

Feats are special features of a character or creature that give them abilities beyond the norm. They come in several types; General Feats, Background Feats, Channeling Feats, Special Feats, and Lost Ability Feats. Below you will find feats from some or all of those categories. As always ask your game master for permission before using any feats outside of the core book.

Background Feats -

HAND FIGHTING [Background]

You are skilled in the Aiel techniques of fighting with your hands and feet.

Prerequisite: You must be trained by the Aiel.

Benefit: Your hand to hand combat does 1d6 damage. You are considered armed for provoking attacks of opportunity. You also threaten for a critical hit with a natural 20 on the die, doing double damage.

General Feats -

FLAME & VOID [General]

You have learned to focus past external stimuli. Body, mind, and soul become one in combat. Instinct and intuition guide your blade as surely as muscle and agility.

Prerequisite: Base attack bonus +5, Wis 13+, Training by a Blademaster.

Benefit: By spending a Standard Action focusing, the character can use their Wisdom Modifier in place of their Strength Modifier for the remainder of the melee. With a Composure check of 25, the two modifiers will stack.

SENSE SHADOWSPAWN [General] by David Woolf

As 0 level weave, where channeler's level is the Warder's level instead, this ability is always active, requires Will save (DC18) for a Warder to awaken if sleeping.

Prerequisite: Alertness, Warder 2nd level or higher

MAIDEN'S EYE [General] by David Woolf

When a Maiden is using the track feat the surface DC base is reduced by five.

Prerequisite: Aiel of the Maidens of the Spear, Track feat

STONE HEART [General] by David Woolf

The society of the Shae'en M'taal are known for their endurance (and stubbornness) which is reflected in their high Constitution. Stone Heart gives a Stone Dog an additional 1 point to their Constitution score.

Prerequisite: Aiel of the Stone Dog society, either the Endurance feat or Great Fortitude feat.

Ajah Feats

EYES & EARS [Ajah Feat] by David Woolf

The Blues have by far the greatest network of informants and allies spread throughout the realm, yet few sisters have access to the entire network. With this feat you can be sure an ally is never far away. Make a Gather Info check DC 20 to locate a Blue Ajah informant. Subtract 5 from the DC if you are in a large town, -10 in a city, -15 in Tar Valon. Add 5 to the DC if in a small village.

Prerequisites: Blue Ajah, 8 ranks in Diplomacy, 8 ranks in Gather Information

EXTRA WARDER [Ajah Feat] by David Woolf

A Green Sister may bond an additional Warder, control of the character is at the GM's discretion.

Prerequisites: Green Ajah, Warder

Notes: I recommend allowing a number of Warder's based on the Charisma stat bonus.

ADVANCED HEALING [Ajah Feat] by David Woolf

An Aes Sedai of the Yellow Ajah is among the best healers in the world. When casting a Healing weave subtract one from the weave level needed.

Prerequisites: Yellow Ajah, Healing Talent

ASSERTIVE DIPLOMACY [Ajah Feat] by David Woolf

When making a Diplomacy check add a bonus equal to one-half the ranks the Grey Sister has in Intimidate, When making an Intimidate check add a bonus equal to one-half the ranks the Grey Sister has in Diplomacy.

Prerequisites: Grey Ajah, 8 ranks in Diplomacy, 8 ranks in Intimidate

INHIBIT MALES [Ajah Feat] by David Woolf

Reds specialize in controlling Male wielders of the One Power thus when Severing or Shielding a male, the Aes Sedai weaves the spell at two levels less than normal. Example: Shielding a male of equal level who is not channeling is a 2nd level weave.

Prerequisites: Red Ajah, Sever and Shield weaves

DISCERN FALSEHOODS [Ajah Feat] by David Woolf

Cool and calculating, Whites are able to pull truth from the most unwilling subjects. When a person lies to a White Sister the GM makes a Sense Motive check in secret, if successful the Sister sees through the falsehood. If the PC claims to be actively using the Sense Motive skill to detect falsehoods add +2 to the skill check.

Prerequisites: White Ajah, 12 ranks in Sense Motive

ENDLESS KNOWLEDGE [Ajah Feat] by David Woolf

A brown Aes Sedai may make a Knowledge check in any field whether she has ranks for that field of knowledge or not, in addition all future ranks attributed to a Knowledge skill are worth double ranks if you have at least 4 ranks in that skill.

Prerequisites: Brown Ajah, Three or more Knowledge skills with at least 4 ranks

*Channeling Feats-***QUICKENED EMBRACE** [Channeling] by Alarius

Embracing the True Source comes naturally to you.

Prerequisite: Composure 11 ranks, Latent Channeler.

Benefit: You embrace the True Source as a move-action. Embracing the True Source this quick is tiring forcing you to only use this feat once per day for every two channeler levels you have acquired.

Normal: Without this feat embracing the True Source is a full-round action.

Special: Wilders cannot acquire this feat before they have taken the Eliminate Block feat.

STRONG TALENT [Channeling] by Me

You are stronger in one talent than comparable channelers.

Prerequisite: Must possess base talent.

Benefit: with this Feat Weaves from a selected Talent are considered to be one level lower than the listed level. For Example, a character who had the Feat - Strong Talent: Healing could cast Restore the Power, normally a 6th level weave as a 5th level weave. If they have all of the Affinities for a particular weave, these abilities stack. Restore the Power requires all Affinities. If Jahar has all five Affinities and the Strong Talent: Healing then he could channel this weave as a 4th level slot instead of the normal 6th level.

NEW FEATS

MASTERY SLICING [CHANNELING]

You are adept at slicing or cutting weaves.

Prerequisite: Intelligence 13+, Latent Channeler.

Benefit: When attempting to slice or cut a weave you receive a +3 bonus to your Weavesight check. This bonus stacks with any other bonuses to your Weavesight skill.

REACTIVE SLICING [GENERAL]

Your reflexes are heightened whenever the One Power is channeled making you react quicker to weaves channeled by opponents.

Prerequisite: Power-Heightened Senses, Improved Initiative.

Benefit: Once per round, you can slice an opponent's weave even if you have not readied an action to do so. This action takes the place of your regular action for the round. You can't use this feat when flat-footed.

Normal: Without this feat, you must ready an action each round you wish to slice a weave.

GREATER AGILITY [CHANNELING]

You have trained yourself to greater agility with the One Power.

Prerequisite: Latent Channeler.

Benefit: When anyone tries to slice or cut your weaves their Weavesight checks are made with a -4 penalty.

LATENT CHANNELER [GENERAL]

You are born with the ability to channel the One Power.

Benefit: For the purpose of determining how hard your weaves are to slice or cut, bonus weaves, and the saving throw DCs of weaves you channel, treat your Wisdom score as 2 points higher than its actual value.

Special: You can only take this feat as a 1st-level character. Wilders gain this feat as a bonus feat. Multiclassing into the Wilder requires the approval of the DM.

COUNTER SLICE [CHANNELING]

You may counter a slice attempt against your weave.

Prerequisite: Reactive Slicing, and Multiweave.

Benefit: When an opponent attempts to slice a weave that you have tied off or is holding you may once per round as try to counter that slice attempt. This action takes the place for your regular action for the round. You follow the normal rules for slicing.

Normal: Without this feat you cannot counter a slice attempt.

Note: If you are concentrating on a weave you must make a Concentration check at DC 15. If the check is failed, your slice attempt fizzles. You cannot attempt to counter slice if you cannot channel (because you have tied too many weaves off, are concentrating on too many weaves, etc.).

DISGUISE WEAVE [CHANNELING]

You may disguise your weaves by blending misleading strands into your weaving.

Prerequisite: Invert 13 ranks, Talent (Illusion).

Benefit: When an opponent attempts to identify, or learn your weave add +10 to the DC of the Weavesight skill check.

QUICKENED EMBRACE [GENERAL]

Embracing the True Source comes naturally to you.

Prerequisite: Composure 11 ranks, Latent Channeler.

Benefit: You embrace the True Source as a move-action. Embracing the True Source this quick is tiring forcing you to only use this feat once per day for every two channeler levels you have acquired.

Normal: Without this feat embracing the True Source is a full-round action.

Special: Wilders cannot acquire this feat before they have taken the Eliminate Block feat.

EXTRA AFFINITY [CHANNELING]

You have an Affinity with one of the Five Powers beyond the one you started with.

Benefit: Pick one of the Five Powers for which you do not already have an Affinity. The Five Powers are associated with the female and male half of the One Power. The Affinities associated with females are Air and Water, while those associated with males are Earth and Fire. Spirit is not associated with either gender. You cannot have more Affinities of the opposite gender than you have of your own.

Thus a female channeler can pick Fire or Earth only if she already has an affinity with Air or Water.

You now have an Affinity with this additional Power. See Casting the Weave, page 160 of the Wheel of Time rulesbook.

Special: You can gain this feat up to four times, giving you Affinities with all of the Five Powers. This version of the Extra Affinity feat replace that of the Wheel of Time rulesbook.

AGILE WEAVING [Channeling]

You are capable of weaving more dexterous weaves, slipping through defenses with ease.

Benefit: Your weaves are considered two levels higher for the purposes of counterweaving (as well as the weave Cut Weave).

IMPROVED COUNTERWEAVING [Channeling]

You understand the nuances of the One Power to such an extent that you can counter your opponents weaves with great efficiency.

Benefit: When counterweaving, you may use a weave slot that is one or more weave levels higher than the target weave, so long as you have the talent to which the target weave belongs to.

Normal: Without this feat, you may counter a weave only with the same weave.

Cut Weave

[Spirit] (Rare)

Level: Varies

Casting Time: 1 action

Range: Medium (100ft + 10ft/ 1 level)

Target: One weave

Duration: Instantaneous

Saving Throw: Special

Weave Resistance: No

This weave fashions a knife made of purely Spirit and attacks any forming weave it's directed at. Any weave slot may be used to cut another weave. The weave does not need to be identified, but you must know the weave is being cast first, possibly needing a Weavesight check (DC weave save, +4 for males). Thus, to use this on someone inverting their weaves, you have to sense the weave first. To use this weave, the caster must ready her action to the trigger "When [the opponent] caster weaves a weave" or something to those lines. Unlike normal counterweaving, however, you must successfully make a cutting check (1d20 + casting level, maximum +10) against the weave. The DC for this cut check is 11 + the spell's casting level.

+2 Casting Levels: This weave may be cast as a free action, thus not needing to ready it.

+4 Casting Levels: You may sever a weave of the opposing gender, if you know a weave is formed first.