warder, Compulsion, Pass Bond, Trace; **General:**

Manipulate Air, Manipulate Earth, Manipulate Fire,

Manipulate Water; **Heal:** Delve, Heal, Heal the Mind,

Keeping, Renew; **Illusions:** Cloak, False Trail, Folded

Light, Mask of Mirrors, Mirror of Mists, Voice of Power; **Traveling:** Bridge between

Worlds, Create Gateway, Skimming; **Warding:** Barrier to Sight, Circle of Silence, Cut

Weave, Dream Shield, Fire Trap, Master Ward, Sever, Shield, Ward against Creatures,

Ward against the One Power, Ward Bore

Channeling Techniques Channeling Precision (+2), Heroic Channeler (d8s)

Abilities Str 8, Dex 10, Con 14, Int 15, Wis 19, Cha 18

Talents Advanced Channeling, Affinity Power (Earth), Channeling Secrets, Control Self, Dreamer, Dreamport, Dreamvision, Enter Dream, Improved Dreamer, Master of *Tel'aran'rhiod*, Presence

Gifts Channeler, Latent Ability (Dreamer)

Feats Able Channeler, Affluent, Extra Affinity (Air, Water), Extra Talent, Heroic Focus, Improved Defenses, Remove Block, Skill Focus (Channel, Focus, Persuasion), Strong Channeler (x3), Tie Off Weave, Weapon Proficiency (simple weapons)

Skills Channel +23, Endurance +16, Focus +23, Knowledge (culture) +16, Knowledge (health) +16, Perception +18, Persuasion +23, Ride +14, Treat Injury +16

Possessions Serpent Ring, Amyrlin Stole, noble attire



Nynaeve al'Meara

Nynaeve al'Meara is an Aes Sedai of the Yellow Ajah and former Wisdom of Emond's Field. She is an extremely powerful channeler.

Nynaeve al'Meara (L18)

Medium Two Rivers scout 7 / initiate 5 / advanced channeler 6

Destiny 9; **Hero** 12

Init +9; **Senses** Perception +16

Defenses Ref 30 (flat-footed 30), Fort 32, Will 35
hp 175; **Threshold** 32

Speed 6 squares

Base Atk +12; **Grp** +12

Affinities Air, Earth, Fire, Spirit, Water

Weaves Known (*weaves per hour* 29): **Advanced**

Air: Alter Weather, Foretell Weather, Lightning, Move Clouds; **Advanced Earth:** Grenade;

Advanced Fire: Fireball, Wand of Fire; **Conjunction:** Bond Warder, Compulsion, Pass Bond, Trace; **General:** Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water; **Heal:** Delve, Heal, Heal the Mind, **Keeping,** Renew, Restore the Power; **Illusions:** Cloak, False Trail, Folded Light, Mask of Mirrors, Mirror of Mists, Voice of Power; **Traveling:** Create Gateway, Skimming; **Warding:** Barrier to Sight, Circle of Silence, Cut Weave, Dream Shield, Fire Trap, Master Ward, Sever, Shield, Ward against Creatures, Ward against the One Power, Ward Bore

Channeling Techniques Channeling Might (+4), Heroic Channeler (d8s)

Abilities Str 10, Dex 10, Con 16, Int 13, Wis 14, Cha 19

Talents Advanced Channeling, Affinity Power (Spirit), Empower Weave, Expert Tracker, Fringe Savant, Great Capacity, Maximize Weave, Weave Focus (Heal), Weave Focus (Restore the Power), Weave Student

Gifts Channeler

Feats Able Channeler, Extra Affinity (Earth, Fire, Water), Extra Talents, Herbal Remedies, Remove Block, Skill Focus (Channel, Survival, Treat Injury), Skill Training (Craft, Knowledge [nature], Perception), Strong Channeler (x4), Weapon Proficiency (simple weapons)

Skills Channel +23, Craft +15, Endurance +17, Knowledge (nature) +15, Perception +16, Persuasion +18, Ride +14, Survival +21, Treat Injury +20

Possessions Serpent Ring, noble attire



Moiraine Damodred

Moiraine Damodred is an Aes Sedai of the Blue Ajah. She devoted her life to finding the Dragon Reborn, and succeeded in doing so.

Moiraine Damodred (L18)

Medium Cairhienin initiate 9 / Aes Sedai 9

Destiny 5; **Hero** 10

Init +8; **Senses** Perception +16

Defenses Ref 29 (flat-footed 29), Fort 28, Will 37

hp 123; **Threshold** 28

Speed 6 squares

Base Atk +10; **Grp** +10

Affinities Air, Fire, Spirit, Water

Weaves Known (*weaves per hour* 24): **Advanced Air:** Foretell Weather, Lightning,

Move Clouds; **Advanced Earth:** Grenade; **Advanced Fire:** Fireball, Wand of Fire;

Balefire: Balefire; **Conjunction:** Bond Warder, Fear, Pass Bond, Trace; **General:**

Insect Swarm, Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water;

Heal: Delve, Heal, Heal the Mind, Renew; **Illusions:** Cloak, Eavesdrop, False Trail,

Folded Light, Mask of Mirrors, Mirror of Mists, Voice of Power; **Warding:** Barrier to

Sight, Circle of Silence, Cut Weave, Dream Shield, Fire Trap, Master Ward, Sever,

Shield, Ward against Creatures, Ward against the One Power, Ward Bore

Channeling Techniques Channeling Might (+4), Channeling Precision (-1), Heroic Channeler (d8s)

Abilities Str 8, Dex 10, Con 13, Int 16, Wis 18, Cha 17

Talents Affinity Mastery (Fire, Spirit), Affinity Power (Spirit), Channeling Secrets, Enhanced One Power Awareness, Focus on the Cause, Passionate Helper, Secret of Mastery, Secret of Serenity, Weave Precision

Gifts Channel

Feats Able Channeler, Affluent, Detect *Ta'veren*, Extra Affinity (Fire, Water), Extra Talents, Old Tongue, Remove Block, Strong Channeler (x3), Skill Focus (Channel, Focus), Skill Training (Gather Information, Ride)

Skills Channel +22, Deception +17, Focus +23, Gather Information +17, Knowledge (academics) +17, Knowledge (nobility) +17, Perception +18, Persuasion +17, Ride +14

Possessions Serpent Ring, Ivory Woman Statuette, noble attire



al'Lan Mandragoran

Lan Mandragoran is the last known descendant of the Malkieri people. He accompanied Moiraine Damodred as the Aes Sedai's warder, and later became Nynaeve al'Meara's warder and husband. He is a blademaster.

Lan Mandragoran (L19)

Medium Malkieri armsman 8 / blademaster 10 / veteran warrior 1

Destiny 7; **Hero** 15

Init +16; **Senses** Perception +17

Defenses Ref 35 (flat-footed 33), Fort 34, Will 33

hp 231; **Threshold** 34

Speed 6 squares

Melee Power-wrought heron-marked sword +24 (1d8+17) or

Melee Power-wrought heron-marked sword +19/+19 (1d8+17) or

Melee Power-wrought heron-marked sword +14/+14/+14 (1d8+17)

Base Atk +19; **Grp** +22

Abilities Str 16, Dex 15, Con 16, Int 13, Wis 16, Cha 14

Talents Aggressive Form, Battle Analysis, Defensive Form, Devastating Attack, Harm's Way, Lend Strength, Patient Form, Powerful Form, Vital Form, Weapon Specialization (heavy blades)

Class Abilities Blademaster Defense (+5)

Feats Armor Proficiency (light), Blademaster Techniques (4), Double Attack, Melee Defense, Old Tongue, Quick Draw, Shield Proficiency, Skill Focus (Focus), Skill Training (Focus), Triple Attack, Weapon Focus (heavy blades), Weapon Proficiency (heavy blades, light blades, polearms)

Skills Focus +22, Initiative +16, Knowledge (tactics) +15, Perception +17, Ride +16

Possessions Power-wrought Blademaster sword, Warder's cloak, travelling clothes

Thomdril Merrillin

Thom Merrillin is an accomplished gleeman and formerly was a renowned court bard.

Thomdril Merrillin (L19)

Medium Andoran wanderer 3 / noble 3 / armsman 3 / gleeman 10

Destiny 5; **Hero** 15

Init +17; **Senses** Perception +14

Defenses Ref 35 (flat-footed 33), Fort 31, Will 33

hp 176; **Threshold** 33

Speed 6 squares

Melee dagger +16 (1d4+11) or

Melee dagger +11/+11 (1d4+11 / 1d4+11) with Dual Weapon Mastery I

Base Atk +13; **Grp** +15

Abilities Str 11, Dex 15, Con 14, Int 20, Wis 14, Cha 20

Talents Acrobatic Recovery, Connections, Devastating Attack (simple weapons), Historical Knowledge, Improved Gather Information, In the Know, Inspire



Confidence, Master Performer, Unforgettable Performance, Urban Tracker, Well Informed

Class Abilities Gleeman Knowledge

Feats Daggermaster, Dual Weapon Mastery I, Performer, Quick Draw, Skill Focus (Acrobatics, Deception, Gather Information, Knowledge [politics], Persuasion), Skill Training (Athletics, Craft, Ride), Triple Crit, Weapon Finesse, Weapon Focus (basic weapons), Weapon Proficiency (simple weapons)

Skills Acrobatics +21, Athletics +14, Craft +19, Deception +24, Gather Information +24, Initiative +16, Knowledge (academics) +16, Knowledge (culture) +16, Knowledge (politics) +21, Perception +16, Persuasion +24, Ride +16

Possessions Gleeman's outfit, daggers (10), mastercraft flute, mastercraft harp, juggling balls

Loial

Loial son of Arent son of Halen is a young Ogier Treesinger from the *stedding* Shangtai.

Loial (L12)

Large Ogier wanderer 2 / noble 5 / scout 4 / armsman 1

Destiny 9; **Hero** 11, Heroic Focus

Init +5; **Senses** Perception +12; keen senses

Defenses Ref 23 (flat-footed 23), Fort 27, Will 25

hp 96; **Threshold** 27

Speed 10 squares

Melee heavy axe +16 (1d8+11) or

Base Atk +11; **Grp** +16

Abilities Str 21, Dex 8, Con 13, Int 14, Wis 12, Cha 14

Racial Traits Keen Senses

Talents Coordinate, Create Sungwood Item, Heal Tree, Long Stride, Reduced Longing, Tree Resilience, Treesinger

Gifts Latent Ability (Treesinger)

Feats Extra Second Wind, Heroic Focus, Heroic Readiness, Improved Defenses, Improved Damage Threshold, Melee Defense, Old Tongue, Shake It Off, Skill Focus (Knowledge [academics], Knowledge [nature], Persuasion), Skill Training (Craft, Survival), Toughness, Weapon Proficiency (axes picks and hammers, simple weapons)

Skills Athletics +16, Craft +13, Focus +12, Knowledge (academics) +18, Knowledge (nature) +18, Perception +12, Persuasion +18, Survival +12

Possessions heavy axe, sungwood staff, traveler's clothes



Elayne Trakand

Elayne Trakand is the Queen of Andor and a powerful Aes Sedai. She is one of Rand al'Thor's three lovers.

Elayne Trakand (L17)

Medium Andoran noble 7 / initiate 5 / regent 4 / Aes Sedai 1

Destiny 10; **Hero** 13

Init +9; **Senses** Perception +18

Defenses Ref 30 (flat-footed 30), Fort 31, Will 36

hp 132; **Threshold** 31

Speed 6 squares

Base Atk +11; **Grp** +11

Affinities Air, Earth, Fire, Spirit, Water

Weaves Known (*weaves per hour* 28): **Advanced Air:** Alter Weather, Foretell Weather, Lightning, Move Clouds; **Advanced Earth:** Grenade; **Advanced Fire:** Fireball, Wand of Fire; **Create Ter'angreal:** Create *Ter'angreal*; **Conjunction:** Bond Warder, Pass Bond, Trace; **General:** Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water; **Heal:** Delve, Heal, Heal the Mind, Keeping, Renew; **Illusions:** Cloak, False Trail, Folded Light, Mask of Mirrors, Mirror of Mists, Voice of Power; **Traveling:** Create Gateway, Skimming; **Warding:** Barrier to Sight, Circle of Silence, Cut Weave, Dream Shield, Fire Trap, Master Ward, Sever, Shield, Ward against Creatures, Ward against the One Power, Ward Bore

Abilities Str 8, Dex 10, Con 14, Int 13, Wis 18, Cha 19

Talents Advanced Channeling, Affinity Power (Air), Aura of Respect, Bolster Ally, Born Leader, Channeling Secrets, Coordinate (2), Inspire Confidence, Weave Precision

Class Abilities Allies (2)

Gifts Channeler

Feats Able Channeler, Extra Affinity (Earth, Fire, Spirit), Extra Talent, Improved Defenses, Remove Block, Skill Focus (Channel, Focus, Knowledge [politics], Persuasion), Skill Training (Channel), Strong Channeler (x3), Tie Off Weave, Weapon Proficiency (simple weapons)

Skills Channel +22, Deception +17, Gather Information +17, Focus +22, Knowledge (academics) +14, Knowledge (politics) +19, Perception +17, Persuasion +22, Ride +13

Possessions Serpent Ring, noble attire



Elmindreda Farshaw

Min Farshaw is a woman with the rare ability of Viewing. She is one of Rand al'Thor's three lovers.

Min Farshaw (L11)

Medium Andoran wanderer 10 / armsman 1

Destiny 8; **Hero** 11, Heroic Focus

Init +17; **Senses** Perception +18

Defenses Ref 26 (flat-footed 24), Fort 24, Will 27, Dodge

hp 71; **Threshold** 24

Speed 6 squares

Melee dagger +11 (1d4+7) or

Base Atk +8; **Grp** +10

Abilities Str 10, Dex 14, Con 11, Int 13, Wis 16, Cha 14

Talents Devastating Attack, Fool's Luck, Knack, Notice Viewings, See Symbols, Viewer

Gifts Latent Ability (Viewer)

Feats Daggermaster, Dodge, Foreboding, Heroic Focus, Improved Defenses, Latent Ability (Viewer), Mobility, Quick Draw, Skill Focus (Initiative, Perception), Skill Training (Acrobatics, Deception, Stealth), Weapon Finesse, Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Skills Acrobatics +12, Athletics +10, Deception +12, Gather Information +12, Initiative +17, Perception +18, Ride +12, Stealth +12

Possessions travelling gear, daggers (8)



Aviendha

Aviendha is a former Maiden of the Spear of the Nine Valleys sept of the Taardad clan. She is a Wise One apprentice, and is one of Rand al'Thor's three lovers.

Elaine Trakand (L15)

Medium Aiel scout 5 / armsman 3 / initiate 2 / *algai'd'siswai* 5

Destiny 9; **Hero** 12

Init +9; **Senses** Perception +18

Defenses Ref 32 (flat-footed 29), Fort 29, Will 30, Dodge

hp 151; **Threshold** 29

Speed 8 squares

Melee dagger +15 (1d4+8)

Base Atk +11; **Grp** +14

Affinities Air, Spirit, Water

Weaves Known (*weaves per hour* 22):

Advanced Air: Alter Weather, Foretell Weather, Lightning, Move Clouds;
Conjunction: Bond Warder, Pass Bond, Trace; **General:** Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water; **Heal:** Delve, Heal, Heal the Mind, Renew;
Illusions: Cloak, False Trail, Folded Light, Mask of Mirrors, Mirror of Mists, Voice of Power; **Traveling:** Create Gateway, Skimming; **Warding:** Barrier to Sight, Circle of Silence, Cut Weave, Dream Shield, Fire Trap, Master Ward, Sever, Shield, Ward against Creatures, Ward against the One Power, Ward Bore

Abilities Str 12, Dex 16, Con 14, Int 11, Wis 16, Cha 11

Talents Acrobatic Recovery, Acute Senses, Enhanced Vision, Improved Skirmisher, Improved Stealth, Long Stride, Quick Step, Skirmisher, Unweave

Gifts Channeler

Feats Dodge, Extra Affinity (Water), Extra Talent, Maiden Hand-Talk, Mobile Scout, Mobility, Remove Block, Skill Focus (Perception), Skill Training (Acrobatics, Channel), Shield Proficiency, Strong Channeler (x3), Weapon Finesse, Weapon Focus (spears and lances), Weapon Proficiency (simple weapons, spears and lances)

Skills Acrobatics +16, Athletics +13, Channel +12, Endurance +14, Perception +15, Stealth +20, Survival +15

Possessions dagger, traveler's clothes



Zarine ni Bashere t'Aybara

Zarine ni Bashere t'Aybara, more commonly known as Faile, is the daughter of the Marshall General of Saldaea. She is Perrin Aybara's wife.

Zarine ni Bashere t'Aybara (L13)

Medium Aiel noble 4 / scout 1 / armsman 7 / regent 1

Destiny 11; **Hero** 12, Heroic Focus

Init +9; **Senses** Perception +18

Defenses Ref 28 (flat-footed 26), Fort 27, Will 28, Dodge

hp 114; **Threshold** 27

Speed 6 squares

Melee dagger +13 (1d4+8)

Base Atk +10; **Grp** +12

Abilities Str 10, Dex 14, Con 13, Int 12, Wis 14, Cha 15

Talents Acute Senses, Aura of Respect, Battle Analysis, Born Leader, Devastating Attack (simple weapons), Presence, Skirmisher (2)

Feats Affluent, Daggersmaster, Dodge, Heroic Focus, Heroic Readiness, Improved Defenses, Mounted Defense, Quick Draw, Shake It Off, Skill Focus (Persuasion, Ride), Skill Training (Athletics), Triple Crit, Weapon Finesse, Weapon Focus (light blades), Weapon Proficiency (light blades, simple weapons)

Skills Athletics +11, Deception +13, Gather Information +13, Initiative +13, Knowledge (politics) +12, Perception +13, Persuasion +18, Ride +18

Possessions daggers (8), noble attire



Logain Ablar

Logain Ablar is a former False Dragon. He is the first person known to have had his ability to channel restored after being gentled. He is also a powerful Asha'man.

Logain Ablar (L15)

Medium Murandian noble 9 / armsman 1 / initiate 1 / commander 3 / Asha'man 1

Destiny 7; **Hero** 12; **Madness** 6

Init +8; **Senses** Perception +15

Defenses Ref 28 (flat-footed 27), Fort 29, Will 34

hp 129; **Threshold** 29

Speed 6 squares

Melee longsword +10 (1d8+8)

Base Atk +9; **Grp** +10

Affinities Earth, Fire, Spirit

Weaves Known (*weaves per hour* 22):

Advanced Air: Compress Air, Lightning;

Advanced Earth: Grenade, Magma Torrent, Riven Earth; **Advanced Fire:** Arrows of Fire, Blossoms of Fire, Fireball, Flame Surge, Immolate, Wand of Fire; **General:** Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water; **Heal:** Delve, Heal, Rend, Renew; **Illusions:** Cloak, Folded Light, Mask of Mirrors, Mirror of Mists, Voice of Power; **Traveling:** Create Gateway, Deathgate, Skimming, Use Portal Stone; **Warding:** Barrier to Sight, Circle of Silence, Cut Weave, Master Ward, Sever, Shield, Strike of Death, Ward against Creatures, Ward against the One Power, Ward Bore

Abilities Str 12, Dex 12, Con 14, Int 13, Wis 17, Cha 16

Talents Battle Analysis, Born Leader, Defensive Channeling, Distant Command, Inspire Confidence, Master Technician, Merciless Channeling, Presence, Weaken Resolve

Class Abilities Assist Army

Gifts Channeler

Feats Able Channeler, Detect *Ta'veren*, Extra Affinity (Spirit), Extra Talent, Foreboding, Remove Block, Skill Focus (Channel, Deception, Focus, Persuasion), Skill Training (Channel), Strong Channeler (x3), Weapon Proficiency (light blades, polearms, simple weapons)

Skills Channel +20, Deception +20, Gather Information +15, Focus +20, Knowledge (politics) +13, Perception +15, Persuasion +20, Ride +13

Possessions longsword, Asha'man uniform



Galadedrid Damodred

Lord Galadedrid of House Damodred is the Lord Captain Commander of the Children of the Light. He is the half-brother of Rand al'Thor through his mother and of Elayne and Gawyn Trakand through his father.

Galad Damodred (L17)

Medium Andoran noble 5 / armsman 5 /
blademaster 4 / regent 1 / veteran warrior 1 /
commander 1

Destiny 13; **Hero** 13

Init +10; **Senses** Perception +9

Defenses Ref 37 (flat-footed 35), Fort 33, Will 30

hp 164; **Threshold** 31

Speed 6 squares

Melee mastercrafted longsword +17 (1d8+12) or

Melee mastercrafted longsword +12/+12 (1d8+12) with Double Attack or

Melee mastercrafted longsword +7/+7/+7 (1d8+12) with Triple Attack

Base Atk +13; **Grp** +15

Abilities Str 14, Dex 14, Con 14, Int 13, Wis 12, Cha 19

Talents Aggressive Form, Armored Defense, Battle Analysis, Bolster Ally, Born Leader, Fearless Leader, Improved Armored Defense, Patient Form, Presence, Tactics Expert, Vital Form

Class Abilities Blademaster Defense (+2)

Feats Affluent, Armor Proficiency (heavy, light, medium), Blademaster Techniques (4), Double Attack, Melee Defense, Power Attack, Quick Draw, Triple Attack, Weapon Focus (heavy blades), Weapon Proficiency (heavy blades, light blades, spears and lances)

Skills Athletics +15, Gather Information +17, Focus +14, Initiative +15, Knowledge (politics) +14, Persuasion +17, Ride +15

Possessions mastercrafted longsword, breastplate, Whitecloak attire



Gawyn Trakand

Lord Gawyn of House Trakand is the former leader of the Younglings. He is the brother of Elayne Trakand and half-brother of Galad Damodred.

Gawyn Trakand (L16)

Medium Andoran noble 2 / armsman 5 /
blademaster 8 / commander 1

Destiny 10; **Hero** 12

Init +15; **Senses** Perception +10

Defenses Ref 32 (flat-footed 30), Fort 30, Will 30

hp 166; **Threshold** 30

Speed 6 squares

Melee mastercrafted longsword +18 (1d8+12) or

Melee mastercrafted longsword +13/+13 (1d8+12) with Double Attack or

Melee mastercrafted longsword +8/+8/+8 (1d8+12) with Triple Attack

Base Atk +14; **Grp** +16

Abilities Str 15, Dex 14, Con 14, Int 13, Wis 14, Cha 16

Talents Aggressive Form, Battle Analysis, Born Leader, Defensive Form, Harm's Way, Patient Form, Presence, Vital Form, Weapon Specialization (heavy blades)

Class Abilities Blademaster Defense (+4)

Feats Affluent, Blademaster Techniques (4), Double Attack, Melee Defense, Power Attack, Quick Draw, Skill Training (Initiative), Triple Attack, Weapon Focus (heavy blades), Weapon Proficiency (heavy blades, light blades, spears and lances)

Skills Deception +16, Gather Information +16, Initiative +15, Focus +15, Initiative +15, Knowledge (politics) +14, Persuasion +16, Ride +15

Possessions mastercrafted longsword, noble attire



Siuan Sanche

Siuan Sanche is the former Amyrlin Seat emerging from the Blue Ajah. She was stilled, but had her ability to channel restored by Nynaeve al'Meara.



Siuan Sanche (L18)

Medium Tairen initiate 9 / Aes Sedai 9

Destiny 5; **Hero** 14

Init +9; **Senses** Perception +18

Defenses Ref 30 (flat-footed 30), Fort 27, Will 40
hp 121; **Threshold** 27

Speed 6 squares

Base Atk +12; **Grp** +12

Affinities Air, Spirit, Water

Weaves Known (*weaves per hour* 12): **Advanced Air:** Foretell Weather, Lightning, Move Clouds; **Advanced Earth:** Grenade; **Advanced Fire:** Fireball, Wand of Fire; **Balefire:** Balefire; **Conjunction:** Bond Warder, Fear, Pass Bond, Trace; **General:** Insect Swarm, Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water; **Heal:** Delve, Heal, Heal the Mind, Renew; **Illusions:** Cloak, Eavesdrop, False Trail, Folded Light, Mask of Mirrors, Mirror of Mists, Voice of Power; **Traveling:** Great Gateway; **Warding:** Barrier to Sight, Circle of Silence, Cut Weave, Dream Shield, Fire Trap, Master Ward, Sever, Shield, Ward against Creatures, Ward against the One Power, Ward Bore

Channeling Techniques Channeling Precision (-3), Heroic Channeler (d8s)

Abilities Str 8, Dex 10, Con 12, Int 15, Wis 19, Cha 16

Talents Affinity Power (Air, Spirit), Aura of Determination, Channeling Secrets, Enhanced One Power Awareness, Focus on the Cause, Link Mastery, Passionate Leader, Secret of Mastery, Weave Precision

Gifts Channeler

Feats Able Channeler, Extra Affinity (Water), Extra Talent, Remove Block, Skill Focus (Channel, Focus, Gather Information), Skill Training (Gather Information, Knowledge [culture, politics], Perception, Persuasion), Strong Channeler (x3), Tie Off Weave

Skills Channel +11*, Craft +16, Deception +17, Focus +23, Gather Information +2, Knowledge (academics) +16, Knowledge (culture) +16, Knowledge (politics) +16, Perception +18, Persuasion +17

Possessions Serpent Ring, common attire

* Siuan was stilled and had her ability to channel restored by a female, causing her Weaves per Hour and Channel Skill modifier each to be reduced by half.

Tuon Athaem Kore Paendrag

Tuon Athaem Kore Paendrag is the Empress of the Seanchan Empire. She is secretly married to Matrim Cauthon.



Tuon Athaem Kore Paendrag (L14)

Medium Seanchan noble 7 / regent 7

Destiny 10; **Hero** 9

Init +20; **Senses** Perception +15

Defenses Ref 29 (flat-footed 29), Fort 26, Will 35

hp 97; **Threshold** 26

Speed 6 squares

Melee dagger +13 (1d4+8)

Base Atk +10; **Grp** +10

Abilities Str 12, Dex 14, Con 13, Int 15, Wis 16, Cha 16

Talents Born Leader, Coordinate (+2), Educated, Inspire Confidence, Presence, Social Adept, Social Genius

Class Abilities Allies (3)

Feats Affluent, Channeler, Daggermaster, Heroic Focus, Heroic Readiness, Improved Defenses, Quick Draw, Old Tongue, Skill Focus (Focus, Initiative), Weapon Finesse, Weapon Focus (light blades), Weapon Proficiency (light blades)

Skills Deception +15, Gather Information +15, Focus +20, Initiative +19, Knowledge (politics) +14, Perception +15, Persuasion +15, Ride +14

Possessions daggers (3), royal attire

Elaida do Avriny a’Roihan

Elaida do Avriny a’Roihan is the former Amyrlin Seat emerging from the Red Ajah and former advisor to the Queen of Andor. She is a Foreteller.

Elaida do Avriny a’Roihan (L16)

Medium Murandian initiate 7 / Aes Sedai 9

Destiny 5; **Hero** 10

Init +8; **Senses Perception** +21

Defenses Ref 28 (flat-footed 28), Fort 29, Will 35
hp 109; **Threshold** 29

Speed 6 squares

Base Atk +11; **Grp** +11

Affinities Air, Fire, Spirit, Water

Weaves Known (*weaves per hour* 24): **Advanced**

Air: Foretell Weather, Lightning, Move Clouds;

Advanced Earth: Grenade; **Advanced Fire:**

Fireball, Wand of Fire; **Conjunction:** Bond Warder, Trace; **General:** Manipulate Air, Manipulate Earth, Manipulate Fire, Manipulate Water; **Heal:** Delve, Ear Tap, Heal, Keeping, Renew; **Illusions:** Cloak, False Trail, Folded Light, Halo, Mask of Mirrors, Mirror of Mists, Voice of Power; **Warding:** Barrier to Sight, Circle of Silence, Cut Weave, Dream Shield, Fire Trap, Master Ward, Sever, Shield, Ward against Creatures, Ward against the One Power, Ward Bore

Channeling Techniques Channeling Precision (-3), Heroic Channeler (d8s)

Abilities Str 8, Dex 10, Con 12, Int 14, Wis 17, Cha 13

Talents Affinity Power (Spirit), Broke the World, Channeling Secrets, Enhanced One Power Awareness, Foreteller, Link Mastery, Secret of Mastery, Shielding Specialty

Gifts Channeler, Latent Ability (Foreteller)

Feats Able Channeler, Affluent, Extra Affinity (Air, Fire), Extra Talent, Remove Block, Skill Focus (Channel, Perception), Skill Training (Gather Information), Strong Channeler (x3)

Skills Channel +19, Craft +15, Deception +14, Gather Information +14, Perception +21, Persuasion +14

Possessions Serpent Ring, noble attire



Padan Fain

Padan Fain is a former peddler and darkfriend. In his journeys, he has become completely corrupted by the presence known as Mordeth, and the two have merged to become a powerful, evil being.

Padan Fain (L13)

Medium Murandian* wanderer 12 / noble 1

Destiny 3; **Hero** 13; **Madness** 12

Init +17; **Senses Perception** +12

Defenses Ref 27 (flat-footed 26), Fort 25, Will 27

hp 91; **Threshold** 25

Speed 6 squares

Melee unarmed +9 (1d3+6 plus pain**

Melee cursed ruby dagger +9 (1d4+6 plus taint***) or

Melee cursed ruby dagger +4/+4 (1d4+6 plus taint***) with Double Attack

Base Atk +9; **Grp** +10

Abilities Str 10, Dex 12, Con 13, Int 14, Wis 12, Cha 15

Talents Dastardly Strike, Disruptive, Fool’s Luck, Improved Gather Information, Knack, Lucky Hit, Presence, Urban Tracker

Feats Affluent, Combat Reflexes, Double Attack, Extra Second Wind, Heroic Focus, Improved Defenses, Jack-of-All-Trades, Skill Focus (Deception, Gather Information, Initiative, Knowledge [Culture], Persuasion), Skill Training (Craft, Knowledge [culture], Persuasion), Weapon Proficiency (simple weapons)

Skills Craft +13, Deception +18, Endurance +12, Gather Information +18, Initiative +17, Knowledge (Culture) +18, Perception +12, Persuasion +18, Ride +12

Possessions cursed dagger

* *Padan Fain shares his presence with an absolutely evil being named Mordeth. He is immune to Taint. By spending a Hero Point, he can produce haunting images of dead people. These images are believed if a roll of 1d20+30 exceeds the target’s Will Defense.*

** *Padan Fain can cause pain with only a touch. As a standard action, he can touch a target and cause 1d8+6 points of damage in addition to any damage dealt with the physical touch. He can spend a Hero Point to increase the damage to 2d8+6.*

*** *See Taint, Chapter Seven: Equipment.*

