

Wheel of Time™ Pathfinder™ RPG

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INTRODUCTION

This work has its genesis in the fact that I get bored very, very easily. In such a state, my mind has a tendency to wander to things like "could I adapt the outdated *Wheel of Time*[™] d20 rules to the *Pathfinder*[™] system?" I decided the answer was "probably" and this is the result.

Originally written by Robert Jordan (the pen name of James Oliver Rigney, Jr., 1948-2007), the *Wheel of Time*[™] is a series of (currently) 14 fantasy novels that tell the story of a world that is both the precursor to and ancestor of our own, locked in a cyclical struggle with the ultimate enemy, the Dark One: Shaitan. It's rich history covers thousands of years in staggering depth, while its narrative takes the reader through dozens of well-realized locations, introducing vibrant cultures and interesting characters with so much detail that the setting simply begs to be further explored.

In 2001, the chance for just such explorations came in the form of *The Wheel of Time*[™] *Roleplaying Game*, produced by *Dungeons & Dragons*[™] publisher *Wizards of the Coast*[™] using their revolutionary d20 gaming system. Introducing rules for the story's unique "Channeling" and adapting the systems' character creation and leveling mechanics for a world with both subtle and extreme differences from standard D&D, it allowed players to enter a world of vicious darkfriends, mysterious Aes Sedai, and deadly Aiel. Unfortunately, though revolutionary for its time, the d20 system is acknowledged for having many faults that have been repaired by new editions over the intervening decade. The current standard bearer is the *Pathfinder*[™] system, produced by Redmond, WA-based *Paizo Publishing*.

Using the original d20 *Wheel of Time*[™] *Roleplaying Game* as a base, I have attempted to create a Pathfinder-compatible system that takes the best of the original game's revolutionary elements and melds them with the lessons learned by thousands of players over eleven years of tabletop gaming. It is my hope that you can use

these guidelines to experience one of my favorite worlds in exciting and unique ways.

However, the point of this document is to focus on the mechanics of the system and how to implement story ideas as faithfully as possible into a game system. There are whole reams of information available for those interested in the background and setting and I encourage you to visit them. For general information, you might try the *Wheel of Time*[™] Wiki (<http://wot.wikia.com>), while more specific or in-depth inquiries might benefit from the *Wheel of Time*[™] FAQ (<http://wotfaq.dragonmount.com/>).

And, of course, I cannot highly enough that you read the books. They are not required to take advantage of the rules presented here, but it is my belief that they will enhance both your play experience and your enjoyment of the game to a great degree.

Essentially, Mr. Jordan provided the setting and I am providing the rules. The imagination is up to you.

Truly!,

Jesse Jack Jones

02-17-2011

A working knowledge of the *Pathfinder™* gaming system will be immeasurably helpful at understanding the rules and concepts outlined in the rest of this document. I am designing this system as a personal project without need or desire for compensation of any sort and all relevant copyrights are held by *Paizo Publishing* (for the system basics) and Robert Jordan's estate (for the setting). Anything that does not fall under one of these two ownerships is my own personal, intellectual property. Feel free to distribute the information presented here, but I ask that no part of this document be changed for purposes of redistribution by a third party. Comments and criticisms are welcomed.

I consider it necessary that interested parties keep on hand at least one copy of the *Pathfinder™ Core Rulebook*. The majority of the character creation rules are derived from this source and there are many locations—especially in the chapters concerning skills and feats—where the reader will be directed to the *Pathfinder™* material in lieu of my repeating the information. I will also not be repeating rules governing combat, which can be found in their entirety in the *Pathfinder™* core rules. If you find yourself confused by any rules I give here-in concerning character creation, looking at the relevant sections in the *Core Rulebook* may provide clarification, as many of these rules draw heavily from this source where they are not simply identical.

Additionally, you can consult the *d20 Pathfinder™ System Resource Documents*, available for free online at <http://www.d20pfsrd.com>. Bear in mind, however, that many aspects of the system have been changed to allow the game to better capture the feel of the *Wheel of Time™* setting.

To play, I suggest the following:

1. A group of three or more people;
2. One complete set of polyhedral dice (d4, d6, d8, d10,

- d12, and d20) for each player;
3. Paper (for character sheets, notes, etc.);
4. Writing utensils (pencils or mechanical pencils work best);
5. A mat or some other grid with squares or hexes of approximately 1 inch (for combat maps);
6. Miniatures or markers (to show characters and enemies on the combat map).

The group of players is divided into two roles:

The Game Master—Also known as the GM, this is the individual in charge of running the game. They design the locales through which players travel, create the enemies the players fight, and speak for the NPCs (Non-Player Characters) that the group meets. Qualities helpful to a GM are organizational skills, knowledge of the setting, gaming experience, and the ability to adapt quickly to new situations.

The Players—The rest of the group are the players. Each is responsible for a single PC (Player Character), taking on the role of that character and interacting with each other and the environments and obstacles created by the GM. The single most important thing for a player to remember is that this is a game. The goal is to enjoy yourself, to have fun with your friends.

The rest of this guide is broken into sections that will detail the various aspects of creating a character, from selecting their race and background to choosing their class, assigning skills and feats, and outfitting the character with their gear.

CHAPTER 2 - CHARACTER STATISTICS

Characters are governed by six attributes or statistics (or simply 'stats'), which fall into two general groups: the physical and the mental.

Physical stats are Strength (raw, muscular power), Dexterity (agility and precision), and Constitution (endurance and health). These stats have the most immediate effect on combat, governing how much damage you can inflict, how well you can dodge, and how much damage you can take.

Mental stats are Intelligence (your memory and reasoning ability), Wisdom (your common sense and willpower), and Charisma (your charm and the force of your personality). These stats have the most immediate effect on social situations and your special abilities, governing your skill mastery, mental strength, and your ability to Channel.

Ability Scores

A human's statistics almost always fall into a range from 3 to 18, the average being a score of 10 or 11. This means that your typical peasant will most likely have all 10's for their statistics, with the possibility of a 12 or 13 in one, usually with a corresponding 8 or 9 in another. There may be outstanding normal individuals—like the village strongman, with a Strength of 14 or even 16—but a normal human with a score of 17 or 18 in any stat is almost unheard of. A score of 18 is the absolute limit for the normal human. Just reaching it requires special training (such as the rigorous physical training an Olympic athlete in our world might undergo) or some sort of unnatural augmentation. Stats higher than 18 are

exclusively the realm of PCs or powerful NPCs.

But what do these numbers *mean*? What is the mechanical difference between a Strength of 16 and one of 18?

Essentially, since the game system hinges on these six scores, they apply bonuses or penalties to pretty much everything your character does. The bonus or penalty takes the form of a positive or negative number that is factored into every calculation involving that statistic (such as skill checks, attacks, saving throws against various effects, etc.), the details of which will be discussed later.

Using 10 as a baseline, the higher above that a statistic is, the greater its bonus (a +1 bonus for every 2 points above 10), while the lower it is than 10, the greater the penalty (a -1 for every 2 points below 10). See Table 2-1 for details.

Whenever something says to add the Ability Bonus (i.e., Strength Bonus, Constitution Bonus, etc.), you can refer to this chart (or continue the progression, if you have a statistic greater than 21) for the relevant bonus or penalty.

Stat Descriptions

Below are more detailed descriptions of what each statistic represents and a list of some of the aspects of play the statistic will influence. I have tried to be comprehensive with the lists, but it is still a good idea to check the relevant section of the document to figure out which statistic to use where.

Table 2-1: Ability Score Modifiers

Ability Score	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20-21
Bonus	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5

Strength (Str)

Raw, physical power, strength is a measure of your muscles and how well you use them. A high strength enables you to lift and carry more weight, hit harder, and grapple more effectively. A low strength score means it is easier for foes to restrain you and that you will have a harder time striking in melee combat, as well as do less damage.

Strength has a direct, bonus-based effect on the following abilities:

- To-hit chances in melee combat
- Damage with melee and thrown weapons
- Combat Modifier Bonus
- Combat Modifier Defense
- Lifting and carrying capacities
- Forcing open or breaking inanimate objects
- Strength-based skills

Dexterity (Dex)

Stealth and speed are governed by Dexterity. It affects your agility, grace, and precision. A high dexterity allows a you to sneak and hide well, to open locks, or make ranged attacks. A low dexterity, meanwhile, makes one clumsy and easier to hit in combat.

Dexterity has a direct, bonus-based effect on the following abilities:

- Defense
- To-hit chances in ranged combat
- Combat Modifier Defense
- Reflex saving throws
- Initiative
- Dexterity-based skills

Constitution (Con)

A character's toughness and overall health are measured by their constitution. A character with a high constitution can take a lot of punishment or continue

performing physically stressful acts such as swimming or marching longer, while a low constitution is more susceptible to poisons and illness.

Constitution has a direct, bonus-based effect on the following abilities:

- Hit points
- Fatigue
- Fortitude saving throws

Intelligence (Int)

Reasoning ability, knowledge, and memory are all governed by intelligence. A character with a high intelligence can master multiple skills more easily, while one with a low intelligence will find themselves challenged by academic pursuits and feats of mental prowess.

Intelligence has a direct, bonus-based effect on the following abilities:

- Skill Points
- Bonus dialects and languages
- Channeling (for Initiates)
- Intelligence-based skills

Wisdom (Wis)

A measure of the perceptions and common sense a character has and the strength of their will power. A character with a high wisdom can endure torture or resist special attacks that affect the mind. Low wisdom, meanwhile, dulls the senses and makes them easier to surprise.

Wisdom has a direct, bonus-based effect on the following abilities:

- Channeling (for both Initiates and Wilders)
- Will saving throws
- Wisdom-based skills

Charisma (Cha)

Physical beauty and the sheer power of a character's personality both fall under the measure of Charisma. It is possible, of course, to have one without the other—to be vapid but beautiful, or persuasive but hideous. A character with a high charisma is persuasive and diplomatic, while a low charisma lends itself to weaker powers.

Charisma has a direct, bonus-based effect on the following abilities:

- Channeling (for Wilders)
- Charisma-based skills

Determining Stats

The simplest and most traditional method of determining a character's ability scores is to roll 3d6 (three six-sided die) and add the totals together. You would do this six times, arriving at six numbers ranging from 3 to 18. Then, each of these would be applied to one of the six stats (sometimes in the order they were rolled, more commonly by assigning them where you wish).

For example, let's say you roll 3d6 6 times and end up with the following numbers: 10, 10, 8, 13, 12, and 14. You would then assign each one of these numbers to one of the six stats. The higher the number, the more capable one is with the stat. You might want a character who is a powerhouse in battle, so you would distribute your skills in this fashion:

Strength 14
Dexterity 12
Constitution 13
Intelligence 8
Wisdom 10
Charisma 10

On the other hand, perhaps you wish to have a character skilled in Channeling and so distribute your skills as such:

Strength 8
Dexterity 12
Constitution 10
Intelligence 10
Wisdom 13
Charisma 14

Player characters, however, generally have at least slightly greater abilities than the average citizen. Because of this, there are other, alternate ways of determining statistics that generally guarantee a higher overall set of scores. I list three ways here:

- 1) Lowest Score Method: What you do in this instance is that, instead of rolling six sets of 3d6, you roll seven. Then, you drop the lowest single score and place the remaining six where you want. For instance, if you roll these seven scores—11, 11, 8, 9, 16, 8, and 14—you would drop one of the 8's and place the remaining six scores where you wish. Depending on the power level you want in the campaign, you can add additional rolls (i.e., roll 8 sets, drop the lowest two, roll 9 sets, drop the lowest three, etc). to ensure stronger PCs.
- 2) Lowest Roll Method: In this case, you would roll six sets of 4d6 and drop the lowest single die roll in each set. For instance, you might roll 4d6 and get the following four numbers—2, 4, 3, and 4—you would then drop the 2 and end up with an 11. You do this six times to get the six numbers you assign to the ability scores. Depending on the power level you want in the campaign, you can add additional die (i.e., roll 5d6, drop the lowest two die, roll 6d6, drop the lowest three die, etc). or combine with the

Lowest Score Method (i.e., roll 4d6 seven times, drop the lowest die from each set and then drop the lowest set) to ensure stronger PCs.

- 3) Point Allocation Method: This method leaves the least to chance. Each character starts with a 0 in each statistic and a pool of points that they can draw from to increase each ability score. The number of points can vary depending on the power level of the campaign, though an average-power campaign would have a starting pool of about 75 points. In such a case, you could end up with the following scores: 10, 10, 12, 12, 14, and 17. This method also has the benefit of putting all the PCs on a level playing field with one another—one PC won't dominate the party by virtue of few lucky rolls, or end up with a useless character because of a few bad ones.

Improving Abilities

One of the points of the game is that characters are supposed to grow and evolve. It would be difficult to do this if ability scores—the fundamental underpinning of the character—were static through the course of the game. To that end, there are several ways of improving ability scores, both temporarily and permanently. The most common include:

- Leveling up: As the character advances in level (more on this in the next chapter), they will automatically be able to improve any of their six stats they so choose. Every 4 levels (4th, 8th, 12th, etc.), they will get 1 bonus point to add to any stat of their choosing.
- Destiny Feats: Characters gain access to feats (more on this in Chapter 5), which allow them to customize their characters heavily. Amongst the various feats they are allowed to pursue, there are certain training feats which allow them to improve their ability scores.
- Special Abilities: Using certain special abilities, one can temporarily enhance their ability scores (or reduce the ability scores of opponents).
- Items: There are also certain items that can temporarily increase ability scores. There are other items—usually Power-wrought *ter'angreal*—that confer ability score increases for as long as that item is worn or used.

The fields and forests of Andor are home to proud and upstanding peasants and townfolk who live their lives simply, without affectation or indulgence. The residents of Arad Doman, on the other hand, are known throughout the land for their sensual natures and scandalously revealing clothing. Someone who lives in a large, humid southern coastal city, such as Ebou Dar or Illian, looks, acts, and talks differently from a tall, stern northern person. And of course a giant Ogier or a desert warrior of the Aiel sticks out like a sore thumb anywhere in the westlands (the lands west of the mountains of the Spine of the World).

Though all these people are human (except the Ogier, naturally), where they come from influences what they're like, how they think and act, and the way they develop as they grow. A child raised in Shienar typically becomes a very different sort of adult than one raised from Tarabon, Tear, or Cairhien. In the *Wheel of Time*[™] setting, you reflect these sorts of differences by choosing a background for your character.

Choosing a Background

"Background" is a broad term, generally referring to the region or culture from which your character arises. A character can only have one homeland, so you cannot enjoy the background benefits of both the midlands and nearby Tear, even if you decide that your character was raised in a peddler family and traveled throughout both areas as a child. You must choose the one that best fits your concept of your character.

As you think about your background, you'll probably want to consider the class and archetype you have in mind, as some backgrounds lend themselves to a particular role more than others. Aiel, for example, can be wanderers, but their homeland and upbringing make them better suited to being *algai'd'siswai*.

Human characters have a dozen backgrounds to choose from:

Aiel: A fierce, semi-nomadic desert people who value honor above all else. Benefits: +2 Constitution, *Forged by the Three-Fold Land:* Does not suffer from conditions that would make a character fatigued. Conditions that would make an Aiel exhausted instead make them fatigued.

Atha'an Miere (Sea Folk): A dark-skinned seafaring people who ply exotic seas in the most powerful ships the world over. Benefits: +2 Dexterity, *People of the Sea:* +6 to all Con checks made to hold your breath underwater, +6 to all Swim checks made to resist nonlethal damage from exhaustion, +6 to all Fortitude saves made to resist damage from suffocation.

Borderlander: Tough warrior folk from the kingdoms that border the Blight. Benefits: +2 Constitution, *Continue the Fight:* Reroll Fortitude save once per day.

Cairhienin: A nation founded on order and driven by the subtleties of the Great Game of Houses. Benefits: +2 Intelligence, *Playing the Game:* Reroll Wis-based skill check once per day.

Domani: A sensuous and exotic people famed for their fierce tempers, cunning in negotiation, and inscrutable ways. Benefits: +2 Charisma, *The Art of Seduction:* Reroll Cha-based skill check once per day.

Ebou Dari: A passionate people famed for settling all manner of offense with the dueling knife. Benefits: +2 Dexterity, *Beware the Knife:* Force enemy to reroll attack once per day.

Illianer: The people of a powerful seafaring nation that values justice and stability. Benefits: +2 Wisdom, *Thus Always to Tyrants:* Once per day add Wis modifier to attack roll, character level to damage roll

on melee attack against foe.

Midlander: The sturdy, stalwart folk of the central regions of the westlands, known for their practical outlook on life and modest country ways. Benefits: +2 Wisdom, *Wool-Headed:* Reroll Will save once per day.

Seanchan: Stern, mysterious, and deadly strangers from a distant land thousands of leagues beyond the western ocean. Benefits: +2 Constitution, *Battle-Ready:* Reroll Reflex save once per day.

Tairen: A powerful nation renowned for its horses, the absolute grip of its nobles over the people, and its tendency to war upon its neighbors. Benefits: +2 Dexterity, *Glory and Conquest:* +4 bonus to all critical hit confirmation rolls.

Tar Valoner: Citizens of the most beautiful, civilized, and learned city in the world, who live under the ever-present shadow of the White Tower. Benefits: +2 Intelligence, *If I Recall Correctly:* Reroll Int-based skill check once per day.

Taraboner: A people torn by civil strife but justly proud of a heritage and learning that dates back to the Age of Legends. Benefits: +2 Intelligence, *How We Did It in the Old Days:* Once per day take 10 on any skill even if circumstances would not normally allow it.

Unaffiliated: You are either an atypical example of your group or perhaps you come from one of the ever-expanding areas of wilderness marring the map. Benefits: +2 to any stat except Strength, *All Around the World:* Upon character creation, select one additional trait from any background.

Alternately, you can choose to play an Ogier. Information on Ogier appears after the section on human characteristics.

Your character's background gives you plenty of cues as to what sort of person he or she is, how he or she feels about characters of other backgrounds, and what might motivate him or her. Remember, however, that these

descriptions of backgrounds apply only to the majority of people. In each background, some individuals diverge from the norm and your character could be one of these. Don't let a specific background keep you from detailing your character as you like.

Table 3-1 lists all the backgrounds available to human characters, describing dialects, bonus background traits, and skill bonuses. For more detail about individual countries and their behaviors, you can consult the *Wheel of Time™* books or pay a visit to the *Wheel of Time™* Wiki at <http://wot.wikia.com>

Human Characteristics

As a human, your character is Medium-size, and his or her base speed is 30 feet. This is true of all human characters (though the latter can be altered by feats and class abilities).

Your character's background determines some of his or her qualities, including special traits unique to that background, skill bonuses, and what dialect of the New Tongue he or she speaks.

Background Benefits: The second column on Table 3-1 lists the benefits unique to each background.

Regional Traits: The third column contains several traits for each background. These special abilities represent the common sorts of talents people from that region learn. Choose two of them for your character. Bear in mind that some traits can be selected more than once.

Background Skills: The next column gives several skills for each background. These are skills commonly acquired by people from that background. Select one skill for your character. You gain 1 rank in this skill and it becomes a class skill for your character, regardless of which class you choose for your character.

Countries: The countries that make up a given region;

while most consist of only a single country, some backgrounds are shared by two or more nations.

Dialect: Although everyone in the westlands speaks the same language, known as the New Tongue, they all speak it a little differently. A person from Falme has a different accent than one from Arafel and witty turns of phrase in Tear may meet with blank, uncomprehending looks if used in Cairhien or Caemlyn. The thick Illianer accent is most notable of all; people from other kingdoms sometimes have trouble understanding lifelong residents of Illian.

Ogier have their own language, but any of their number who leave the *stedding* to work or study learn the New Tongue first, so they can communicate with humans.

Your home dialect is your native tongue—the language that you speak and read. (Your character can read and write all the languages he or she knows; most inhabitants of the land of the *Wheel of Time™* enjoy books and reading).

You gain a +2 bonus to social skills with characters whom you share a home dialect. The Linguistics skill will allow you to impersonate other dialects you learn, simulating this ability with foreign tongues.

Comparison: Robert Jordan has commented on real-world equivalents of many of the tongues appearing in the *Wheel of Time™*. This column notes what the various dialects resemble (for possible roleplaying applications or simply for curiosity's sake).

Ogier Characteristics

Ogier are a race of nonhuman creatures whose existence predates the Age of Legends. Substantially larger than humans and known for their artistic temperaments (many of the westlands' most beautiful cities were originally built by Ogier stonemasons), Ogier are peaceful creatures who live in isolated communities

and have little contact with humanity. As a result of this remoteness, many westlanders consider Ogier little more than legends or children's tales.

Ogier characters gain the following traits:

- +4 Strength, +2 Intelligence, -2 Dexterity. Ogier possess great strength and wit, but their size sometimes makes them clumsy.
- Large Size: As large creatures, Ogier have a natural reach of 10 feet and a -1 size modifier to Defense.
- Ogier base speed is 40 feet.
- Low-Light Vision: Ogier can see twice as far as humans in poor illumination.
- Ogier automatically receive 1 rank in one Knowledge or Profession skill or in Linguistics. The chosen skill is automatically a class skill for the character.
- +2 bonus on Fortitude saves.
- +2 bonus on Perception checks. The large ears of Ogier allow them to hear better than humans do.
- +2 bonus on Craft checks related to working stone or constructing buildings.
- Skill Restriction: Ride. Ogier do not normally ride and cannot purchase ranks in the Ride skill at character creation. Ride is never a class skill for Ogier.
- Feat Restrictions: Armor Proficiency (Light, Medium, and Heavy), Exotic Weapon Proficiency, Martial Weapon Proficiency. Ogier do not train with weapons and cannot have any armor or weapon proficiency feats (except for simple weapons) at character creation, even if such proficiencies would normally be granted by their class. These feats can be gained normally as the Ogier character advances in level or multiclasses.
- Ogier do not possess the ability to channel and cannot gain levels in any channeling class.
- Home Language: Ogier, New Tongue (choose dialect). Not all Ogier speak the New Tongue, but all adventuring Ogier do.

Table 3-1: Human Backgrounds

Background	Benefits	Regional Traits	Background Skills	Countries	Dialect	Comparison
Aiel	+2 Constitution <i>Forged by the Three-Fold Land</i>	Blooded Bullheaded Hardy ¹ Sneaky Survivor	Knowledge [The Waste] Perception Stealth Survival	Aiel Waste	Aiel	Slavic
Atha'an Miere	+2 Dexterity <i>People of the Sea</i>	Mercantile Sea Legs Silver Palm Smooth Talk	Acrobatics Profession [Sailor] Swim Use Rope	Isles of the Sea Folk	Atha'an Miere	—
Borderlander	+2 Constitution <i>Continue the Fight</i>	Blooded Hardy ¹ Saddleback Shadowspawn Hunter ² Strong Soul	Knowledge [The Blight] Intimidate Perception Ride	Arafel Kandor Malkier Saldaea Shienar	Borderlands	Egyptian/North African
Cairhienin	+2 Intelligence <i>Playing the Game</i>	Cosmopolitan ² Militia ² Silver Palm Smooth Talk Street Smart	Bluff Diplomacy Linguistics Sense Motive	Cairhien	Cairhien	—
Domani	+2 Charisma <i>The Art of Seduction</i>	Cosmopolitan ² Militia ² Seductive Street Smart	Appraise Bluff Diplomacy Perform [Dance]	Arad Doman	Arad Doman	Indian
Ebou Dari	+2 Dexterity <i>Beware the Knife</i>	Cosmopolitan ² Duelist Gambler Mercantile Background Street Smart	Acrobatics Appraise Diplomacy Disable Device	Altara	Ebou Dar	—
Illianer	+2 Wisdom <i>Thus Always to Tyrants</i>	Cosmopolitan ² Mercantile Background Militia ² Silver Palm Street Smart	Appraise Art [Any] Intimidate Profession [Any]	Illian	Illian	Dutch
Midlander	+2 Wisdom <i>Wool-Headed</i>	Bullheaded Luck of Heroes ² Militia ² Strong Soul	Handle Animal Heal Ride Survival	Amadicia Andor Far Madding Ghealdan Murandy	Midlands	Irish/English
Seanchan	+2 Constitution <i>Battle-Ready</i>	Artist ² Blooded Bullheaded Handler Militia ²	Bluff Handle Animal Intimidate Knowledge [Ancient History]	Seanchan Empire	Seanchan	Texan
Tairen	+2 Dexterity <i>Glory and Conquest</i>	Gambler Mercantile Background Militia ² Saddleback	Profession [Any] Perception Ride Sense Motive	Tear	Tairen	Spanish
Tar Valoner	+2 Intelligence <i>If I Recall Correctly</i>	Cosmopolitan ² Education Militia ² Smooth Talk	Art [Any] Craft [Any] Knowledge [Any] Profession [Any]	Tar Valon	Midlands	Irish/English
Taraboner	+2 Intelligence <i>How We Did It in the Old Days</i>	Artist ² Living History Mercantile Background	Appraise Sleight of Hand Stealth Disable Device	Tarabon	Tarabon	—
Unaffiliated	+2 to one statistic except Strength <i>All Around the World</i>	Luck of Heroes ² Militia ² Street Smart	Craft [Any] Profession [Any]	Any	Any	—

¹ - Feat can be selected multiple times; the effects stack.

² - Feat can be selected multiple times; the effects do not stack. Each time it is selected, it applies to something different.

Traits

Artist

You come from a culture in which the arts, philosophy, and music have a prominent place in society.

Backgrounds: Seanchan, Taraboner

Benefit: Choose one Art or Perform skill. You gain a +2 bonus on all checks with that skill.

Special: Can be selected multiple times. Each time, pick a new Art or Perform skill.

Blooded

You know what it means to fight for your life, and the value of quick wits and quicker reactions when blades are bared and deadly weaves fly. Enemies find it difficult to catch you off guard.

Backgrounds: Aiel, Borderlander, Seanchan

Benefit: You get a +2 bonus on initiative checks.

Bullheaded

The stubbornness and determination of your kind is legendary. You are exceptionally headstrong and difficult to sway from your intended course.

Backgrounds: Aiel, Midlander, Seanchan

Benefit: You get a +1 bonus on Will saves.

Cosmopolitan

Your exposure to the thousand forking paths of the city has taught you things you ordinarily would never have uncovered.

Backgrounds: Cairhienin, Domani, Ebou Dari, Illianer, Tar Valoner

Benefit: Choose one non-Channeling skill you do not have as a class skill. It becomes a class skill.

Special: Can be selected multiple times. Each time, pick a new non-Channeling skill.

Duelist

Among your people, bloody duels are a common way of settling disputes or avenging insults. You have had to develop a quick wit—and a quick knife—to survive.

Backgrounds: Ebou Dari

Benefit: You get a +2 bonus on initiative checks.

Education

Some lands hold the pen in higher regard than the sword. In your youth, you received the benefit of several years of more or less formal schooling.

Backgrounds: Tar Valoner

Benefit: Choose two Knowledge skills. You gain a +1 bonus on skill checks with both of them.

Gambler

Dice, cards, or horse races—whatever the game of chance, your people have a love for it.

Backgrounds: Ebou Dari, Tairen

Benefit: You gain a +2 bonus on all Sense Motive checks.

Handler

You have been trained from an early age to handle all manner of creatures.

Backgrounds: Seanchan

Benefit: You gain a +2 bonus on all Handle Animal checks.

Hardy

Your people are famed for being hard to kill.

Backgrounds: Aiel, Borderlander, Midlander

Benefit: You gain +2 hit points.

Special: Can be selected multiple times.

Living History

The past is not merely a collection of stories to your people, it is a part of the present, a lesson you carry with you in everything you do.

Backgrounds: Taraboner

Benefit: You gain a +2 bonus on all Knowledge [History] checks.

Luck of Heroes

Your land is known for producing heroes. Through resilience, determination, and pluck, your people survive when no one expects them to come through.

Backgrounds: Midlander, Unaffiliated

Benefit: Choose one saving throw. You gain a +1 luck bonus to all checks with that save.

Special: Can be selected multiple times. Each time, pick a new saving throw.

Mercantile Background

Powerful merchant and tradesmen control the wealth and commerce of much of the westlands. You come from a family that excels at a particular trade and knows well the value of any kind of trade good or commodity.

Backgrounds: Atha'an Miere, Ebou Dari, Illianer, Taraboner, Tairen

Benefit: You gain a +2 bonus on all Appraise checks.

Militia

You served in Andor's Queen's Guard, the Companions of Illian, Tear's Defenders of the Stone, the Tower Guard in Tar Valon, or some similar military unit or local militia. There, you trained with weapons suitable for use on the battlefield.

Backgrounds: Cairhienin, Domani, Illianer, Midlander, Tar Valoner, Tairen, Unaffiliated

Benefit: You gain Martial Weapon Proficiency in one

of the following weapons: Glaive, Halberd, Longbow, Longsword, Pike, or Scimitar (Seanchan only).

Special: Can be selected multiple times. Each time, pick a new weapon.

Saddleback

Your people are as comfortable riding as walking.

Backgrounds: Borderlander, Tairen

Benefit: You gain a +2 bonus on Ride checks.

Sea Legs

The heaving decks of a ship are like a home to you and you are as comfortable on the water as others are on land.

Backgrounds: Atha'an Miere

Benefit: You gain a +2 bonus on Acrobatics checks.

Seductive

The people of your land are skilled at applying sensual suggestion to turn negotiations in their favor.

Backgrounds: Domani

Benefit: You gain a +2 bonus on Bluff and Diplomacy checks with members of the opposite sex.

Shadowspawn Hunter

Along the Blight, many warriors learn ways to fight effectively against creatures of the Dark. You have served long in defending the Borderlands from the encroachment of the Blight's horrors.

Backgrounds: Borderlander

Benefit: When fighting Trollocs, you gain a +1 competence bonus on damage rolls for melee attacks and for ranged attacks up to 30' away.

Special: Can be selected multiple times. The bonus remains the same, but you can select one additional type of darkspawn to apply it to: Darkhounds, Draghkar, or Myrddraal.

Silver Palm

Your culture is based on haggling and the art of the deal.

Backgrounds: Atha'an Miere, Cairhienin, Illianer

Benefit: You gain a +1 bonus on Appraise and Bluff checks.

Smooth Talk

Your people are accustomed to dealing with strangers and foreigners without needing to draw weapons to make their point.

Backgrounds: Atha'an Miere, Cairhienin, Tar Valoner

Benefit: You gain a +1 bonus on Diplomacy and Sense Motive checks.

Sneaky

Your people are known for their stealthiness.

Backgrounds: Aiel

Benefit: You gain a +2 bonus on Stealth checks.

Street Smart

You have learned how to keep informed, ask questions, and interact with the underworld without raising suspicion.

Backgrounds: Cairhienin, Domani, Ebou Dari, Illianer, Unaffiliated

Benefit: You gain a +2 bonus to Knowledge [Local] checks.

Strong Soul

The souls of your people are hard to separate from their bodies.

Backgrounds: Borderlander, Midlander

Benefit: You get a +1 bonus on Fortitude saves.

Survivor

Your people thrive in a region that others find uninhabitable. This gives you a savvy that you can take to any difficult environment.

Backgrounds: Aiel

Benefit: You gain a +2 bonus on Survival checks.

It is on the subject of character classes where this guide will draw most heavily from *Pathfinder™*, using adaptations of Fighter, Ranger, and Rogue classes and the 3rd-party Warlord class for all non-Channeling characters. Each of these classes will undergo some basic modification to make it more suitable to the low-"magic" environment of the *Wheel of Time™* setting, incorporating ideas from the original d20 game such as class-dependent Defense Bonuses. To this will be added two new classes unique to the setting: the Initiate and the Wilder. These two represent different approaches to Channeling, the manipulation of reality through control of the One Power. Additional modification will be introduced in an extensive *Pathfinder™*-derived Archetype system that will permit players to take the basic classes and diversify them into a variety of specializations. Through this, a regular armsman might instead be a Warder or a Whitecloak or even one of the deadly *algai'd'siswai*.

Levels and Character Advancement

This system measures character strength based on "level," a numeric scale that determines how advanced a character is in relation to all other characters in the game. Characters generally begin the game at the lowest level—level 1—and advance through the levels by gaining experience points. Experience points (or simply "XP") are awarded for various activities, depending on the GM's style of game. Combat is the most common way to gain experience, by defeating foes through force or guile. Performing actions, successfully using skills, and disarming traps are also viable avenues for a GM to award experience for. Role-playing is another way to award experience, giving bonuses for those who act in character (especially if they forgo an obvious advantage in favor of remaining in character).

Once a character has gained a certain amount of experience, they are ready to advance in level. Advancing in level gives increased level-dependant benefits, such as increased hit points, more skills and feats, better combat abilities, and more advanced weaves for Channelers.

How advancing in level is handled is another GM option. My personal preference is to make level advancement automatic upon the next time the character who advanced can rest (i.e., 8 hours of uninterrupted, non-strenuous activity, like camping in a non-hostile environment or staying at an inn), except for learning entirely new skills, feats they've made no attempt to practice (such as gaining Weapon Focus with a weapon they've never used in combat). In order to gain those, they must find a teacher and train under them for an amount of time that seems reasonable for the ability they are trying to learn.

Thus, a 1st level Rogue who gained 1,000 experience (the amount needed to progress to level 2) camps for the night in a forest and spends 8 hours asleep. The next day, he will have the increased hit points, saving throws, and base attack bonus of a level 2 character. Additionally, any skills he already has—say the Stealth skill—can be increased. However, if he wants to add a rank to Swim, a skill he doesn't have, he must find someone who knows how to swim to teach him. For a single rank of swimming, he probably only need to study for a day or two.

Favored Class

All characters receive a "favored class," or a class in which they excel, determined at the time of character creation. For humans, it is generally whichever class they gain their first level in, though they can select a different class if they wish. For Ogier, their favored class is always the wanderer class (with a preference for the scholar

archetype).

Every time a character increases their level in their favored class, they gain a bonus of either +1 hit point or +1 skill point. The bonus does not have to be the same every level; a character could select an extra hit point every odd level and an extra skill point every even level, or they could take skill points until they notice themselves falling too often in battle and switch over to hit points. Any individual level's choice, once made, is permanent. Characters cannot retroactively change where they put the extra point.

Level-dependant Benefits

Level-dependant benefits for each class will be outlined in the individual class descriptions. This section is concerned with those benefits gained despite the character's class: bonus feats and ability bonuses. Use Table 4-1 to determine character level and level-dependant benefits.

Level: This is the overall character level, which is the sum of all class levels the character has.

Therefore, when our 1st-level Rogue chooses to multiclass he has a total character level of 2, which gives them all those abilities of a 2nd-level character on this chart.

Experience: This is the minimum amount of experience necessary to achieve the level. Thus, you need 1,000 experience points to reach Level 2. To reach level 3,

you need a total of 3,000 experience points, though you only have to earn 2,000 experience (plus the 1,000 you had to reach level 2) to become level 3.

Bonus Feats: At every odd level—1st level and every 2 levels there-after (3rd, 5th, etc.)—you gain an additional feat. Unlike feats gained via class progression, there is no limitation (except for the prerequisites of the feat itself) to which feat you can select using this bonus feat.

Ability Bonus: Every 4 levels (4th, 8th, etc.), you gain an additional +1 to any stat of your choice. It does not have to be the same stat each time (i.e., you could add a +1 to your Strength at level 4, then a +1 to your Wisdom at level 8, etc.).

Class Features

All classes are presented in a similar format, for ease understanding. They begin with a brief description of the class and its place in the world, including the class's reasons for adventuring, common characteristics, possible character origins, and general background within the world. The descriptions then begin presenting information relevant to game mechanics.

Abilities: A brief overview of the statistics commonly considered important for a given class.

Pathfinder™ Changes: For some classes, it is an overview of the basic differences between them and their Pathfinder™ equivalents.

Hit Die: The class's hit die or the die they roll for hit points upon leveling up.

Class Skills: Those skills designated as class skills receive a one-time +3 class skill bonus when they have at least

Table 4-1: Level-Dependant Benefits

Level	Experience	Bonus Feats	Ability Bonus
1	0	1 st	—
2	1,000	—	—
3	3,000	2 nd	—
4	6,000	—	1 st
5	10,000	3 rd	—
6	15,000	—	—
7	21,000	4 th	—
8	28,000	—	2 nd
9	36,000	5 th	—
10	45,000	—	—
11	55,000	6 th	—
12	66,000	—	3 rd
13	78,000	7 th	—
14	91,000	—	—
15	105,000	8 th	—
16	120,000	—	4 th
17	136,000	9 th	—
18	153,000	—	—
19	171,000	10 th	—
20	190,000	—	5 th

one rank invested in them. Multiclass characters count skills from any of their class lists as class skills, though skills that appear on both lists are still only eligible for one +3 bonus.

Skill Points: This is the number of points available for dividing up amongst various skills. Skill points are determined by adding the number of skill points a character earns to their intelligence modifier.

Level: The character's current class level.

BAB: Base Attack Bonus. Indicates the base bonus your character adds to their attack rolls (in addition to bonuses from stats, equipment, feats, etc.). Bonuses separated by slashes mean that they character can make multiple attacks with increasingly lower bonuses as part of a full attack.

Fort: Fortitude save. This indicates the base bonus your character adds to any Fortitude save (in addition to bonuses from Constitution, feats, etc).

Ref: Reflex save. This indicates the base bonus your character adds to any Reflex save (in addition to bonuses from Dexterity, feats, etc).

Will: Will save. This indicates the base bonus your character adds to any Will save (in addition to bonuses from Wisdom, feats, etc).

Def Bonus: A character's Defense Bonus, which indicates the base bonus the character adds to their Armor Class (in addition to bonuses form Dexterity, feats, etc.). Note that your Defense Bonus **does not stack** with bonuses provided by armor or shields, except in certain rare cases. Flat-footed characters lose their Defense Bonus. Your Defense Bonus applies against touch attacks.

Special: A list of the special abilities characters accumulate as they progress through a class.

Class Features: A list of all the character's special abilities. Many entries will tell you to see the *Pathfinder™* core rules for details. Those that do not are either modified from the original rules, come from the *Wheel of Time™ Roleplaying Game*, are drawn from an obscure source, or are entirely original.

Character Creation Guide

The following steps will guide you through the basics of creating a PC:

- Determine ability scores.
- Choose race: Human or Ogier

<u>Human</u>	<u>Ogier</u>
a) Choose background	a) +4 Str, +2 Int, -2 Dex
b) Apply stat bonus	b) Large size (reach, -1 AC)
c) Base speed 30	c) Base speed 40
d) Determine background benefit	d) Low-light vision
e) Choose 2 regional traits	e) Choose bonus skill
f) Choose background skill	f) +2 Fortitude saves
g) Determine dialect	g) +2 Perception
h) Choose favored class	h) +2 Craft checks
	i) Skill Restriction: Ride
	j) Feat Restrictions
	k) Choose dialect
	l) Favored Class: Wanderer
- Choose base character class or archetype.
- Determine hit points (Hit Die + Con). *Note:* PCs get maximum hp at first level.
- Determine melee attack (BAB + Str).
- Determine ranged attack (BAB + Dex).
- Determine saving throws (Fort + Con, Ref + Dex, and Will + Wis).
- Determine AC (Defense Bonus + Dex or Armor/Shield bonus + Dex).
Note: Armsmen and commanders combine Defense Bonus and Armor/Shield bonus.
- Determine Armor and Weapon proficiencies. *Note:* See Feat Restrictions for Ogier characters.
- Determine class features.
- Allocate skill points. *Note:* Class skills get a one-time +3 bonus when they have at least one rank invested in them.
- Choose starting feat(s).
- Choose starting equipment.
- Determine character details (name, gender, age, height, weight, hair and eye color, etc.).
- Play the game!

The Armsman: Fighter

The devoted Warder, the Whitecloak lieutenant, the king's champion, the elite foot soldier, the hardened mercenary, the peerless *algai'd'siswai*—all are armsmen, at their core. Armsmen can be stalwart defenders of those in need, cruel marauders, or gutsy adventurers. Some are among the land's best souls, willing to face the Dark One's forces for the greater good. Others are among the worst, those who have no qualms about killing for private gain or simply for sport. Armsmen who are not actively adventuring may be soldiers, guards, bodyguards, champions, or criminal enforcers. An adventuring armsman might call him—or herself a warrior, a mercenary, an armsman, a thug, or simply an adventurer.

Adventures: Most armsmen see adventures, military service, raids, and dangerous missions as their job. Some have patrons or commanders who pay them regularly. Others prefer to live like prospectors, taking great risks in hopes of the big haul. Some armsmen are more civic-minded, using their combat skills to protect those in danger who cannot defend themselves. Whatever their initial motivations, however, armsmen often wind up living for the thrill of combat and adventure.

Characteristics: Of all classes, armsmen have the best all-around combat capabilities. Armsmen are familiar with all standard weapons and armors. In addition to general martial prowess, each armsman develops particular specialties of his or her own. A given armsman may be especially capable with certain weapons, another trained to execute specific fancy maneuvers. As armsmen gain experience, they get more opportunities to develop their fighting skills. Thanks to their focus on combat maneuvers, they can master even the most difficult ones relatively quickly.

Origin: Armsmen come to their profession in many ways. Most have had formal training in a noble's army or at least in the local militia. Some have trained in formal academies. Others are self-taught—unpolished but well tested. An armsman may have taken up the sword as a way to escape the limits of life on the farm, or he may be following a proud family tradition. Armsmen share no special identity. They do not see themselves as a group or brotherhood, though those who hail from a particular academy, mercenary company, or lord's regiment share a certain camaraderie.

Background: Armsmen can have any background (though Ogier armsmen are rare indeed). Midlander armsmen may be from the village militia or watch, the Queen's army in Andor, or the legions of the Children of the Light. In the Borderlands, fighting is a way of life for much of the population. The war between the Domani and the Taraboners, the Tairens and the Illianers, and the Cairhienin and the Aiel have bred many armsmen.

For armsmen of common status, the weapons of choice are usually pikes and bows, axes (battle axes for horsemen, hafted axes for infantry), or spears. Noblemen, experienced mercenaries, and members of standing armies such as the Children of the Light tend toward longswords. Village militiamen often have to make do with whatever weapons they can scrounge or quickly manufacture, such as boar pikes, scythes, pitchforks, staffs, and clubs.

Game Rule Information

Abilities: Strength is especially important for armsmen because it improves their melee attack and damage rolls. Constitution is important for giving armsmen lots of hit points, which they'll need in their many battles. Dexterity is important for armsmen who want to be good archers or who want access to certain Dexterity-oriented

feats, but the heavy armor that many armsmen wear can reduce the benefit of a very high Dexterity.

Pathfinder™ Changes: The armsman class is based on the *Pathfinder™* fighter class. The number of skill points has been increased as humans (far and away the most common character type in the *Wheel of Time™* setting) do not receive bonus skill points or feats while the lack of common "magic" enhancement means that skills simultaneously increase in importance. Additionally, their Armor Training and Weapon Training abilities have been scaled down in power to reflect the setting's reduced focus on enchanted equipment as well as the rarity of both Power-wrought items and healing powers. These have been offset with the addition of several class abilities focusing on combat maneuvers. Finally, the addition of the Defense Bonus is lifted directly from the *d20 Wheel of Time™ Roleplaying Game*.

Hit Die: d10

Class Skills

The armsman's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points: 4 + Int modifier

Class Features

The following are class features of the armsman class.

Weapon and Armor Proficiency: An armsman is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Armor Compatibility: Because they are trained to shrug off blows rather than relying on agility to dodge them, armsmen have lower natural Defense Bonuses than other martial classes. However, armsmen benefit more from armor. Starting at 1st level, an armsman's Defense Bonus stacks with the equipment bonus provided by their armor and shield.

Bonus Combat Feat: At 1st level and at every even level thereafter (2nd, 4th, 6th, etc.), an armsman gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as Combat Feats.

Armor Training: Starting at 3rd level, an armsman learns to be more maneuverable while wearing their armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Additionally, the armsman can also move at his normal speed while wearing medium armor.

Table 4-2: The Armsman

Lvl	BAB	Fort	Ref	Will	Def Bonus	Special
1	+1	+2	+0	+0	+3	Armor Compatibility, Bonus Combat Feat
2	+2	+3	+0	+0	+4	Bonus Combat Feat
3	+3	+3	+1	+1	+4	Armor Training
4	+4	+4	+1	+1	+4	Bonus Combat Feat
5	+5	+4	+1	+1	+5	Weapon Training
6	+6/+1	+5	+2	+2	+5	Bonus Combat Feat
7	+7/+2	+5	+2	+2	+5	Improved Armor Training
8	+8/+3	+6	+2	+2	+6	Bonus Combat Feat
9	+9/+4	+6	+3	+3	+6	Combat Maneuver Training
10	+10/+5	+7	+3	+3	+6	Bonus Combat Feat
11	+11/+6/+1	+7	+3	+3	+7	Combat Defense
12	+12/+7/+2	+8	+4	+4	+7	Bonus Combat Feat
13	+13/+8/+3	+8	+4	+4	+7	Improved Weapon Training
14	+14/+9/+4	+9	+4	+4	+8	Bonus Combat Feat
15	+15/+10/+5	+9	+5	+5	+8	Improved Combat Maneuver Training
16	+16/+11/+6/+1	+10	+5	+5	+8	Bonus Combat Feat
17	+17/+12/+7/+2	+10	+5	+5	+9	Combat Maneuver Mastery
18	+18/+13/+8/+3	+11	+6	+6	+9	Bonus Combat Feat
19	+19/+14/+9/+4	+11	+6	+6	+9	Armor Mastery
20	+20/+15/+10/+5	+12	+6	+6	+10	Bonus Combat Feat, Weapon Mastery

Weapon Training: When an armsman reaches 5th level, they can select one group of weapons (see *Pathfinder™* core rules for weapon groups). Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Improved Armor Training: At 7th level, an armsman's Armor Training bonuses improve. Whenever he is wearing armor, he reduces the armor check penalty by 2 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 2. This ability replaces (does not stack with) Armor Training. Additionally, the armsman can now also move at his normal speed while wearing heavy armor.

Combat Maneuver Training: At 9th level, an armsman has gained sufficient ability in combat that they gain a permanent +1 bonus to their Combat Maneuver Bonus (CMB).

Combat Defense: At 11th level, an armsman gains a +2 bonus to their Combat Maneuver Defense (CMD), reflecting their increased skill at protecting themselves from their foes.

Improved Weapon Training: When an armsman reaches 13th level, their weapon training further improves.

The armsman chooses a second weapon group, applying a +1 to attack and damage rolls with all weapons in that group. The bonus to their original weapon group, meanwhile, increases +2 to attack and damage rolls.

Improved Combat Maneuver Training: Upon reaching 15th level, an armsman's bonus to their CMB increases to +2. This replaces the bonus from Combat Maneuver Training.

Combat Maneuver Mastery: Beginning at 17th level, an armsman can reroll a combat maneuver check once per day. Alternately, they can force an enemy attempting to use a combat maneuver against them to reroll. The reroll must be declared before the results are determined and the armsman must accept the results of the second roll even if it is worse.

Armor Mastery: At 19th level, an armsman gains the Armor Mastery ability. See the *Pathfinder™* core rules for details.

Weapon Mastery: Upon reaching 20th level, an armsman gains the Weapon Mastery ability. See the *Pathfinder™* core rules for details.

The Commander: Warlord

The commander is a leader on the battlefield, standing on the front line, commanding troops and offering aid to allies as the battle rages. They are brilliant tacticians, often spelling the difference between defeat and victory.

Adventures: Commanders are more commonly found in charge of units of soldiers, whether a cadre of the city guard or a marauding mercenary company. Those commanders who do seek adventure on their own, though, often appear at the head of a group of

adventurers, leading the party through inspiration and courage. They can be a commander on leave from their kingdom's military, a minor noble looking to make a name for themselves, or a sharp-eyed mercenary wandering between jobs.

Characteristics: Commanders are warriors, born of battle. They stand alongside dedicated armsmen, focused upon cunning strategies, tactical superiority, and offering inspiration and leadership to their allies.

Origin: Many commanders come from noble extraction, a background with ample opportunity to learn about tactics and grow used to giving orders. A commander must be comfortable in their position, willing to make tough decisions when their troops need guidance, and occasionally ordering individual soldiers to their deaths for the greater good of the unit. Still, history is rife with tales of brilliant and daring commanders rising from common stock; wherever there are men to be lead into battle, a commander can find his place.

It is rare for a commander to find him—or herself in the company of their peers. Usually, they are facing one another across the field of battle, tasked with taking each other's lives on the path to the greater goal. Many commanders respect their opposite numbers—men and women who spend their soldiers' lives sparingly, fighting both bravely and wisely—but they rarely have the opportunity to become friends or comrades.

Background: Commanders can come from all walks of life—it is their ability that differentiates them from the common soldier. By virtue of their instincts and training, the commander has shown himself to be a true leader.

Game Rule Information

Abilities: As a front-line fighter, the commander shares

an armsman's reliance on Strength and Constitution, but many of their class abilities draw from Charisma.

Pathfinder™ Changes: The commander class is based on the *Pathfinder™* warlord class, a third-party class development by *Adamant Entertainment* and available in the *d20 Pathfinder™ System Resource Documents*. A new saving throw scale—moderate advancement, from +1 through +9 to a given save—is used, falling between the normal "low" progression and "high" progression and is used in this instance to improve the commander's Will save. Several abilities are added—such as Hard March and Battle Cry—are added, replacing abilities such as Cry Havoc that lacked the feel of the setting. Most powers had their ranges reduced to keep them from being too unbalanced in the relatively "low power" setting. Finally, the addition of the Defense Bonus is lifted directly from the *d20 Wheel of Time™ Roleplaying Game*.

Hit Die: d8

Class Skills

The commander's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge [Engineering] (Int), Knowledge [History] (Int), Knowledge [Nobility] (Int), Perception (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Points: 4 + Int modifier

Table 4-3: The Commander

Lvl	BAB	Fort	Ref	Will	Def Bonus	Special
1	+0	+2	+0	+1	+3	Armor Compatibility, Combat Leader (+2), Inspiration 1d6
2	+1	+3	+0	+2	+4	Bonus Combat Feat, Hold the Line
3	+2	+3	+1	+2	+4	Commanding Presence (+1), Inspiration 2d6
4	+3	+4	+1	+2	+4	Bonus Combat Feat
5	+3	+4	+1	+3	+5	Inspiration 3d6, Rallying Presence (+2)
6	+4	+5	+2	+3	+5	Hard March
7	+5	+5	+2	+4	+5	Inspiration 4d6
8	+6/+1	+6	+2	+4	+6	Bonus Combat Feat
9	+6/+1	+6	+3	+4	+6	Combat Leader (+4), Inspiration 5d6
10	+7/+2	+7	+3	+5	+6	Commanding Presence (+2)
11	+8/+3	+7	+3	+5	+7	Inspiration 6d6
12	+9/+4	+8	+4	+6	+7	Bonus Combat Feat
13	+9/+4	+8	+4	+6	+7	Inspiration 7d6
14	+10/+5	+9	+4	+6	+8	Battle Cry
15	+11/+6/+1	+9	+5	+7	+8	Inspiration 8d6, Rallying Presence (+4)
16	+12/+7/+2	+10	+5	+7	+8	Bonus Combat Feat
17	+12/+7/+2	+10	+5	+8	+9	Commanding Presence (+3), Inspiration 9d6
18	+13/+8/+3	+11	+6	+8	+9	Combat Leader (+6)
19	+14/+9/+4	+11	+6	+8	+9	Inspiration 10d6
20	+15/+10/+5	+12	+6	+9	+10	Onward to Victory!

Class Features

The following are class features of the commander class.

Weapon and Armor Proficiency: A commander is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (excluding tower shields).

Armor Compatibility: Because they are trained to shrug off blows rather than relying on agility to dodge, commanders have lower natural Defense Bonuses than other martial classes. However, commanders benefit more from armor. Starting at 1st level, a commander's Defense Bonus stacks with the equipment bonus provided by their armor and shield.

Combat Leader: At 1st level, the commander begins to demonstrate their leadership. The commander and all allies within 20' per point of Charisma bonus (minimum 20') gain a +2 bonus to initiative. This bonus increases to +4 at 9th level and +6 at 18th level.

Inspiration: Starting at 1st level, the commander can charge their comrades with words of courage. This inspiration affects all allies within a 30-foot radius centered on the commander and bestows 1d6 temporary hit points, plus 1d6 additional points for every two commander levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). These temporary hit points last until the battle ends or until they are removed through damage. This is a standard action and does not provoke an attack of opportunity.

A commander may inspire a number of times per day equal to 3 + their Charisma modifier. No ally can be under the effect of more than one Inspiration at a time. If the commander uses this ability before a previous use has expired, any ally currently under an Inspiration can choose whether to keep their previous temporary hit points or use the new total.

Bonus Combat Feat: At 2nd level, the commander gains a bonus Combat Feat of their choice. They receive an additional bonus Combat Feat at 4th, 8th, 12th, and 16th level.

Hold the Line: Upon reaching 2nd level, commanders gain the ability to bolster a defensive line. When forming a defensive line (fighting defensively and standing adjacent to one another), the commander and all allies gain a +2 competence bonus to AC.

Commanding Presence: Beginning at 3rd level, the mere appearance of a commander upon the field of battle has a positive impact among his allies. All allies that can see the commander gain a +1 morale bonus to attack and weapon damage rolls. This bonus increases to +2 at 10th level and to +3 at 17th level.

Rallying Presence: Starting at 5th level, the commander gains the ability to rally others. The commander and all allies within 10' per point of Charisma bonus (minimum 10') gain a +2 morale bonus on saves against fear and mind-affecting effects (such as *compulsion*). This bonus increases to +4 at 15th level.

Hard March: Speed can be a critical factor when leading troops over long distances. A commander of 6th level or higher can urge troops to move faster. Anyone traveling with the commander gains a +4 morale bonus on Constitution checks required for making a forced march or any other task calling for extended exertion. Animals are not affected.

Battle Cry: When the commander's call rings out over the field, it inspires allies who can hear their shout. Once per day, a commander of 14th level or higher can release a battle cry that allows any ally who hears them to make an immediate saving throw against any ongoing effect. This saving throw has a bonus equal to the commander's Charisma modifier.

Onward to Victory!: Upon reaching 20th level, the commander may exhort their allies to glory. Until the end of commanders next turn, the commander and all allies within sight of them may make one free attack at any point during their turn. This attack has a bonus to attack and damage rolls equal to the commander's Charisma modifier. This ability is a standard action and may be used once per day.

The Initiate

Initiates are trainees in one of the many traditions of using the One Power. From the Aes Sedai of the White Tower to the men of the Asha'man, from the Aiel Wise Ones to the Atha'an Miere Windfinders, all begin as initiates, trained not just in the art of the One Power, but in the skills to counsel and advise the leaders of their nations. But they don't act alone—initiates serve the traditions that train and aid them throughout their lives.

Adventures: Most initiates find themselves immersed in adventures as they go about the missions assigned to them by their superiors. Sometimes the mission is straightforward—to carry a message to a local lord, for instance—but stronger initiates may find that they are given difficult, open-ended, and even mysterious goals. Although they are wielders of the One Power, initiates are nonetheless vulnerable to the many physical dangers of the world, and usually gather a group of companions or other adventuring types about them for the protection they offer.

Characteristics: The initiate's strengths are the One Power and the certainty of her intelligence and insight. Over time, the initiate develops both in tandem, and turns them to the service of her tradition. All other conditions are secondary. The traditions of these initiates are above petty desires and affairs; what they do shape nations, and perhaps even the world. For that reason, nothing is as important to the initiate as developing her abilities and pursuing the agendas of her tradition.

Origin: Every initiate belongs to a tradition, whether it's the Aes Sedai, the Asha'man, the Wise Ones, or the Windfinders. Having been discovered by this organization at a young age—or perhaps having sought them out when the One Power first began to manifest

itself—the initiate is immersed in an intense program of training, discipline, and study that has lasted for years. All other members of the tradition are comrades (although there are often internal rivalries), superior to non-initiates due as much to their training and wisdom as to the One Power. Members of other traditions are almost certainly lesser students of the One Power, to be studied and perhaps sometimes worked with, but never due the respect of one's own tradition. Wilders deserve even less respect, and perhaps even pity for their sad lack of education in the True Source.

Background: Initiates are always human, never Ogier. Among the westlands, initiates belong to the Aes Sedai if they are women, or Asha'man if they are men. Aiel initiates are Wise Ones, who are always women; men who can channel are sent off into the Blight to destroy as many shadowspawn as possible before they themselves are killed. Among the Sea Folk (Atha'an Miere), initiates join the Windfinders, while men who can channel are "given to the sea" (killed) as soon as their ability is detected. Among the Seanchan, channeling is outlawed, with a *Sul'dam* collaring each *Damane*, although it has been discovered that *Sul'dam* themselves have the ability to channel. Occasionally, initiates join traditions outside of their own cultures, such as the occasional Atha'an Miere woman who is sent to Tar Valon to be trained (and to shield their own Windfinders from White Tower suspicion), but such instances are extremely rare, and the outsider may be the target of suspicion or prejudice within this adopted tradition.

Game Rule Information

Abilities: Intelligence determines how powerful a weave an initiate can cast and how hard they are to resist. Intelligence and Wisdom both determine how many weaves the initiate can cast per day. To cast a weave,

the initiate must have an Intelligence score of 10 + the weave's level. An initiate gets bonus weaves based both on Intelligence and Wisdom—that is, if the initiate has high enough ability scores in both Intelligence and Wisdom to grant bonus weaves, she gains the bonus weaves from both. The difficulty class of a saving throw against an initiate's weave is 10 + the weave's level + the initiate's Intelligence modifier. Like a wilder, an initiate benefits from high Dexterity and Constitution scores.

Special Note: The Initiate is a much weaker base class than the others presented in this book; this is because it is closer to an NPC class (such as peasant, expert, or noble). Almost all PC channelers will choose an archetype to pursue instead: Aes Sedai, Asha'man, Windfinder, or Wise One. The Initiate exists primarily for those who wish to play a trainee who has yet to be accepted into the ranks of their approved tradition or for the GM to create such characters to interact with.

Hit Dice: d6

Class Skills

The initiate's class skills (and the key ability for each) are Channel (Wis), Craft (Int), Heal (Wis), Knowledge [Any] (Int), Linguistics (Int), and Weavesight (Int).

Skill Points: 4 + Int modifier.

Class Features

The following are class features of the initiate class.

Weapon and Armor Proficiency: Initiates are proficient with the club and dagger. Initiates are not proficient with any type of armor, nor with shields.

The One Power: Initiates, like wilders, draw upon the Five Powers of the True Source to cast weaves.

Affinities: Initiates begins play with an affinity for one of the five Powers (Air, Earth, Fire, Spirit, or Water). This Affinity makes the initiate particularly strong with weaves that use only that power. She will be less capable with weaves that use other powers, and somewhat hampered in weaves that don't use that Affinity at all.

Female initiates choose from Air, Spirit, and Water.

Male Initiates choose from Earth, Fire, and Spirit.

You can gain more Affinities with the Extra Affinity feat.

Talents and Weaves: Your initiate begins play having one common talent and knowing eight common weaves of 0th or 1st level (and multilevel weaves that include level 0 or 1). An initiate can gain more talents with the Additional Talents feat. As the game progresses, your initiate can learn new weaves through

Table 4-4: The Initiate

Lvl	BAB	Fort	Ref	Will	Def Bonus	Special
1	+0	+0	+0	+2	+3	Initiated, The One Power
2	+1	+0	+0	+3	+4	Bonus Channeling Feat
3	+1	+1	+1	+3	+4	Slow Aging
4	+2	+1	+1	+4	+4	Bonus Channeling Feat
5	+2	+1	+1	+4	+5	
6	+3	+2	+2	+5	+5	
7	+3	+2	+2	+5	+5	
8	+4	+2	+2	+6	+6	Bonus Channeling Feat
9	+4	+3	+3	+6	+6	
10	+5	+3	+3	+7	+6	
11	+5	+3	+3	+7	+7	
12	+6/+1	+4	+4	+8	+7	Bonus Channeling Feat
13	+6/+1	+4	+4	+8	+7	
14	+7/+2	+4	+4	+9	+8	
15	+7/+2	+5	+5	+9	+8	
16	+8/+3	+5	+5	+10	+8	Bonus Channeling Feat
17	+8/+3	+5	+5	+10	+9	
18	+9/+4	+6	+6	+11	+9	
19	+9/+4	+6	+6	+11	+9	
20	+10/+5	+6	+6	+12	+10	Bonus Channeling Feat

Table 4-5: Initiate Weaves per Day

Lvl	0	1	2	3	4	5	6	7	8	9
1	4	1	—	—	—	—	—	—	—	—
2	4	1	—	—	—	—	—	—	—	—
3	4	2	1	—	—	—	—	—	—	—
4	4	2	1	—	—	—	—	—	—	—
5	4	2	1	—	—	—	—	—	—	—
6	4	3	2	1	—	—	—	—	—	—
7	4	3	2	1	—	—	—	—	—	—
8	4	3	2	1	—	—	—	—	—	—
9	4	4	2	2	1	—	—	—	—	—
10	4	4	3	2	1	—	—	—	—	—
11	4	4	3	2	1	—	—	—	—	—
12	4	4	3	2	2	1	—	—	—	—
13	4	4	3	3	2	1	—	—	—	—
14	4	4	4	3	2	1	—	—	—	—
15	4	4	4	3	2	2	1	—	—	—
16	4	4	4	3	3	2	1	—	—	—
17	4	4	4	4	3	2	1	—	—	—
18	4	4	4	4	3	2	2	1	—	—
19	4	4	4	4	3	3	2	1	—	—
20	4	4	4	4	4	3	2	1	—	—

observation and training. See the Weavesight skill description for more information. An Initiate is limited to casting a certain number of weaves of each level per day. The number of weaves she can cast is improved by the bonus weaves granted by high Intelligence or Wisdom scores, if any. For instance, at 1st level, an Initiate might be able to cast three 1st-level weaves—one for being 1st level, plus one thanks to her high Intelligence and another due to her Wisdom. From among the weaves she knows, she can cast any of them three times a day—including a repeated weave.

An initiate may use a higher-level slot to cast a lower-level weave, if they choose to do so. For example, if a 5th level Initiate has used all of her 2nd-level weave slots for the day, but wants to cast another 2nd level weave, they can use a 3rd level slot to cast it. The weave is still treated as its actual level, not the level of the slot sacrificed to cast it.

To learn or cast a weave, the initiate must have an Intelligence score of at least 10 + the weave's level. The DC for saving throws against the weave's effect is 10 + weave level + Intelligence modifier.

Cross-Talent Weaves: Beyond 0th-level weaves, initiates can only cast weaves within their Talent. An initiate may learn and cast any 0th-level weave, but may only

last weaves of 1st level or higher if they are within one of her Talents.

Overchanneling: The limit to the number of weaves a channeler can cast in a day is not hard and fast. Using *angreal* and *sa'angreal* allows a channeler to use higher-level weaves with less effort, but overchanneling has similar results. Characters can cast a higher-level weave than they are able, or cast more weaves per day than they are able, but not without risks of dire consequences.

To overchannel, make a Channel skill check. If you succeed on this check, the overchanneled weaves takes effect as it normally would if you were capable of casting it. If you fail, the weave does not work, and you must make a Fortitude save. If you succeed on the Fortitude Save, you are unharmed by the attempt. If you fail the Fortitude Save, you suffer consequences ranging from severe headaches to burning yourself out. See Chapter 9 for more details..

Initiated: An Initiate is eligible to become a member of the tradition they're pursuing. Their Initiate level becomes their level in a chosen archetype and they gain all the benefits of a character of that level, including new class skills. They do not gain hit points, skill points, or bonus feats at 2nd, 4th, 8th, 12th, 16th, and 20th level again, instead keeping the ones they had as Initiates. This is not considered multiclassing.

Bonus Channeling Feat: At 2nd level, the initiate gains a bonus channeling feat. The initiate gets a bonus channeling feat at 4th level and every four levels afterward (8th, 12th, 16th, etc.).

Slow Aging: The ability to channel slows aging. Starting at 3rd level, divide your level by two—the result rounded down is the number of years that must pass before your character ages one year. For example, a 4th-level initiate ages one year for every two years that goes by while a 12th-level initiate ages at a rate of one year every six.

The Wanderer: Rogue

Wanderers share little in common with each other. Some are stealthy thieves (and they, unfortunately, make people suspicious of all wanderers). Others are silver-tongued tricksters. Still others are explorers, merchants, outlaws, gamblers, thugs, peddlers, Tuatha'an, traveling scholars, beloved gleemen, or the like. Whatever their profession, they share a reliance on skills and abilities, quick-wittedness, and a certain willingness to take risks that most people wouldn't dare.

Adventures: Wanderers adventure for several reasons. First and foremost, they're in it for whatever they can get. Many wanderers lust for gold or other treasures and gladly take any risk commensurate with the reward. Second is curiosity. Many of them yearn to see new places, learn new things, and broaden their experience. Third, they like to pit their wits against the challenges that confront them.

Characteristics: It's difficult to generalize about the characteristics of the wanderer. As a group, they encompass everyone from pacifistic Tuatha'an, to greedy traders, to vicious assassins who don't flinch at taking a life. At best, one can say that virtually all wanderers survive, to a certain extent, on their wits and skills. They don't go around wearing heavy armor, carrying heavy weapons, or displaying awesome fighting prowess like an armsman or woodsman. Instead, they have nimble fingers and nimble minds, both of which they use to make a good living and enjoy themselves. Many of them count on their luck to help them out, too (and thus sometimes end up in hot water when ill fortune strikes). Some develop almost uncanny levels of skill.

Origin: Some wanderers are born to their lives, such as the Tuatha'an or the children of prominent merchant families. Others drift into the life of a wanderer because

they aren't temperamentally suited for anything else. Some are attracted by the freedom the wanderer's lifestyle offers, the chance to defy social convention, or the thrill of living on the edge.

Wanderers do not see each other as fellows unless they happen to be members of the same group, have learned together under the same mentor or master, or have trustworthy associates in common. In fact, wanderers trust other wanderers less than they trust anyone else. They're no fools.

Background: Wanderers can come from just about anywhere (though few Aiel follow this path). Ebou Dari duelists, Tanchico thieves and con artists, Ogier traveling scholars, Tairen gamblers, midlander peddlers, the thugs of Cairhien's Foregate, Atha'an Miere traders, Illianer merchants, an gleemen from all corners of the land can all qualify as wanderers.

Game Rule Information

Abilities: Dexterity affects many wanderer skills and provides the lightly-armored wanderer extra protection. Intelligence and Wisdom are important for many of the wanderer's skills. A high Intelligence score also gives the wanderer extra skill points, which can be used to expand his repertoire.

Pathfinder™ Changes: The wanderer class is based on the *Pathfinder™* rogue class. A new saving throw scale—moderate advancement, from +1 through +9 to a given save—is used, falling between the normal "low" progression (+0 through +6) and "high" progression (+2 through +12) and is used in this instance to improve the rogue's Will save. To reflect the realities of a setting where healing is much more difficult to come by, the power of the rogue's sneak attack is cut in half, though they are given multiple free skill focuses to compensate, as well as a free feat: The Dark One's Own Luck. Finally,

the addition of the Defense Bonus is lifted directly from the *d20 Wheel of Time™ Roleplaying Game*.

Hit Die: d8

Class Skills

The wanderer's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Art (Cha), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge [Dungeoneering] (Int), Knowledge [Local] (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Skill Points: 8 + Int modifier

Class Features

The following are class features of the wanderer class.

Weapon and Armor Proficiency: A wanderer is proficient with all simple weapons, plus the rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields.

Skill Focus: At 1st level, the wanderer picks one skill in which they have at least 1 rank. They receive the Skill Focus feat for free in this skill. At 5th level and

every 4 levels thereafter (9th, 13th, etc.), they receive Skill Focus in another skill of their choice.

Trapfinding: Starting at 1st level, the wanderer gains the Trapfinding ability. See the *Pathfinder™* core rules for details.

Evasion: At 2nd level, the wanderer gains the Evasion ability. See the *Pathfinder™* core rules for details.

Rogue Talents: Upon reaching 2nd level, wanderers begin gaining rogue talents every even level. See the *Pathfinder™* core rules for how the talents work and for a list of individual talents. Be aware that certain talents—such as Ki Pool, and Minor Magic—may not be applicable to the *Wheel of Time™* setting. If you have any questions, discuss it with your GM.

Sneak Attack: Beginning at 3rd level, a wanderer gains a sneak attack. See the *Pathfinder™* core rules for details on how sneak attack functions. The wanderer adds +1d6 additional damage, increasing by an additional +1d6 every 4 levels (+2d6 at 7th level, +3d6 at 11th, etc.).

Trap Sense: At 3rd level, a wanderer gains a refined Trap Sense. See the *Pathfinder™* core rules for details.

Dark One's Own Luck: At 4th level, a wanderer gains The Dark One's Own Luck as a bonus feat. They gain it a

Table 4-6: The Wanderer

Lvl	BAB	Fort	Ref	Will	Def Bonus	Special
1	+0	+0	+2	+1	+3	Skill Focus, Trapfinding
2	+1	+0	+3	+2	+4	Evasion, Rogue Talent
3	+2	+1	+3	+2	+4	Sneak Attack +1d6, Trap Sense +1
4	+3	+1	+4	+2	+5	Dark One's Own Luck, Rogue Talent
5	+3	+1	+4	+3	+5	Skill Focus, Uncanny Dodge
6	+4	+2	+5	+3	+6	Rogue Talent, Trap Sense +2
7	+5	+2	+5	+4	+6	Sneak Attack +2d6
8	+6/+1	+2	+6	+4	+7	Rogue Talent
9	+6/+1	+3	+6	+4	+7	Improved Uncanny Dodge, Skill Focus, Trap Sense +3
10	+7/+2	+3	+7	+5	+8	Advanced Talents, Rogue Talent
11	+8/+3	+3	+7	+5	+8	Sneak Attack +3d6
12	+9/+4	+4	+8	+6	+9	Rogue Talent, Trap Sense +4
13	+9/+4	+4	+8	+6	+9	Skill Focus
14	+10/+5	+4	+9	+6	+10	Dark One's Own Luck (x2), Rogue Talent
15	+11/+6/+1	+5	+9	+7	+10	Sneak Attack +4d6, Trap Sense +5
16	+12/+7/+2	+5	+10	+7	+11	Rogue Talent
17	+12/+7/+2	+5	+10	+8	+11	Skill Focus
18	+13/+8/+3	+6	+11	+8	+12	Rogue Talent, Trap Sense +6
19	+14/+9/+4	+6	+11	+8	+12	Sneak Attack +5d6
20	+15/+10/+5	+6	+12	+9	+13	Master Strike, Rogue Talent

second time at 14th level.

Uncanny Dodge: Starting at 5th level, a wanderer gains the Uncanny Dodge ability. See the *Pathfinder™* core rules for details.

Improved Uncanny Dodge: A wanderer of 9th level or higher sees their Uncanny Dodge ability improve. See the *Pathfinder™* core rules for details.

The Wilder

The One Power isn't reserved for those who travel to the White Tower or seek out the guidance of the Wise Ones. Some people are touched by the power without the benefit of years of study or the help of those who have mastered it in the traditions of the initiates. These wilders embrace the True Source on their own, and, if they survive the experience, go on to become quite capable or even powerful channelers.

Though they lack access to the techniques and skills developed over hundreds of years by the Aes Sedai, Atha'an Miere, Wise Ones, or even the Seanchan, they are also free from the hide-bound rules and limitations that bind and restrict initiates.

Adventures: Many wilders become village Wisdoms of local healers, respected and admired in their communities. Others (especially men), find themselves shunned, their abilities misunderstood or even feared. Those who find a place of value in their communities often venture forth for the betterment of their homes, seeking aid for their community or to support others from their village or region who are travelling abroad. Others travel to find a place for themselves where their abilities won't bring scorn or distrust. All seek to better understand the bizarre potential thrust upon them by the One Power.

Characteristics: A wilder's connection to the One Power is mysterious and intuitive, based more on a hodgepodge

Advanced Talents: Starting at 10th level, a wanderer gains access to their Advanced Rogue Talents. See the *Pathfinder™* core rules for details.

Master Strike: Upon reaching 20th level, a wanderer gains the deadly Master Strike. See the *Pathfinder™* core rules for details. *Note:* A wanderer cannot choose the 'slain' option when using Master Strike.

of experience than any intense course of training and study.

Wilders know fewer weaves than initiates, and can cast fewer weaves per day. But because they are used to testing their limits—for them, every experience with the One Power is a test of limits, at least early in their careers—wilders find overchanneling easier and less risky than do trained initiates.

Origin: Wilders develop rudimentary powers at puberty. Their first weaves are spontaneous, erratic, and frequently dangerous—many wilders do not survive the initial contact with the True Source.

That first contact with the True Source is described as a wish—something that the wilder wants so bad that they can't think of anything else. Suddenly, that wish comes true—that boy who you liked suddenly likes you back; your family is able to get clear of the flames of your burning house; the sick child you've been put in charge of suddenly gets better. Days, weeks, or hours later, you are suddenly struck by a fever—you are sickly and hot, and nothing seems to help. Suddenly without warning, the fever passes. And it doesn't return until after you wish for something else...

A household with a budding wilder in it may be troubled by strange events, or the wilder may find themselves mysteriously adept at healing or manipulating people, or other things that matter to them. Eventually, the young wilder begins to understand the

power that he or she has been wielding unintentionally. From that point on, they can begin practicing on their own and improving their abilities.

Wilders have no sense of identity as a group. Although loose associations exist, many are completely unaware that there are others in the world like them. A few recognize what they are experiencing early on, and travel to Tar Valon (or apprentice themselves to a Windfinder or Wise One) before their powers develop—these become initiates. Many more, however, grow their power by their own devices.

Background: Wilders are always human, never Ogier. They are most commonly westlanders. The Aiel discover virtually all wilders in their midst and apprentice young women to Wise Ones; men who can channel are sent off into the Blight to kill as many Shadowspawn as they can before they themselves are killed. Among the Atha'an Miere, young women are apprenticed to Windfinders, and young men are "given to the Sea" (killed) as soon as they are identified to prevent even a chance that they might endanger others. Wilders are virtually unheard of among these people. There are some important differences between male and female channelers, be

they wilders or initiates; see Chapter 9 for details.

Game Rule Information

Abilities: Wisdom determines how powerful a weave a wilder can cast and how hard they are to resist. Charisma and Wisdom both determine how many weaves the wilder can cast per day. To cast a weave, the wilder must have a Wisdom score of 10 + the weave's level. A wilder gets bonus weaves based both on Charisma and Wisdom—that is, if the wilder has high enough ability scores in both Charisma and Wisdom to grant bonus weaves, she gains the bonus weaves from both. The difficulty class of a saving throw against a wilder's weave is 10 + the weave's level + the wilder's Wisdom modifier. Like an initiate, a wilder benefits from high Dexterity and Constitution scores.

Hit Dice: d6

Class Skills

The wilder's class skills (and the key ability for each) are Channel (Wis), Craft (Int), Heal (Wis), Knowledge [Local] (Int), Profession (Wis), Sense Motive (Wis), and Weavesight (Int).

Skill Points: 4 + Int modifier

Table 4-7: The Wilder

Lvl	BAB	Fort	Ref	Will	Def Bonus	Special
1	+0	+1	+0	+2	+3	Block
2	+1	+2	+0	+3	+4	Bonus Channeling Feat
3	+1	+2	+1	+3	+4	Slow Aging
4	+2	+2	+1	+4	+4	Improved Overchannel
5	+2	+3	+1	+4	+5	Bonus Channeling Feat
6	+3	+3	+2	+5	+5	
7	+3	+4	+2	+5	+5	
8	+4	+4	+2	+6	+6	Bonus Channeling Feat
9	+4	+4	+3	+6	+6	
10	+5	+5	+3	+7	+6	Greater Overchannel
11	+5	+5	+3	+7	+7	Bonus Channeling Feat
12	+6/+1	+6	+4	+8	+7	
13	+6/+1	+6	+4	+8	+7	
14	+7/+2	+6	+4	+9	+8	Bonus Channeling Feat
15	+7/+2	+7	+5	+9	+8	
16	+8/+3	+7	+5	+10	+8	Overchannel Mastery
17	+8/+3	+8	+5	+10	+9	Bonus Channeling Feat
18	+9/+4	+8	+6	+11	+9	
19	+9/+4	+8	+6	+11	+9	
20	+10/+5	+9	+6	+12	+10	Bonus Channeling Feat

Class Features

The following are class features of the wilder class.

Weapon and Armor Proficiency: Wilders are proficient with all simple weapons and light armor, but not shields.

The One Power: Wilders draw upon Five Powers of the True Source to cast arcane weaves, just as Initiates do.

Affinities: Your wilder begins play with an affinity for one of the five Powers (Air, Earth, Fire, Spirit, or Water). This Affinity makes the wilder particularly strong with weaves that use only that power. She will be less capable with weaves that use other powers, and somewhat hampered in weaves that don't use that Affinity at all.

Female wilders choose from Air, Spirit, and Water.

Male wilders choose from Earth, Fire, and Spirit.

You can gain more Affinities with the Extra Affinity feat.

Talents and Weaves: Your wilder begins play having one common talent and knowing six common weaves of 0th or 1st level. These weaves do not have to be within your talent, though they usually are. A wilder can gain more talents with the Additional Talents Feat. At each additional level, your wilder can learn one common weave of any level which he or she is able to cast. (If you can cast weaves within the level range of a multilevel weave, you can learn that weave. For example: Raise Fog is level 2-8. If you can cast 2nd level weaves, you can learn Raise Fog). These represent the weaves that the Wilder has "figured out," on her own, relying on intuition and experience with the One Power. In addition, your wilder can learn new weaves by observation. See the Weavesight skill description for more information.

A wilder is limited to casting a certain number of weaves of each level per day. The number of

weaves that he or she can cast is improved by the bonus weaves granted by high Charisma or Wisdom, if any. For instance, at 1st level, a wilder might be able to cast three 1st-level weaves per day—one for being 1st level, plus one due to her high Wisdom, and another due to her high Charisma. However, she still only knows two 1st level weaves: perhaps arms of air and blade of fire. In any given day, she can cast arms of air three times, or blade of fire three times, or some combination of the two weaves a total of three times.

A wilder may use a higher-level slot to cast a lower-level weave, if she so chooses. For example, if an 8th level wilder has used up all of her 3rd level weave slots for the day, but wants to cast another 3rd level weave, she could use a 4th level weave slot to do so. The weave is still treated as its actual level, not the level of the weave slot used to cast it.

To learn to cast a weave, a wilder must have a Wisdom score of at least 10 + the Weave's level. The Difficulty Class (DC) to resist a wilder's weaves is 10 + weave's level + the wilder's Wisdom modifier.

Table 4-8: Wilder Weaves per Day

Lvl	0	1	2	3	4	5	6	7	8	9
1	2	1	—	—	—	—	—	—	—	—
2	3	1	1	—	—	—	—	—	—	—
3	3	2	1	1	—	—	—	—	—	—
4	4	2	2	1	—	—	—	—	—	—
5	4	2	2	1	1	—	—	—	—	—
6	5	3	2	2	1	—	—	—	—	—
7	5	3	3	2	1	1	—	—	—	—
8	6	3	3	2	2	1	—	—	—	—
9	6	4	3	3	2	1	1	—	—	—
10	6	4	4	3	2	2	1	—	—	—
11	6	4	4	3	3	2	1	—	—	—
12	6	5	4	4	3	2	2	1	—	—
13	6	5	5	4	3	3	2	1	—	—
14	6	5	5	4	4	3	2	1	—	—
15	6	6	5	5	4	3	3	2	1	—
16	6	6	5	5	4	4	3	2	1	—
17	6	6	6	5	5	4	3	2	1	1
18	6	6	6	5	5	4	4	3	2	1
19	6	6	6	6	5	5	4	3	2	1
20	6	6	6	6	6	5	4	3	2	1

Overchanneling: The limit to the number of weaves a channeler can cast in a day is not hard and fast. Using *angreal* and *sa'angreal* allows a channeler to

use higher-level weaves with less effort, but overchanneling can have the same result. Like initiates, wilders can overchannel to cast a higher-level weave than they are able, or casting more weaves per day than they are able. This ability is not without risks or consequences, though.

To overchannel, make a Channel skill check. The DC depends on what you are attempting to do. If you succeed on this check, the overchanneled weave takes effect as it normally would if you were capable of casting it. If you fail, the weave does not work, and you must make a fortitude saving throw. If you succeed on the Fortitude Save, you are unharmed by the attempt. If you fail the Fortitude Save, you suffer consequences ranging from severe headaches to burning yourself out. See Chapter 9 for more details.

Cross-talent Weaves: Also like initiates, wilders only excel within their talents. Due to their flexibility, however, a wilder may learn and cast any 0th-level, 1st-level, or 2nd-level weave, regardless of whether it is within one of their talents. A wilder may only learn and cast weaves of 3rd level or higher if they are within one of his or her talents.

Block: Although their self-training lends wilders a great deal of flexibility, it doesn't come without a price. The dangers of learning the One Power unaided result in a "block": an emotional trigger without which the One Power cannot be embraced or used in any way. Blocks form naturally as a wilder first learns to touch the True Source; they are a sort of buffer which reduces the risk of inadvertently channeling enough power to still (permanently remove the channeler's ability to channel) or even kill the wilder. Unfortunately, they persist even after the wilder has learned to control the power, preventing the channeler from touching the Source freely whenever she wants to.

Typical blocks include the need to be angry,

excited, fearful, serene, or even lustful (make up a block that seems appropriate for your character). Regardless of the block's exact nature, it always requires that wilder make an effort to attain the exact emotional state. This is a full-round action, requiring a Composure check against a DC 15, though this DC can be increased to 20 if the wilder is in an opposite emotional state and lowered to DC 10 if the wilder is already in a similar emotional state.

Once the wilder reaches the emotional state necessary to bypass the block, he or she may maintain that state (and channel freely) for one hour without having to roll again. Remember that the wilder's emotions affect everything he or she does—a wilder who must conjure terror within herself to channel is truly afraid, and should behave appropriately.

A wilder's block can be removed with the Eliminate Block feat. However, female wilders cannot take the Eliminate Block feat until 3rd level. Male wilders do not face this restriction, and may choose to take the feat and eliminate their blocks at 1st level. Once eliminated, the wilder's block is gone forever, and the wilder may channel at any time, regardless of emotional state.

Bonus Channeling Feat: At 2nd level and every three levels thereafter (5th, 8th, 11th, etc.), the wilder gains a bonus channeling feat. The wilder may choose any channeling feat, so long as he or she meets all prerequisites.

Slow Aging: The ability to channel slows aging. Starting at 3rd level, divide your level by two—the result rounded down is the number of years that must pass before your character ages one year. For example, a 4th-level wilder ages one year for every two years that goes by (or at one-half the rate of other characters); a 12th-level wilder ages at a rate of one year every six years (one-sixth the rate of other characters).

Improved Overchannel: Starting at 4th level, wilders grow more used to the rigors of overchanneling, and the risks that come from unsupervised exploration of the One Power than are initiates. As a result, wilders gain a +2 competence bonus on Channel skill checks when attempting to overchannel, and a +2 competence bonus of Fortitude saves when they fail overchanneling attempts.

Greater Overchannel: At 10th level, a wilder's bonus to

Channel skill checks made when overchanneling and their bonus to Fortitude saves when they fail both increase to +4. This ability replaces the bonus granted by Improved Overchannel.

Overchannel Mastery: At 16th level, a wilder's bonus to Channel skill checks made when overchanneling and their bonus to Fortitude saves when they fail both increase to +6. This ability replaces the bonus granted by Greater Overchannel.

The Woodsman: Ranger

The forests are home to fierce, cunning creatures, such as bears, wolves, deer, mountain cats, and the like. But more cunning and powerful than all of these is the woodsman, a skilled hunter and stalker. He knows the woods as if they were his home (as indeed they are), and he knows his prey in deadly detail. Of course, do not let the name fool you; though called woodsmen, they can be found in every environment from the burning sands of the Wastes to the twisted madness of the Blight, from the swamps of Drowned Lands to the craggy peaks of the Mountains of Mist. Each is a master of their environment, peerless in their home element.

Adventures: Woodsmen often accept the role of protector, aiding those who live in or travel through the woods or other wild areas. Additionally, woodsmen may adventure for all the reasons that armsmen do.

Characteristics: The woodsman is capable in combat and widely proficient in weapons. His skills allow him to survive in the wilderness, to find his prey, and to avoid detection. He has a special degree of knowledge in that type of terrain in which he lives and works, which gives him even more advantage there.

Origin: Some woodsmen gained their training as part of special military teams, but most learned their skills from

solitary masters who accepted them as students and assistants.

Background: Woodsmen most often come from the midlands or Borderlands, where there are many forested areas and a healthy population of game animals and dangerous beasts for them to hunt. Anywhere outside of cities, however, can be home to a woodsman, though they might often call themselves something else such as a mountain man or plainsman. In the punishing Aiel Wastes, even the basest commoners usually have at least a few levels in the local woodsman equivalent by the time they reach adulthood.

Game Rule Information

Abilities: Dexterity is important for a woodsman because woodsmen tend to wear light armor and because several woodsman skills are based on Dexterity. Strength aids woodsmen in combat. Constitution is important because it helps them endure the rigors of the wild, and wounds they receive in battle. Several woodsman skills are based on Wisdom.

Pathfinder™ Changes: The woodsman class is based on the *Pathfinder™* ranger class. The immediately-apparent difference is that the woodsman has no spell-casting abilities. It also draws from the Guide and Skirmisher *Pathfinder™* archetypes to compensate for both the lack

of magic and the loss of favored enemies (as there are few options outside Trollocs and Myrddraal that do not raise worrying questions about a woodsman's morality). Terrain bonds have been introduced to compensate for the lack of an animal companion. Finally, the addition of the Defense Bonus is lifted directly from the *d20 Wheel of Time™ Roleplaying Game*.

Hit Die: d10

Class Skills

The woodsman's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge [Geography] (Int), Knowledge [Nature] (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Points: 6 + Int modifier

Class Features

The following are class features of the woodsman class.

Weapon and Armor Proficiency: A woodsman is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

Favored Terrain: At 1st level, a woodsman may select a

type of terrain from the following: forest, swamp, plains, mountains, the Waste, or the Blight. *Note:* If the character chooses the Waste or the Blight, replace Knowledge [Nature] with the appropriate Knowledge skill as a class skill.

The woodsman gains a +2 bonus on initiative checks and Knowledge [Geography], Perception, Stealth, and Survival skill checks when he is in this terrain. A woodsman traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and again at 16th level, the ranger may select an additional favored terrain. *Note:* To select the Waste or the Blight, they must have at least 1 rank in Knowledge [Waste] or Knowledge [Blight]. If their first Favored Terrain was either the Waste or the Blight, they must put at least 1 rank in Knowledge [Nature] to select forest, swamp, plains, or mountains.

In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2. If a specific terrain falls into more than one category of favored terrain, the

Table 4-9: The Woodsman

Lvl	BAB	Fort	Ref	Will	Def Bonus	Special
1	+1	+2	+2	+0	+3	Favored Terrain, Track, Wild Empathy
2	+2	+3	+3	+0	+4	Combat Style feat
3	+3	+3	+3	+1	+4	Endurance
4	+4	+4	+4	+1	+5	Hunter's Focus (+1, 1/day)
5	+5	+4	+4	+1	+5	Hunter's Trick, Terrain Bond
6	+6/+1	+5	+5	+2	+6	Combat Style feat
7	+7/+2	+5	+5	+2	+6	Hunter's Focus (+1, 2/day), Woodland Stride
8	+8/+3	+6	+6	+2	+7	2 nd Favored Terrain, Swift Tracker
9	+9/+4	+6	+6	+3	+7	Evasion
10	+10/+5	+7	+7	+3	+8	Combat Style feat, Hunter's Focus (+1, 3/day)
11	+11/+6/+1	+7	+7	+3	+8	Quarry
12	+12/+7/+2	+8	+8	+4	+9	2 nd Terrain Bond, Camouflage
13	+13/+8/+3	+8	+8	+4	+9	Hunter's Focus (+1, 3/day)
14	+14/+9/+4	+9	+9	+4	+10	Combat Style feat
15	+15/+10/+5	+9	+9	+5	+10	Hunter's Focus (+2, 3/day)
16	+16/+11/+6/+1	+10	+10	+5	+11	3 rd Favored Terrain, Hunter's Focus (+2, 4/day), Improved Evasion
17	+17/+12/+7/+2	+10	+10	+5	+11	Hide in Plain Sight
18	+18/+13/+8/+3	+11	+11	+6	+12	Combat Style feat
19	+19/+14/+9/+4	+11	+11	+6	+12	Hunter's Focus (+2, 5/day), Improved Quarry
20	+20/+15/+10/+5	+12	+12	+6	+13	3 rd Terrain Bond, Master Hunter

woodsman's bonuses do not stack; he simply uses whichever bonus is higher.

Track: Starting at 1st level, a woodsman receives the Track ability. See the *Pathfinder™* core rules for details.

Wild Empathy: Beginning at 1st level, a woodsman gains wild empathy. See the *Pathfinder™* core rules for details.

Combat Style feat: When an woodsman reaches 2nd level, they select a combat style and begin gaining feats related to it. See the *Pathfinder™* core rules for details. Note that woodsmen in the *Wheel of Time™* setting cannot select the "Natural Weapon" combat style.

Endurance: At 3rd level, a woodsman receives the Endurance feat for free.

Hunter's Focus: At 4th level, once per day, the woodsman can focus on a single enemy within line of sight as a swift action. That creature remains the woodsman's focus until it is reduced to 0 or fewer hit points or

surrenders, or until the woodsman designates a new focus, whichever occurs first. The woodsman gains a +1 bonus on attack and damage rolls against the target of his focus. At 15th level, this bonus increases to +2. At 7th level, and every 3 levels thereafter (10th, 13th, etc.), the woodsman can use this ability one additional time per day.

Hunter's Trick: When a woodsman reaches 5th level, he learns the use of Hunter's Tricks, which typically grant a boon or bonus to the woodsman or a nearby ally. At 5th level, the woodsman learns one trick, selected from the list below. At 7th level, and every two levels thereafter, he learns another trick. A woodsman can use these tricks a total number of times per day equal to 1/2 his woodsman level + his Wisdom modifier. Tricks are usually swift actions, but sometimes move or free actions that modify a standard action, usually an attack action. Once a trick is chosen, it can't be retrained. A woodsman cannot select an individual trick more than once.

Table 4-10: Hunter's Tricks

Trick	Action Type	Description
Aiding Attack	Free	Use this trick when you hit a creature with an attack. The next ally who makes an attack against the target creature before the start of your next turn gains a +2 circumstance bonus on that attack roll.
Catfall	Immediate	You can use this trick when you falls 20 or more feet, ignoring the first 20 feet of the fall when calculating the falling damage. If you take no damage from the fall, you do not fall prone.
Chameleon Step	Move	You can move up to twice your speed. You do not take any penalty on Stealth checks for movement during this move. This move provokes attacks of opportunity as normal.
Defensive Bow Stance	Swift	Until the start of your next turn, your ranged attacks do not provoke attacks of opportunity.
Deft Stand	Move	You can stand up without provoking attacks of opportunity.
Distracting Attack	Free	You can use this trick before an attack. If the attack hits, the target takes a -2 penalty on all attack rolls for 1 round.
Hateful Attack	Free	You can use this trick when you attack the target of your Hunter's Focus. You doubles the threat range of your weapon for this attack. This does not stack with other abilities that increase a weapon's threat range.
Hobbling Attack	Free	When you hit with an attack, you can reduce the target's land speed by 1/2 for 1d4 rounds.
Quick Climb	Move	You can climb at your full speed without penalty.
Quick Healing	Swift	You can make a Heal check to administer first aid on an adjacent dying character.
Quick Swim	Move	You can swim at your full speed without penalty.
Woodsman's Counsel	Swift	You can grant all allies within 30 feet that are within line of sight and can hear you a +2 bonus on skill checks with a single skill of your choice. You must have at least one rank in the chosen skill. This bonus lasts for 1 round.
Rattling Strike	Free	You can use this trick before making a melee attack. If the attack hits, the target is shaken for 1d4 rounds.
Second Chance Strike	Immediate	When you miss with a melee attack, you may reroll this attack at a -5 penalty.
Skill Sage	Free	You can roll twice on any one skill check and take the better result. You must have at least 1 rank in that skill.
Stag's Leap	Free	You can attempt a running jump without moving 10 feet before the jump.
Surprise Shift	Swift	You can move 5 feet. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.
Tangling Attack	Free	You can use this trick when you attack. If the attack hits, the target is entangled for 1 round.
Trick Shot	Standard	You can make a ranged attack that ignores concealment (but not total concealment), soft cover, and partial cover.
Uncanny Senses	Immediate	You gain a +10 insight bonus on Perception checks for 1 round.
Upending Strike	Free	You can use this trick just before making a melee attack. If the attack hits, you may make a free trip combat maneuver against the target.
Vengeance Strike	Immediate	You can use this trick when an enemy adjacent to you hits an ally with either a melee or ranged attack. You can make a single melee attack at your highest base attack bonus against the creature who attacked your ally.

Terrain Bond: Upon reaching 5th level, the woodsman forms a bond with the land itself, enabling him to direct others in such terrain. When in his favored terrain, the woodsman grants all allies within line of sight and that can hear him a +2 bonus on initiative checks and Perception, Stealth, and Survival skill checks. Also, as long as they travel with him, the woodsman's allies leave no trail and can't be tracked. The Ranger can choose for the group to leave a trail, or even specific members of the group to leave a trail if he so desires.

Woodland Stride: Beginning at 7th level, the woodsman gains the Woodland Stride ability. See the *Pathfinder™* core rules for details.

Swift Tracker: At 8th level, the woodsman becomes a Swift Tracker. See the *Pathfinder™* core rules for details.

Evasion: Upon reaching 9th level, the woodsman gains the Evasion ability. See the *Pathfinder™* core rules for details.

Quarry: When a woodsman reaches 11th level, he can, as a standard action, denote the target of his Hunter's Focus as his quarry. Whenever he is following the tracks of his quarry, a woodsman can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives an additional +2 insight bonus on damage rolls made against his quarry, and all critical threats are automatically confirmed. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the woodsman sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour.

Camouflage: Upon reaching 12th level, the woodsman can Camouflage himself. See the *Pathfinder™* core rules for details.

Improved Evasion: At 16th level, a woodsman's Evasion improves. See the *Pathfinder™* core rules for details.

Hide in Plain Sight: At 17th level, a woodsman can Hide in Plain Sight. See the *Pathfinder™* core rules for details.

Improved Quarry: Upon reaching 19th level, the woodsman's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to damage his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

Master Hunter: Upon reaching 20th level, the woodsman becomes a Master Hunter. He can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack against the target of his Hunter's Focus. If the attack hits, the target takes damage normally and must make a Fortitude save or be knocked unconscious. The DC of this save is equal to 10 + 1/2 the woodsman's level + the their Wisdom modifier. Failure means the woodsman deals an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A woodsman can use this ability once per day per Hunter's Focus target, but not against the same creature more than once in a 24-hour period.

Multiclassing

Each time a character advances a level, they can choose to progress along their current path or add a new class at 1st level. When a multiclass character increases one of their classes by one level, they gain the benefits that characters get for achieving a level in that class.

Level: "Character level" is the total level of all classes the character has. It derives from overall experience points, and determines when feats and ability score increases are gained. "Channeler level" is the total level the character has in all channeling classes. "Class level" is the level of a particular class, as per individual class tables.

Hit Dice: The character gains hit dice from each class level, with the resulting hit points added together.

Base Attack Bonus (BAB): Add the base attack bonus from each class to determine the total base attack bonus. If the resulting value is +6 or higher, the character gains multiple attacks. See the individual class tables to determine the number of attacks.

Saving Throws: Add the base saving throws for each class together.

Defense Bonus: Add the defense bonus for each class together, and then subtract 2 for each class after the first (For example, a wanderer/armsman would only subtract 2 from the total defense bonus for both classes. A wanderer/armsman/wilder would subtract 4 from the total, or two from each of the extra classes). Note that you do not have to subtract 2 from the defense bonus when an NPC class.

Skills: The character retains and can access skills from all of his or her classes. If a skill appears on any of their

lists as a class skill, they receive the +3 bonus when they put at least one rank into it. They can only ever gain this bonus once, even if the skill appears on multiple class lists. When a multiclass hero gains a level in a class, he or she gains skill points for that level as a member of that class.

Weapon and Armor Proficiencies: The character gets all weapon and armor proficiencies from all their classes. Ignore redundant proficiencies; you can only become so proficient in light armor.

Class Features: The character gains all class features of the new class, but also suffers the consequences of all special restrictions of all classes. Some class features don't work well with skills or class features of other classes. For example, armsmen are proficient with heavy armor, but a wanderer/armsman suffers skill penalties from heavy armor.

Ability Increases: For multiclass characters, abilities are increased every four character levels, regardless of individual class level.

Weaves: Some weaves base their effect upon caster level.

In the case of multiclass casters, the caster level is the sum of all a character's channeling class levels. For example, a 3rd-level woodsman/4th-level wilder has a channeling level of 4th. If she later became a 3rd-level woodsman/4th-level wilder/2nd-level initiate, her channeling level would now be 6th.

Wilders who multiclass as Initiates progress at the Initiate pace when learning new feats, although they do not lose access to their old abilities. See Table 4-5: *Initiate Weaves per Day* for reference. These new weaves are learned in addition to weaves that the wilder had already learned on her own.

NPC Classes

In addition to the traditional PC classes, there are four classes available only to NPCs: Commoner, Expert, Noble, and Warrior. These classes are significantly weaker than the PC classes and exist for the DM, for fleshing out the

Table 4-13: The Commoner (d6)

Class Skills: Climb, Craft, Handle Animal, Profession, Ride, Swim, and Use Rope.

Skill Points: 2 + Intelligence modifier

Special: Commoners are proficient with one simple weapon.

Lvl	BAB	Fort	Ref	Will	Def Bonus
1	+0	+0	+0	+0	+0
2	+1	+0	+0	+0	+1
3	+1	+1	+1	+1	+1
4	+2	+1	+1	+1	+1
5	+2	+1	+1	+1	+2
6	+3	+2	+2	+2	+2
7	+3	+2	+2	+2	+2
8	+4	+2	+2	+2	+3
9	+4	+3	+3	+3	+3
10	+5	+3	+3	+3	+3
11	+5	+3	+3	+3	+4
12	+6/+1	+4	+4	+4	+4
13	+6/+1	+4	+4	+4	+4
14	+7/+2	+4	+4	+4	+5
15	+7/+2	+5	+5	+5	+5
16	+8/+3	+5	+5	+5	+5
17	+8/+3	+5	+5	+5	+6
18	+9/+4	+6	+6	+6	+6
19	+9/+4	+6	+6	+6	+6
20	+10/+5	+6	+6	+6	+7

Table 4-12: The Noble (d8)

Class Skills: Art, Appraise, Bluff, Diplomacy, Knowledge, Linguistics, and Sense Motive.

Skill Points: 4 + Intelligence modifier

Special: Nobles are proficient with all simple weapons.

Lvl	BAB	Fort	Ref	Will	Def Bonus
1	+0	+0	+0	+2	+0
2	+1	+0	+0	+3	+1
3	+2	+1	+1	+3	+1
4	+3	+1	+1	+4	+1
5	+3	+1	+1	+4	+2
6	+4	+2	+2	+5	+2
7	+5	+2	+2	+5	+2
8	+6/+1	+2	+2	+6	+3
9	+6/+1	+3	+3	+6	+3
10	+7/+2	+3	+3	+7	+3
11	+8/+3	+3	+3	+7	+4
12	+9/+4	+4	+4	+8	+4
13	+9/+4	+4	+4	+8	+4
14	+10/+5	+4	+4	+9	+5
15	+11/+6/+1	+5	+5	+9	+5
16	+12/+7/+2	+5	+5	+10	+5
17	+12/+7/+2	+5	+5	+10	+6
18	+13/+8/+3	+6	+6	+11	+6
19	+14/+9/+4	+6	+6	+11	+6
20	+15/+10/+5	+6	+6	+12	+7

many characters the PCs can meet in the world. PCs who take Leadership may also find the vast majority of their followers come from one of the following four classes.

Table 4-11: The Expert (d8)

Class Skills: Choose any 10 non-channeling skills.

Skill Points: 6 + Intelligence modifier

Special: Experts are proficient with all simple weapons and light armor (but not shields).

Lvl	BAB	Fort	Ref	Will	Def Bonus
1	+0	+1	+1	+1	+0
2	+1	+2	+2	+2	+1
3	+2	+2	+2	+2	+1
4	+3	+2	+2	+2	+1
5	+3	+3	+3	+3	+2
6	+4	+3	+3	+3	+2
7	+5	+4	+4	+4	+2
8	+6/+1	+4	+4	+4	+3
9	+6/+1	+4	+4	+4	+3
10	+7/+2	+5	+5	+5	+3
11	+8/+3	+5	+5	+5	+4
12	+9/+4	+6	+6	+6	+4
13	+9/+4	+6	+6	+6	+4
14	+10/+5	+6	+6	+6	+5
15	+11/+6/+1	+7	+7	+7	+5
16	+12/+7/+2	+7	+7	+7	+5
17	+12/+7/+2	+8	+8	+8	+6
18	+13/+8/+3	+8	+8	+8	+6
19	+14/+9/+4	+8	+8	+8	+6
20	+15/+10/+5	+9	+9	+9	+7

Table 4-14: The Warrior (d10)

Class Skills: Climb, Handle Animal, Intimidate, Ride, and Swim.

Skill Points: 2 + Intelligence modifier

Special: Warriors are proficient with all simple and martial weapons, all armors, and shields. They have Armor Compatibility.

Lvl	BAB	Fort	Ref	Will	Def Bonus
1	+1	+2	+0	+0	+0
2	+2	+3	+0	+0	+1
3	+3	+3	+1	+1	+1
4	+4	+4	+1	+1	+1
5	+5	+4	+1	+1	+2
6	+6/+1	+5	+2	+2	+2
7	+7/+2	+5	+2	+2	+2
8	+8/+3	+6	+2	+2	+3
9	+9/+4	+6	+3	+3	+3
10	+10/+5	+7	+3	+3	+3
11	+11/+6/+1	+7	+3	+3	+4
12	+12/+7/+2	+8	+4	+4	+4
13	+13/+8/+3	+8	+4	+4	+4
14	+14/+9/+4	+9	+4	+4	+5
15	+15/+10/+5	+9	+5	+5	+5
16	+16/+11/+6/+1	+10	+5	+5	+5
17	+17/+12/+7/+2	+10	+5	+5	+6
18	+18/+13/+8/+3	+11	+6	+6	+6
19	+19/+14/+9/+4	+11	+6	+6	+6
20	+20/+15/+10/+5	+12	+6	+6	+7

Each class has at least a couple of archetypes, which allow for quick and easy modification of the base class to create a more specialized character. Archetypes work by replacing specific class features with new special abilities, sacrificing some aspect of a character to enhance another, such as the Blademaster, who loses many of the armsman's armor-related abilities to focus on their offensive capabilities.

Some archetypes have prerequisites, which need to be fulfilled before a character can advance in the class. Some prerequisites are determined at the time of character creation: an *algai'd'siswai* must be an Aiel, which is not something an outsider can usually train to

overcome (a few *extremely* rare examples aside). Others might your character proving themselves somehow. For instance, an initiate cannot become an Aes Sedai nor an armsman a Warder until they've been accepted and received the appropriate training.

It should be noted that there's a difference between a character being mechanically qualified for an archetype and qualified within the story. Even if you haven't defeated another Blademaster in a duel or been judged worthy by a gathering of five of them doesn't mean you can't pursue the Blademaster archetype. Just don't expect people to believe your claims to being one until you've also fulfilled the in-character requirements.

The Armsman: *Algai'd'siswai*

From the burning wastes of the "Three-fold Land" come brave warriors, wearing no armor and wielding spear and dagger and buckler to protect that which they hold dear, uphold the oaths they have taken, and strike back against the evil forces of Leafblighter (the Aiel term for the Dark One). These "*algai'd'siswai*" are Aiel who have proven their mettle and their value to those who would be their allies. To enemies who underestimated them, they have proved their cunning, resourcefulness, and uncompromising resolve.

Prerequisite: Aiel. Barring only the most incredibly rare exceptions, all *algai'd'siswai* are Aiel.

Archetype Features

The following are features of the *algai'd'siswai* archetype:

Skills: Add Acrobatics, Knowledge [The Waste], Perception, and Stealth to the armsman's class skills.

Remove Handle Animal, Profession, Ride, and Swim.

Defense Bonus: Beginning at 1st level, an *algai'd'siswai* receives a +2 bonus to their Defense Bonus. This

bonus increases to +4 at 9th level and +6 at 17th level.

This replaces the armsman's proficiency with Light, Medium, and Heavy Armor and with Tower Shields.

Fast Movement: Starting at 1st level, *algai'd'siswai* have a speed faster than the norm for his race by +10 feet (giving humans a base speed of 40). This replaces the armsman's proficiency with Martial Weapons.

Shield Compatibility: At 1st level, an *algai'd'siswai* gains the Shield Compatibility feat for free. This replaces the armsman's Armor Compatibility ability.

Weapon Focus (Aiel Spear): At 1st level, an *algai'd'siswai* gains the Weapon Focus feat with the Aiel Spear. This replaces the armsman's Bonus Combat Feat.

Uncanny Dodge: Starting at 3rd level, the *algai'd'siswai* gains the Uncanny Dodge ability. See the *Pathfinder™* core rules for details. This replaces the armsman's Armor Training.

Wasteland Stride: Beginning at 3rd level, the *algai'd'siswai* gains the Wasteland Stride ability. They ignore difficult terrain in the Waste, moving across dense scree, rocky ground, and steep inclines

as if it were normal terrain. Upon reaching 9th level, they ignore difficult terrain in all environments.

Improved Uncanny Dodge: An *algai'd'siswai* of 7th level or higher sees their Uncanny Dodge ability improve. See the *Pathfinder™* core rules for details. This replaces the armsman's Improved Armor Training.

Dance the Spears: Starting at 2nd level, an *algai'd'siswai* gains a +2 bonus to initiative checks. This bonus increases to +4 at 7th level and +6 at 13th level. Upon

reaching 19th level, *algai'd'siswai* are always considered to have the highest initiative. In the case of multiple *algai'd'siswai* with this ability, treat it like a normal case of tied initiative. This does not allow the *algai'd'siswai* to act on another character's surprise round, only at the front of the normal battle order. This replaces the armsman's Armor Mastery ability.

The Armsman: Blademaster

The heron-marked sword of a true Blademaster strikes fear into even the most battle-weathered veteran. In times past, individual Blademasters were known far and wide, their exploits the stuff of legend. These men often carried blades wrought by the One Power during the Age of Legends, symbols of their martial prowess. In the Third Age, fewer Blademasters walk the land, but their unique talents make them no less deadly than their forebears.

Blademasters train for many long years to perfect their swordwork, although anyone who has actually earned one of the rare remaining heron-marks can tell you that none ever truly master the forms. Rather, Blademasters consider themselves to be artists, moving through their forms in an unending, darkly beautiful dance of death. Their training represents a path towards inner calm and self-reflection, not a lifeless collection of martial skills. A Blademaster worthy of the title knows that he cannot master his blade unless he has first mastered himself.

Archetype Features

The following are features of the Blademaster archetype:

Skills: Add Acrobatics, Perception, and Sense Motive to the armsman's class skills. Remove Handle Animal, Profession, and Survival.

Forms: The Blademaster can master many sword

techniques that less dedicated warriors could not hope to match. At every odd-numbered level (1st, 3rd, 5th, etc.), they select a Form from Table 5-1. The Blademaster declares their form at the beginning of combat and keeps that form until they spend a move action to change to a new form. This replaces the armsman's Armor Training, Improved Armor Training, Combat Maneuver Training, Combat Defense, Improved Combat Maneuver Training, Combat Maneuver Mastery, and Armor Mastery abilities.

Chosen Sword Focus: At 1st level, the Blademaster chooses one type of sword—usually either a longsword or bastard sword. They must spend their Bonus Combat Feat on Weapon Focus in this sword.

Chosen Sword Specialization: At 4th level, the Blademaster must spend their Bonus Combat Feat on Weapon Specialization with their chosen sword.

Greater Chosen Sword Focus: At 8th level, the Blademaster must spend their Bonus Combat Feat on Greater Weapon Focus with their chosen sword.

Chosen Weapon Expertise: At 10th level, the Blademaster must spend their Bonus Combat Feat on Slashing Melee Weapon Expertise.

Flow: Beginning at 10th level, a Blademaster may flow from one form to another as an immediate action once per round.

Greater Chosen Sword Specialization: At 12th level, the

Blademaster must spend their Bonus Combat Feat on Greater Weapon Specialization with their chosen sword.

Chosen Sword Supremacy: At 18th level, the Blademaster must spend their Bonus Combat Feat on Weapon Supremacy with their chosen sword.

Chosen Sword Synthesis: At 19th level, the Blademaster can now apply all their chosen sword benefits to any sword they use, regardless of type.

Bonus Combat Feats: In addition to the Forms listed in Table 5-1, a number of combat feats emulate abilities similar to Forms described in the *Wheel of Time™* books. Your Blademaster might very well call

them by these names instead:

- Boar Rushes Down the Mountain: Vital Strike
- Cutting the Clouds: Improved Disarm
- Dandelion on the Wind: Improved Critical
- Heron Spreads Its Wings: Spring Attack
- Hummingbird Kisses the Honeyrose: Combat Reflexes
- Lizard in the Thornbush: Cleave, Great Cleave
- Leopard in High Grass: Mobility
- Parting the Silk: Weapon Focus (which the Blademaster already receives for free)
- River of Light: Quickdraw
- Shake Dew from the Branch: Whirlwind Attack

Table 5-1: Blademaster Forms

Form	Prerequisites	Benefit
Apple Blossoms in the Wind	6 th level	When the Blademaster is flanked while in this form, each successful attack on a foe allows an immediate combat maneuver check that, if successful, drives the foe back 5' if there is room. Uses the foe's 5-foot-step, leaving them unable to shift on their next turn.
Black Lance's Last Strike		While in this form, as a standard action the Blademaster can draw their sword and strike once at a foe who has not attacked him yet. The Blademaster makes a flat-footed touch attack against the foe, but is himself flat-footed until the beginning of his next turn.
Cat Crosses the Courtyard	3 rd level	Any round where a Blademaster does not attack while in this form, they can move up to their speed without provoking attacks of opportunity.
Cat Dances on the Wall		When in this form, once per round when a foe misses the Blademaster with a melee attack, the Blademaster can initiate an immediate trip attempt.
Cat on Hot Sand		When moving in this form, the Blademaster can negate an attack of opportunity made against him by immediately moving back to the 5-foot square he just left, though it ends his move action to do so.
Courtier Taps his Fan	6 th level	As a standard action, a Blademaster in this form strikes the target's head a powerful blow. The target makes a Fortitude save DC 10 + 1/2 their Blademaster level + their Str modifier or is staggered for 1 round.
Cyclone Rages	3 rd level	A Blademaster gains the benefits of Improved Uncanny Dodge while in this form. See the <i>Pathfinder™</i> core rules for details.
Creep Embraces the Oak	6 th level, Swallow Takes Flight	While in this form, the Blademaster receives a +2 style bonus to AC.
Folding the Fan		While in this form, a Blademaster can sheath his sword as a free action.
Kissing the Adder		The Blademaster can fight without penalties while occupying the same square as an enemy in this form.
Lightning of Three Prongs	11 th level, Creep Embraces the Oak	While in this form, the Blademaster receives a +3 style bonus to AC.
Lotus Closes Its Blossom	11 th level	Whenever the Blademaster makes a single attack as a standard action while in this form, the attack always threatens a critical hit.
Moon Rises Over the Lakes		When in this form, the Blademaster can draw their blade and strike as part of the same standard action or attack of opportunity.
Oak Shakes Its Branch		The Blademaster can make nonlethal attacks without penalty to attack or damage rolls while in this form.
Plucking the Low-Hanging Apple	6 th level	The Blademaster inflicts 1 point of bleeding damage with every successful strike while in this form.
River Undercuts the Bank	6 th level	When in this form and the Blademaster makes a full attack action, if all attacks are successful, they get an additional attack at their highest attack bonus at the end of the action. As soon as one attack misses, their full attack action ends immediately and any remaining attacks are lost.
Sheathing the Sword		While in this form, the Blademaster does not attack. When attacked by a foe, he can immediately make an attack against the foe. Each attack that strikes—foe's or blade master's—initiates a coup de grace attempt against the target. This often results in both parties dying.
Soft Rain at Sunset	6 th level	The Blademaster strikes at their foe's eyes as a standard action. The target must make a Reflex save DC 10 + 1/2 their Blademaster level + their Dex modifier. If they fail, they are blinded until they receive a DC 15 Heal check. If successful, they are simply at a -1 to attack for 1d4 rounds.
Swallow Takes Flight		While in this form, the Blademaster receives a +1 style bonus to AC.

The Armsman: Warder

Known for their legendary prowess in battle, catlike grace, and unswerving loyalty, most Warders are deadly and unmerciful foes. Trained from youth in all manner of weapons, Warders hone their considerable skills to serve the Aes Sedai, who call them *Gaidin*, meaning "Brother to Battle."

Warders are bonded to their Aes Sedai with the One Power and this bond imbues them with a number of heightened senses and abilities. They heal more quickly than normal people, enjoy increased stamina and endurance, and have the ability to sense the Aes Sedai to whom they are bonded at great distances. Both Aes Sedai and Warder are instantly aware of the moment the other dies, and *Gaidin* who lose their Aes Sedai often waste away and die themselves soon after.

Often seen as hard or grim by outsiders, Warders exist to serve and protect. They are constantly on guard and have little time for pleasantries. A Warder would give his life to save the sister who carries his bond. Although there have been instances of Warders attempting to reject the bond, most Warders serve their Aes Sedai with pride and conviction. They understand that theirs is a higher destiny, and most embrace their fate with little or no regret.

Prerequisite: All candidates for Warder are trained by the White Tower in the city of Tar Valon. Characters pursuing this archetype begin as a Warder trainee and must be the target of the *bond warder* weave (See Chapter 9) prior to advancing beyond 5th level in this archetype.

Archetype Features

The following are features of the Warder archetype:

Skills: Add Acrobatics, Perception, Stealth and Sense Motive to the armsman's class skills. Remove Craft and Profession.

Warder's Cloak: When a Warder is bonded by an Aes Sedai (some time before reaching 6th level), they will receive a free Warder's cloak. This must be received directly from the White Tower and is still considered Aes Sedai property being temporarily loaned to the Warder.

Uncanny Dodge: Starting at 3rd level, the Warder gains the Uncanny Dodge ability. See the *Pathfinder™* core rules for details. This replaces the armsman's Armor Training.

Improved Uncanny Dodge: A Warder of 7th level or higher sees their Uncanny Dodge ability improve. See the *Pathfinder™* core rules for details. This replaces the armsman's Improved Armor Training.

Defender: Beginning at 9th level, the Warder receives +2 to attack and damage rolls against any foe attacking the Warder's bonded Aes Sedai. These bonuses increase to +4 at 13th level and +6 at 17th level. This replaces the armsman's Combat Maneuver Training and Combat Maneuver Mastery.

Experienced Defense: Upon reaching 15th level, a Warder receives a +2 bonus to their AC. This replaces the armsman's Improved Combat Maneuver Training.

Supreme Cleave: Beginning at 19th level, a Warder may take a 5-foot step between attacks in a full attack action. This replaces the armsman's Armor Mastery.

The Armsman: Whitecloak

The Children of the Light are a paramilitary organization dedicated to finding Darkfriends and rooting out evil and corruption wherever it may be found. Their

zeal in this endeavor makes them dangerous opponents, especially to Aes Sedai "witches," who they universally view with suspicion or hostility. Their headquarters is

the Fortress of the Light in the City of Amador in Amadicia. In truth, they rule the country of Amadicia.

They typically refer to themselves as The Children. They are commonly referred to by others, though, as Whitecloaks due to their snowy white cloaks, which they wear in all seasons and keep immaculately clean.

Archetype Features

The following are features of the Whitecloak archetype:

Skills: Add Diplomacy and Sense Motive to the armsman's class skills. Remove Climb and Swim.

Smite the Unrighteous: Starting at 1st level, a Whitecloak is capable of turning his fury with injustice against his foes. Once per day, when making a melee attack against a foe he is convinced is a Darkfriend or other evildoer, the Whitecloak can add his Cha bonus to his attack roll and his Whitecloak level to his damage roll. They gain an additional daily use of this ability at 5th, 10th, and 15th levels. This replaces the armsman's Weapon Training and Improved Weapon

Training abilities.

The Light is My Shield: A Whitecloak of 9th level or higher gains a +2 bonus to all Will saves against fear and mind affecting effects (such as compulsions). This bonus increases to +4 at 17th level. This replaces the armsman's Combat Maneuver Training and Combat Maneuver Mastery abilities.

For the Light: A 15th level Whitecloak is able to rally his allies, granting them all a +2 bonus on all Will saves against fear and mind affecting effects (such as compulsions). This replaces the armsman's Improved Combat Maneuver Training.

Castigation: Upon reaching 20th level, when the Whitecloak uses his Smite the Unrighteous ability, the target must succeed on a Fortitude save DC 10 + 1/2 their Whitecloak level + Strength modifier or die. No individual can be affected by this ability more than once per day. This replaces the armsman's Weapon Mastery ability.

The Commander: Defender

Most commanders excel at leading troops across the field of battle, smashing their foes like hammers or slicing into them with the precision of an assassin's dagger. But there is another type of commander: the expert of the siege, the unbreakable defensive bulwark, the thin steel line.

The defender specializes in tactics and powers that make it easier for his or her men to hold ground and take all the punishment their foes care to dish out.

Archetype Features

The following are features of the defender archetype:

Armor and Weapon Proficiency: Defenders are proficient with Tower Shields.

Defending Presence: Beginning at 3rd level, the mere appearance of a defender on the line has a positive impact. All allies that can see the defender gain a +1

morale bonus to their AC. This bonus increases to +2 at 10th level and to +3 at 17th level. This replaces the commander's Commanding Presence ability.

Endless Vigil: Beginning at 6th level, a defender's allies can remain awake and active for up to 12 hours before growing fatigued. They can recover from fatigue after sleeping only 4 hours. They can do this for a number of days equal to the defender's Cha modifier (minimum 1 day) before requiring at least a week of normal rest to recover. This replaces the commander's Hard March ability.

No Farther: Upon reaching 20th level, a defender can make a line hold as long as men are standing. When he or she chooses to use this ability, all allies within sight of the defender are able to act and fight normally until reaching -10 hit points. Further, the

defender and his or her allies are incapable of being shifted against their will; they are immune to being bull rushed, repositioned, or otherwise shifted out of the space they occupy. The defender can use this

ability once per day and it lasts 10 minutes per point of Cha modifier (minimum 10 minutes). This replaces the commander's Onward to Victory ability.

The Commander: Great Captain

The commander is the master of a military company or mercenary band; the ultimate leader of a tight-knit, cohesive group of soldiers. But above them, playing the games of war with dozens or scores of individual units, deciding the fates of nations, are the generals of entire armies. And not all of these men are cut from the same cloth.

Known for their peerless skills in the ways of war and strategy, a Great Captain commands the respect of even the most recalcitrant foe and to be recognized as such by society at large is to secure a place in the annals of military history.

Archetype Features

The following are features of the Great Captain archetype:

Glory: Beginning at 3rd level, just knowing that a Great Captain stands at the head of their army is enough to charge troops with confidence. Once per day, every soldier in a Great Captain's army gains DR 1/—

for 10 minutes per point of Cha modifier (minimum 10 minutes). This bonus increases by +1 every 4 levels (DR 2/— at 7th, DR 3/— at 11th, etc.). This replaces all ten steps of the commander's Inspiration ability.

Battle Standard: A Great Captain of 1st level or higher gains a battle standard: a unique symbol or heraldic device that can be emblazoned on flags, embroidered on tunics, embossed on shields or armor, or otherwise presented for the world to see. The Great Captain gains a bonus to any social skill—Bluff, Diplomacy, or Intimidate—conducted within sight of one of these standards equal to 1/2 his Great Captain level. This replaces the commander's Battle Cry ability.

Absolute Command: Upon reaching 20th level, the radius of effect for the Great Captain's Combat Leader, Commanding Presence, and Rallying Presence increase by x10. This replaces the commander's Onward to Victory ability.

The Commander: Scout Captain

While commanders normally direct hundreds of men in concert, weaving the art of war with unparalleled skill, there is also a call for the skills to lead small strike teams, directing perhaps half-a-dozen hands to maximum efficiency in operations that, though small, require a finesse that no ordinary commander could hope to achieve. Here, scout captains excel, as easily at home sneaking through the back alleys of a city as they are charging pell-mell through night-wrapped forests. Unlike

the men they lead, however, the scout captain never loses sight of the group and is a master at getting individuals—often with extremely disparate skill sets—to play off each other to maximum efficiency.

Archetype Features

The following are features of the scout captain archetype:

Skills: Add Acrobatics, Climb, Stealth, and Survival to the commander's skill list. Remove Knowledge [History]

and Knowledge [Nobility].

Light Armor Compatibility: Starting at 1st level, a scout captain's Defense Bonus stacks with the equipment bonus provided by light armor and shields. This replaces the commander's Armor Compatibility ability.

Scout Leader: Beginning at 1st level, the scout captain can lead his men with unerring skill. The scout captain and all allies within 20' per point of Charisma bonus (minimum 20') gain a +2 bonus to Stealth and Survival skill checks. This bonus increases to +4 at 9th level and +6 at 18th level. This replaces the commander's Combat Leader ability.

Support: A scout captain of 2nd level or higher can direct allies to work together to better keep one another

alive. Any ally adjacent to the scout captain or another ally within line of sight of the scout captain gains a +1 bonus to their AC and Reflex saves. This bonus increases to +2 at 14th level. This replaces the commander's Medium and Heavy Armor Proficiencies and Battle Cry class ability.

Demanding Pace: Starting at 5th level, the commander gains the ability to draw greater haste from himself and others. The commander and all allies within 10' per point of Charisma bonus (minimum 10') gain +10 feet to their base movement speed. This bonus increases to +20 at 15th level. This replaces the commander's Hold the Line and Rallying Presence abilities.

The Initiate: Aes Sedai

Aes Sedai inspire equal amounts of fear, awe, and grudging respect from the huddled masses. Rulers step warily around the sisterhood's intricate plans and machinations, knowing full well that when a sister talks, "The truth she speaks may not be the truth you think you hear." Aes Sedai represent the most recognized and prominent channelers in the world, hailing from a tradition unbroken for more than a thousand years.

Aes Sedai begin as novices, testing to up to Accepted, before finally testing again, receiving their Great Serpent ring, and swearing the Three Oaths that make them a full Aes Sedai. Upon completing these tasks, they choose one of the seven Ajahs to align themselves with. These rules assume that a 1st-level Aes Sedai has just taken their Three Oaths; the Initiate base class can be used if the GM or player wishes to portray a novice or Accepted.

Prerequisite: Aes Sedai must be female. Though they can be of any background, they must have trained and studied at the White Tower in Tar Valon.

Archetype Features

The following are features of the Aes Sedai archetype:

Skills: Add Composure, Diplomacy, Intimidate, and Sense Motive to the Initiate's skill list.

The One Power: An Aes Sedai has access to more weaves per day than an initiate. The contents of Table 5-2 override the Initiate Weaves per Day present on Table 4-5. This replaces the Initiate's Initiated ability.

Table 5-2: Aes Sedai Weaves per Day

Lvl	0	1	2	3	4	5	6	7	8	9
1	4	1	—	—	—	—	—	—	—	—
2	4	2	—	—	—	—	—	—	—	—
3	4	2	1	—	—	—	—	—	—	—
4	4	3	2	—	—	—	—	—	—	—
5	4	3	2	1	—	—	—	—	—	—
6	4	3	3	2	—	—	—	—	—	—
7	4	4	3	2	1	—	—	—	—	—
8	4	4	3	3	2	—	—	—	—	—
9	4	4	4	3	2	1	—	—	—	—
10	4	4	4	3	3	2	—	—	—	—
11	4	4	4	4	3	2	1	—	—	—
12	4	4	4	4	3	3	2	—	—	—
13	4	4	4	4	4	3	2	1	—	—
14	4	4	4	4	4	3	3	2	—	—
15	4	4	4	4	4	4	3	2	1	—
16	4	4	4	4	4	4	3	3	2	—
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	3
20	4	4	4	4	4	4	4	4	4	4

Ajah: Upon being raised to full Aes Sedai, you choose one of the seven Ajahs—groups of like-minded Aes Sedai who seek to use the One Power in pursuit of a specific goal—to join: Blue, Red, Green, Yellow, Gray, Brown, or White. At 1st level, the Aes Sedai chooses her Ajah from the following:

Blue Ajah: The Ajah of the Aes Sedai that normally involves themselves with righteous causes and justice. They have the most extensive eyes-and-ears network. Aes Sedai of the Blue Ajah add 1/2 their Aes Sedai level to all Sense Motive checks.

Red Ajah: The Ajah of the Aes Sedai dedicated to locating men with the ability to channel and bringing them to the White Tower for gentling (the forcible severing of their tie to the One Power). Reds have few friends in other Ajahs and never bond Warders. Aes Sedai of the Red Ajah add +1 to the DC of their channeled weaves against male targets. This bonus increases to +2 at 12th level.

Green Ajah: The Ajah of the Aes Sedai that holds itself ready for Tarmon Gai'don, for the final battle between good and evil. Called the "Battle Ajah," they are the only Ajah that bonds more than one Warder at a time. Aes Sedai of the Green Ajah add +2 to any concentration checks. This bonus increases to +4 at 8th level and +6 at 16th level.

Yellow Ajah: The Ajah of the Aes Sedai concerned primarily with the study of Healing. Healing was one of the arts to suffer most from the Breaking of the World and to this day, the sisters of the Yellow strive to recapture lost arts of mending injury. Aes Sedai of the Yellow Ajah add 1/2 their Aes Sedai level to all Heal checks.

Gray Ajah: The Ajah of the Aes Sedai dedicated to politics and mediation. They favor harmony and consensus above all else and are often conflict mediators or ambassadors. Aes Sedai of the Gray Ajah add 1/2 their Aes Sedai level to all Diplomacy checks.

Brown Ajah: The Ajah of the Aes Sedai devoted to knowledge and the collection of ancient wisdom. They generally forsake the mundane world, instead dedicating themselves to history and study. Aes Sedai of the Brown Ajah add 1/2 their Aes Sedai level to one Knowledge check of their choice.

White Ajah: The Ajah of the Aes Sedai dedicated to the value of logic, devoting itself to questions of philosophy and truth. They do not concern themselves with worldly affairs. Aes Sedai of the White Ajah add 1/2 their Aes Sedai level to all Composure checks.

Bonus Channeling Feat: At 1st level, Aes Sedai gain a bonus channeling feat. They get a bonus channeling feat at 6th level and every four levels afterward (10th, 14th, etc.). These are in addition to the Initiate's normal feats.

Three Oaths: To become an Aes Sedai is to swear on the Oath Rod, a powerful *ter'angreal* that binds the user to whatever oath is spoken. Aes Sedai swear the following three oaths upon it:

1. To speak no word that is not true.
2. To make no weapon with which one man may kill another.
3. Never to use the One Power as a weapon except against Darkfriends or Shadowspawn, or in the last extreme defense of her life, the life of her Warder, or another Aes Sedai.

The Three Oaths are at the heart of what it means to be Aes Sedai and no one is raised to the shawl without swearing them. What it means is that no Aes Sedai can lie (though they can use the Bluff skill to twist the truth while speaking no actual lies), that they cannot make Power-wrought weapons even if they take the Craft *Ter'angreal* feat, and they cannot use weaves that cause damage against a target that is not attacking the Aes Sedai, their Warder, or another Aes Sedai unless they are convinced beyond a doubt that the target is a

Darkfriend or (usually much easier to notice) one of the Shadowspawn such as Trollocs, Myrddraal, or Darkhounds.

Any attempt to knowingly break one of the Oaths causes the Aes Sedai to freeze up for a full round (about six seconds, if out of combat), leaving the offending act unfinished. There is no saving throw to try and negate the effects—the Aes Sedai surrenders that right when taking the Three Oaths—and no process to release the target from the Oaths without using the Oath Rod again. To do so is an act carried out only by the Black Ajah.

Weavesight: The intense training that all Aes Sedai go through requires them to identify and emulate a broad range of Talents and weaves. As a result, every Aes Sedai gains a +4 competence bonus to all Weavesight checks at 1st level.

Aes Sedai Agelessness: The ability to channel slows aging while using the Oath Rod grants the Aes Sedai their famed "ageless" look. Starting at 3rd level, your

distinctive appearance grants you a +4 circumstance bonus to Intimidate checks. Meanwhile, divide your level by three—the result rounded down is the number of years that must pass before your character ages one year. For example, a 6th-level Aes Sedai ages one year for every two years that goes by while a 12th-level Aes Sedai ages at a rate of one year every four. This replaces the Initiate's Slow Aging ability.

Resolve: On reaching 7th level, the Aes Sedai has trained her mind to a high degree. For the purposes of calculating weaves per day and bonus weaves, treat her as having a Wisdom score 2 points higher than it actually is.

Improved Resolve: On reaching 13th level, the Aes Sedai has mastered her art. For the purposes of calculating weaves per day and bonus weaves, treat her as having a Wisdom score 4 points higher than it actually is. This replaces the bonus from the Resolve ability.

The Initiate: Asha'man

Created by the Rand Al'Thor in an effort to prepare for Tarmon Gai'don, the order of Asha'man represents something feared since the Breaking of the World—an organized brotherhood of men who can channel. The Black Tower, named as a counterpoint to the White Tower of the Aes Sedai, serves as headquarters and training center for this fledgling order.

Often seen as mysterious or grim by outsiders, the Asha'man exist to aid the Dragon Reborn in his ongoing war against the Dark One. While renegades have been reported, most Asha'man appear ready to uphold this ideal and fight at the Dragon's side when Tarmon Gai'don finally comes.

Asha'man begin as soldiers, advancing in skill until they earn the sword pin of a Dedicated, before finally earning the red-and-gold Dragon pin of a full Asha'man.

These rules assume that a 1st-level Asha'man has just received their Dragon pin; the Initiate base class can be used if the GM or player wishes to portray a soldier or Dedicated.

Prerequisite: Asha'man must be male. Though they can be of any background, they must have trained and studied at the Black Tower in Caemlyn.

Archetype Features

The following are features of the Asha'man archetype:

Weapon and Armor Proficiency: Asha'man are proficient with all simple and martial weapons.

Skills: Add Composure, Intimidate, and Perception to the Initiate's skill list.

The One Power: An Asha'man has access to more weaves

per day than an initiate. The contents of Table 5-3 override the Initiate Weaves per Day present on Table 4-5. This replaces the Initiate's Initiated ability.

Table 5-3: Asha'man Weaves per Day

Lvl	0	1	2	3	4	5	6	7	8	9
1	4	1	—	—	—	—	—	—	—	—
2	4	2	—	—	—	—	—	—	—	—
3	4	2	1	—	—	—	—	—	—	—
4	4	3	2	—	—	—	—	—	—	—
5	4	3	2	1	—	—	—	—	—	—
6	4	3	3	2	—	—	—	—	—	—
7	4	4	3	2	1	—	—	—	—	—
8	4	4	3	3	2	—	—	—	—	—
9	4	4	4	3	2	1	—	—	—	—
10	4	4	4	3	3	2	—	—	—	—
11	4	4	4	4	3	2	1	—	—	—
12	4	4	4	4	3	3	2	—	—	—
13	4	4	4	4	4	3	2	1	—	—
14	4	4	4	4	4	3	3	2	—	—
15	4	4	4	4	4	4	3	2	1	—
16	4	4	4	4	4	4	3	3	2	—
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	3
20	4	4	4	4	4	4	4	4	4	4

Bonus Channeling Feat: At 1st level, Asha'man gain a bonus channeling feat. They get a bonus channeling feat at 6th level and every four levels afterward (10th, 14th, etc.). These are in addition to the Initiate's

normal feats.

Weavesight: The intense training that all Asha'man go through requires them to identify and emulate a broad range of Talents and weaves. As a result, every Asha'man gains a +4 competence bonus to all Weavesight checks at 1st level.

Great Fortitude: At 5th level, the Asha'man receives the Great Fortitude feat for free.

Resilience: Asha'man are forced to do everything with the power, even mundane tasks. It creates a powerful bond to the One Power for those who it does not simply burn out. On reaching 7th level, the Asha'man gains a +5 bonus to all Channel skill checks related to Overchanneling.

Improved Resilience: On reaching 13th level, the Asha'man has mastered his art. The bonus to Channel skill checks related to Overchanneling increases to +10. This replaces the bonus from the Resolve ability.

The Initiate: Windfinder

Although their channeling abilities remained a carefully guarded secret until recent times, the Windfinders of the Atha'an Miere occupy positions of power and respect within Sea Folk society very much as Wise Ones do in the Aiel culture. In addition to their more obvious talents related to the One Power, Windfinders generally serve as trusted councilors and advisors to Sailmistresses and Wavemistresses, much as Aes Sedai advise landlocked rulers in their affairs.

Atha'an Miere culture brooks no insubordination. As a result, Windfinders carry with them an extreme sensitivity to station and status, as well as an unflinching devotion to duty. While their lives at sea make Windfinders hard and strong, their connection to the One Power imparts the wisdom of experience—most Windfinders are more than a match for the stubbornness

Aes Sedai or Wise One.

Prerequisites: Windfinders must be female. They must also be from the Atha'an Miere background.

Archetype Features

The following are features of the Windfinder archetype:

Skills: Add Composure, Diplomacy, Intimidate, Sense Motive, and Swim to the Initiate's skill list.

The One Power: A Windfinder has access to more weaves per day than an initiate. The contents of Table 5-4 override the Initiate Weaves per Day present on Table 4-5. This replaces the Initiate's Initiated ability.

Bonus Channeling Feat: At 1st level, Windfinders gain a bonus channeling feat. They get a bonus channeling feat at 6th level and every four levels afterward (10th,

Table 5-4: Windfinder Weaves per Day

Lvl	0	1	2	3	4	5	6	7	8	9
1	4	1	—	—	—	—	—	—	—	—
2	4	2	—	—	—	—	—	—	—	—
3	4	2	1	—	—	—	—	—	—	—
4	4	3	2	—	—	—	—	—	—	—
5	4	3	2	1	—	—	—	—	—	—
6	4	3	3	2	—	—	—	—	—	—
7	4	4	3	2	1	—	—	—	—	—
8	4	4	3	3	2	—	—	—	—	—
9	4	4	4	3	2	1	—	—	—	—
10	4	4	4	3	3	2	—	—	—	—
11	4	4	4	4	3	2	1	—	—	—
12	4	4	4	4	3	3	2	—	—	—
13	4	4	4	4	4	3	2	1	—	—
14	4	4	4	4	4	3	3	2	—	—
15	4	4	4	4	4	4	3	2	1	—
16	4	4	4	4	4	4	3	3	2	—
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	3
20	4	4	4	4	4	4	4	4	4	4

14th, etc.). These are in addition to the Initiate's normal feats.

Weavesight: The intense training that all Windfinders go

through requires them to identify and emulate a broad range of Talents and weaves. As a result, every Windfinder gains a +4 competence bonus to all Weavesight checks at 1st level.

Endurance: At 5th level, the Windfinder receives the Endurance feat for free.

Open Sky: Windfinders must often cast large, complex weaves over extremely wide areas and at greater range than other channelers. On reaching 7th level, the Windfinder can double the effective range and area of weaves affecting the weather.

Improved Open Sky: On reaching 13th level, the Windfinder gains increased weather mastery. This works like the Open Sky ability, except that the Windfinder may quadruple the effective range and area of weaves affecting the weather.

The Initiate: Wise One

Westlanders who defer to Aiel chieftains often realize their mistake too late, for as any clan or sept chief will tell you, nothing of any consequence occurs in the Waste without the consent of the Wise Ones. As the ancient Aiel saying goes, "The sun will not rise lest the Wise Ones bless its waking." Equal parts councilor and ruler, mystic and village Wisdom, each Wise One carries the fate of her people upon her shoulders, knowing that even the best-laid plans will save only "a remnant of a remnant" of the Aiel.

Until the coming of the *Car'a'carn*, "chief of chiefs," only the Wise Ones and the clan chiefs knew the secret of Rhuidean, and this knowledge made them both hard and unforgiving. Most Wise Ones can easily match Aes Sedai icy stare for icy stare, and their lives in the Waste have made them some of the strongest and most resolute women in the world.

Not every Wise One can channel. Many are advisors and healers without access to *saidar*. This archetype, however, is for a Wise One who is a channeler.

Prerequisites: Wise Ones must be female. They must also be from the Aiel background.

Archetype Features

The following are features of the Wise One archetype:

Skills: Add Composure, Diplomacy, Intimidate, Sense Motive, and Survival to the Initiate's skill list.

The One Power: A Wise One has access to more weaves per day than an initiate. The contents of Table 5-5 override the Initiate Weaves per Day present on Table 4-5. This replaces the Initiate's Initiated ability.

Bonus Channeling Feat: At 1st level, Wise Ones gain a bonus channeling feat. They get a bonus channeling feat at 6th level and every four levels afterward (10th, 14th, etc.). These are in addition to the Initiate's normal feats.

Weavesight: The intense training that all Wise Ones go through requires them to identify and emulate a broad range of Talents and weaves. As a result, every Wise One gains a +4 competence bonus to all

Table 5-5: Wise One Weaves per Day

Lvl	0	1	2	3	4	5	6	7	8	9
1	4	1	—	—	—	—	—	—	—	—
2	4	2	—	—	—	—	—	—	—	—
3	4	2	1	—	—	—	—	—	—	—
4	4	3	2	—	—	—	—	—	—	—
5	4	3	2	1	—	—	—	—	—	—
6	4	3	3	2	—	—	—	—	—	—
7	4	4	3	2	1	—	—	—	—	—
8	4	4	3	3	2	—	—	—	—	—
9	4	4	4	3	2	1	—	—	—	—
10	4	4	4	3	3	2	—	—	—	—
11	4	4	4	4	3	2	1	—	—	—
12	4	4	4	4	3	3	2	—	—	—
13	4	4	4	4	4	3	2	1	—	—
14	4	4	4	4	4	3	3	2	—	—
15	4	4	4	4	4	4	3	2	1	—
16	4	4	4	4	4	4	3	3	2	—
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	3
20	4	4	4	4	4	4	4	4	4	4

Weavesight checks at 1st level.

Wise One Presence: Wise Ones are renowned for their

ability to stand toe-to-toe with their sept and clan chiefs. A Wise One receives a +4 competence bonus on Intimidation checks.

Awaken Lost Talent: At 5th level, the Wise One receives the Awaken Lost Talent feat for free. The Talent awakened is always Dreaming.

Control: On reaching 7th level, a Wise One is capable of extending her capacity to cast weaves. She gains a +5 bonus to all Channel skill checks related to Overchanneling within one of her Affinities.

Improved Control: On reaching 13th level, the Wise One's mental control becomes even stronger. The bonus to Channel skill checks related to Overchanneling within one of her Affinities increases to +10. This replaces the bonus from the Resolve ability.

The Wanderer: Gleeman

It is said that music has special power, and the gleeman proves that saying true. Wandering across the land, gathering lore, telling stories, performing wondrous tricks of prestidigitation, and living on the gratitude of his audience: such is the life of a gleeman. When a gleeman arrives in town or at a tavern, often all work or talk ceases, the more to enjoy his entertainment. When chance or opportunity draws them into a conflict, gleemen serve as negotiators, messengers, scouts, and spies.

A gleeman works a sort of magic with his music, tales, poetry, and tricks. He can encourage allies, hold his audiences rapt, and distract attackers with clever sleights. Gleemen have some of the skills that wanderers have, although they are not as focused on skill mastery as those roguish souls. They listen to stories as well as tell them, of course, so they have a vast knowledge of local events and noteworthy items. Gleemen love to join the entourage of heroes (and villains) to witness their deeds firsthand. Indeed, after telling so many stories about mighty deeds, many gleemen take these themes to heart

and assume the role of hero themselves.

An apprentice gleeman learns his skills from a single experienced gleeman, whom he follows and serves until he is ready to strike out on his own. Gleemen occasionally congregate in informal "colleges," but an individual has no strong allegiance to others as a whole. A few gleemen, the best of the best, go on to become bards, entertaining kings, courts, and Aes Sedai with their wondrous musical abilities.

Wherever they come from, gleemen proudly denote their status and skills by wearing patchwork cloaks. The fluttering patches display a myriad of colors, catching the eye even in a crowd and acting as a sort of advertising for the gleeman..

Prerequisites: Aiel never become gleeman.

Archetype Features

The following are features of the gleeman archetype:

Skills: Add all Knowledge skills to the wanderer's skill list.

Remove Disable Device.

Gleeman's Lore: A gleeman adds 1/2 his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained. This replaces all levels the wanderer's Sneak Attack ability.

Gleeman's Performance: Beginning at 1st level, the gleeman can perform extraordinary feats with his performances. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a gleeman can use Gleeman's Performance for 2 additional rounds per day. Each round, the gleeman can produce any one of the types of Gleeman's Performance that he has mastered, as indicated by his level.

Starting a Gleeman's Performance is a standard action, but it can be maintained each round as a free action. Changing a Gleeman's Performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A Gleeman's Performance cannot be disrupted, but it ends immediately if the gleeman is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A gleeman cannot have more than one Gleeman's Performance in effect at one time.

At 7th level, a bard can start a Gleeman's Performance as a move action instead of a standard action. At 13th level, a gleeman can start a Gleeman's Performance as a swift action.

Each Gleeman's Performance has audible components, visual components, or both.

If a Gleeman's Performance has audible components, the targets must be able to hear the gleeman for the performance to have any effect. A deaf gleeman has a 20% chance to fail when attempting to use a Gleeman's Performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf

creatures are immune to Gleeman's Performances with audible components.

If a Gleeman's Performance has a visual component, the targets must have line of sight to the gleeman for the performance to have any effect. A blind gleeman has a 50% chance to fail when attempting to use a Gleeman's Performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to Gleeman's Performances with visual components.

Fascinate: At 1st level, a gleeman can use his performance to cause one or more creatures to become fascinated with him. This replaces the wanderer's Skill Focus at 1st level. Each creature to be fascinated must be within 90 feet, able to see and hear the gleeman, and capable of paying attention to him. The gleeman must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a gleeman has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the gleeman's level + the gleeman's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the gleeman cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the gleeman continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate relies on audible and visual

components in order to function.

Inspire Courage: A 1st level gleeman can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. This replaces the wanderer's Trapfinding ability at 1st level. To be affected, an ally must be able to perceive the gleeman's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 7th level the bonus increases to +2 and to +3 at 14th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The gleeman must choose which component to use when starting his performance.

Well-Versed: At 2nd level, the gleeman becomes resistant to the Gleeman's Performance of others, and to sonic effects in general. The gleeman gains a +4 bonus on saving throws made against Gleeman's Performance, sonic, and language-dependent effects. This replaces the wanderer's Rogue Talent at 2nd level.

Inspire Competence: A gleeman of 3rd level or higher can use his performance to help an ally succeed at a task. This replaces the wanderer's Rogue Talent at 2nd level. The ally must be within 30 feet and able to see and hear the gleeman. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the gleeman's performance. This bonus increases by +1 for every four levels the gleeman has attained beyond 3rd (+3 at 7th, +4 at 11th, etc.). This replaces all levels of the wanderer's Trap Sense ability.

Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A gleeman can't inspire competence in himself. Inspire competence relies on audible components.

Lore Master: At 5th level, the gleeman becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A gleeman can choose not to take 10 and can instead roll normally. In addition, once per day, the gleeman can take 20 on any Knowledge skill check as a standard action. He can use this ability twice per day at 11th level and three times per day at 17th level. This replaces the wanderer's Skill Focus at 5th level.

Calumny: A gleeman of 6th level or higher can use his performance to create a work that makes a specific character or group (class, background, etc.) appear in the worst light possible. This replaces the wanderer's Rogue Talent at 6th level. Those in the audience make a Will saving throw (DC 10 + 1/2 gleeman's level + gleeman's Cha modifier); success negates the calumny. A successful calumny shifts the audience's attitude toward the target down by one category—for example, from Friendly to Indifferent, from Indifferent to Unfriendly, or from Unfriendly to Hostile (see the Pathfinder core rules for more details). Furthermore, audience members gain a +2 more bonus on all opposed social interaction checks (such as Sense Motive or Intimidate) against the target. It takes 10 rounds of Gleeman's Performance for the initial calumny and the effect lasts 24 hours, the duration increasing by another 24 hours for every additional 5 rounds of Performance expended. Calumny is a mind-affecting effect and relies on audible components.

Jarring Song: A gleeman of 8th level or higher can use his performance to drive channelers up the wall. Anyone wishing to cast a weave while a jarring song is being performed must make a concentration check with a DC equal to 15 + the casting level of the weave or lose the weave. Using this ability consumes 3 rounds of the Gleeman's Performance. Jarring Song is a mind-affecting effect and it relies on audible components.

Inspire Greatness: A gleeman of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. This replaces the wanderer's Skill Focus at 9th level. For every three levels a gleeman attains beyond 9th, he can target one additional ally while using this performance. To inspire greatness, all of the targets must be able to see and hear the gleeman. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of weaves that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

Jack of All Trades: At 10th level, the gleeman can use any skill, even if the skill normally requires him to be trained. At 16th level, the gleeman considers all skills to be class skills. At 19th level, the gleeman can take 10 on any skill check, even if it is not normally allowed. This replaces the wanderer's Rogue Talent at 10th level.

Soothing Performance: A gleeman of 12th level or higher can use his performance to reinvigorate his allies. This heals 3d8 points of nonlethal damage +1 point per level (maximum +20). This replaces the wanderer's Skill Focus at 13th level. In addition, this performance removes the fatigued, sickened, and shaken condition from all those affected. Using this ability requires 4 continuous performance, and the targets must be able to see and hear the gleeman throughout the performance. Soothing performance relies on audible and visual components.

Frightening Tune: A gleeman of 14th level or higher can use his performance to cause fear in his enemies. This replaces the wanderer's Rogue Talent at 14th

level. To be affected, an enemy must be able to hear the gleeman perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 the gleeman's level + the gleeman's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear the gleeman's performance. Frightening tune relies on audible components.

Inspire Heroics: A gleeman of 15th level or higher can inspire tremendous heroism in himself or a single ally within 30 feet. This replaces the wanderer's Skill Focus at 17th level. For every three gleeman levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, all of the targets must be able to see and hear the gleeman. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the targets are able to witness the performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Mindbending Melody: A gleeman of 18th level or higher can use their performance to command a person (as the Compulsion weave cast at level 5) that he has already fascinated. A successful Will saving throw (DC 10 + 1/2 gleeman's level + gleeman's Cha modifier) negates the effecting Mindbending Melody is a mind-affecting ability that relies on audible components and counts as two rounds of his Gleeman's Performance. This replaces the wanderer's Rogue Talent at 18th level.

Stunning Performance: A gleeman of 20th level or higher can use his performance to cause one enemy to swoon in joy or sorrow. This replaces the wanderer's Master Strike ability at 20th level. To be affected, the target must be able to see and hear the gleeman perform for 1 full round and be within 30

feet. The target receives a Will save (DC 10 + 1/2 the gleeman's level + the gleeman's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the target is staggered for 1d4 rounds, and the gleeman cannot use deadly performance on that creature again for 24 hours. If a creature's saving

throw fails, it falls unconscious for 1d4 hours, unable to be roused without a Heal check with a DC equal to 10 + the Stunning Performance's save DC. The Heal attempt takes a full minute to administer. Stunning Performance is a mind-affecting death effect that relies on audible and visual components.

The Wanderer: Scholar

Sword and shield rule the battlefields of the westlands while the One Power rules its thrones in truth if not in name. Amidst these deadly forces, the subtle strength of knowledge often goes unappreciated, but the world is nevertheless filled with great minds that seek to bottle lightning, harness steam, and leash fire. Whether it is inventing a new, fast-firing crossbow or turning Illuminator's Rockets into cannons, the scholar's craft will redefine the battlefield as much as a dozen Dragons Reborn.

Rand Al'Thor established the School of Cairhien in an effort to recapture some of the knowledge lost in the Age of Legends. A second school in Caemlyn—the Academy of the Rose—has been taken over by the crown. Many scholars work to perfect their art at these prestigious schools and others dream of going. But just as many still travel the world—including a few rare but impressive Ogier scholars—relying as much upon their wit as upon luck or strength.

Archetype Features

The following are features of the scholar archetype:

Skills: Add Handle Animal, Heal, and all Knowledge skills to the wanderer's skill list. Remove Acrobatics, Bluff, Climb, Disguise, Escape Artist, Intimidate, Sleight of Hand, Stealth, and Swim.

Weapon and Armor Proficiencies: The scholar is only proficient with simple weapons and with light armor (but not shields).

Scholar's Lore: Beginning at 1st level, a scholar adds 1/2 his class level (minimum 1) to all Knowledge skill

checks and may make all Knowledge skill checks untrained.

Moment of Insight: At 2nd level and every two levels (4th, 6th, 8th, etc.), the scholar chooses one insight from Table 5-6. His level plus Intelligence modifier determines which insights he can choose. He can't choose the same insight twice. This replaces all levels of the wanderer's Rogue Talent ability.

Table 5-6: Scholar Insights

Lvl + Int Mod	Insight	Description
1	Esoteric Insight	Choose one cross-class skill. It becomes a class skill
1	Linguistic Insight	Speak additional dialect as if from that background
1	Skill Insight	4 additional skill points
2	Health Insight	+1 hit point per hit die
4	Insight about Inner Strength	+2 insight bonus on Will saves
4	Insight about Mobility	+2 insight bonus on Reflex saves
4	Insight about Stamina	+2 insight bonus on Fortitude saves
6	Armsman's Insight	Gain armsman's Armor Compatibility ability
6	Commander's Insight	Gain commander's Combat Leader ability
6	Wanderer's Insight	Gain wanderer's Trapfinding ability
6	Woodsmen's Insight	Gain woodsman's Wild Empathy ability
8	Applicable Knowledge	Any one feat
8	Jargon	Use Knowledge as Bluff on related subjects
8	Mechanical Insight	Roll twice for Disable Device, take highest
8	Medical Insight	Roll twice for Heal, take highest
8	Mercantile Insight	Roll twice for Appraise, take highest
10	Battle Insight	+1 insight bonus on CMB
10	Defensive Insight	+1 insight bonus on CMD
10	Dodge Insight	+1 insight bonus to AC
10	Weapon Insight	+1 insight bonus on attack rolls
12	Anatomical Insight	Inflict 1d3 bleed damage on critical hit
12	Group Work	+1 insight bonus on attacks for all allies within 60'
14	Considered Insight	Once per day, reroll any roll
14	Tactical Insight	Add Int mod to AC

Skill Mastery: A scholar is so confident in the use of certain skills that he can use them reliably under even the most adverse conditions. At 2nd level, he selects a number of skills equal to 1 + his Int modifier. When making a check with one of these skills, he can take 10 even if stress and distractions would normally prevent him from doing so. At 4th level and every four levels (8th, 12th, etc.), he can add another skill to the list of skills with which he has Mastery. This replaces the wanderer's Evasion ability.

Lore Master: At 3rd level, the scholar becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A scholar can choose not to take 10 and can instead roll normally. In addition, once per day, the scholar can take 20 on any Knowledge skill check as a standard action. He can use this ability twice per day at 7th level, three times per day at 11th level, four times per day at 15th level, and five times per day at 19th level. This replaces all levels of the wanderer's Sneak Attack ability.

Skill Artistry: Beginning at 4th level, a scholar is particularly talented in the use of one of his skills. Choose one skill in which the scholar has at least 4

ranks. He gains a +4 competence bonus on all checks involving that skill. This replaces both levels of the wanderer's Dark One's Own Luck ability and their Improved Uncanny Dodge ability.

At 9th and 14th levels, a scholar gains this ability again. Each time, he selects a different skill to receive the +4 competence bonus. The 9th-level choice must have at least 9 ranks in the skill while the 14th-level choice must have at least 14 ranks. If not, he gains no benefit from this ability until he has the appropriate number of ranks in another skill. He can then immediately apply the benefit of Skill Artistry to that skill.

Lend Aid: Starting at 5th level, a scholar is exceeding helpful with using the Aid Another ability with skills. When Aiding Another, the scholar adds 1/2 their level (minimum +3) to the aided talent. This replaces the wanderer's Uncanny Dodge ability.

Perfect Knowledge: At 20th level, a scholar's wit and understanding are almost superhuman. They receive a +2 bonus to their Intelligence and Wisdom. This replaces the wanderer's Master Strike ability.

The Wanderer: Thief-taker

Also known in some places as thief-catchers, thief-takers are the professional bounty hunters, bodyguards, and crime fighters of the westlands. Unlike armsmen and nobles, who prefer to use overwhelming force to protect their charges, thief-takers adopt the skills and methods of the very criminals they pursue. Stealthy, clever, well-armed, and resourceful, the thief-taker skulks through the alleys and dark taverns of cities such as Tear, Cairhien, Illian, and Caemlyn, gathering information and tracking down, then capturing, thieves.

Thief-takers combine some of the best abilities of wanderers and armsmen. Their main strength lies in their mastery of the stealthy skills and abilities of the

wanderer, but they're also skilled combatants, trained in the use of just about any type of weapon available. Many start out as thieves themselves and, for whatever reason (age, being capture, a crippling injury), drift into the more honorable profession of thief-taker.

Some thief-takers take permanent employment with governments or nobles who can afford their services. As such they are responsible not just for catching thieves, but for ensuring the security of the places and persons in their charge. Regardless of the nature of their job, all thief-takers belong to a special guild-like brotherhood. Though not a formal organization, it provides many of the benefits of standard guilds. Members can call on

other members for information or assistance or work together to establish worthwhile rates for their services.

A thief-taker's combat skills focus partly on stealth, partly on brute force, and partly on adaptability. They often favor unusual weapons: nets and other weapons that help them capture thieves unharmed; seemingly flimsy or innocuous weapons they can use with devastating forces; or objects that don't even look like weapons until the thief-taker reveals their true purpose.

Archetype Features

The following are features of the thief-taker archetype:

Skills: Add Use Rope to the wanderer's skill list. Remove Appraise, Art, Knowledge [Dungeoneering], and Perform.

Weapon and Armor Proficiencies: The thief-taker is proficient with simple and martial weapons, as well as with the swordbreaker and net exotic weapons. They are proficient with light armor (but not shields).

Nonlethal Sneak Attack: A thief-taker receives an additional +1d6 bonus to Sneak attack at 1st level when using the ability to inflict nonlethal damage. This bonus increases to +2d6 at 5th level, +3d6 at 9th level, +4d6 at 13th level, and +5d6 at 17th level. These bonuses are in addition to the wanderer's normal Sneak Attack progression. This replaces all levels of the wanderer's Skill Focus.

Subdue: Starting at 2nd level, a thief-taker can inflict nonlethal damage with a weapon without the

normal -4 penalty. This replaces the wanderer's 2nd-level Rogue Talent.

Capture: Starting at 4th level, a thief-taker who has pinned a target can take a swift action to use a set of manacles or make a Use Rope check to bind their foe if they have the appropriate item—either the manacles or a suitable length of rope—at hand. This replaces the wanderer's 4th-level Dark One's Own Luck.

Improved Subdue: Starting at 6th level, a thief-taker can use their Sneak Attack to inflict nonlethal damage even if their weapon normally does not allow it. This replaces the wanderer's 6th-level Rogue Talent.

Improved Capture: At 10th level, a thief-taker can use their Capture ability against foes they have successfully grappled. This replaces the wanderer's 10th-level Rogue Talent.

Greater Subdue: Starting at 12th level, a thief-taker using their Sneak Attack to inflict nonlethal damage doubles the damage it inflicts on critical hits. This ignores the rule that Sneak Attack damage is not modified by critical strikes. Greater Subdue has no effect on Sneak Attack damage being used to inflict lethal damage. This replaces the wanderer's 12th-level Rogue Talent.

Greater Capture: At 16th level, a thief-taker can use their Capture ability against a target they have successfully tripped. This replaces the wanderer's 16th-level Rogue Talent.

The Wilder: Kinswoman

The Kin is a group of female channelers who help runaways from the White Tower. None of these women were Aes Sedai, but having trained in the Tower, they have some similar rules and are not exactly wilders. Rank among the Kin is determined by age, not strength in the Power. The thirteen oldest members in Ebou Dar comprise the Knitting Circle and are the ruling body of

the Kin. The oldest of the Knitting Circle is known as the Eldest.

Prerequisites: A member of the Kin must be female. She must have had some training at the White Tower, but have either been rejected as an Aes Sedai or successfully run away.

Archetype Features

The following are features of the Kinswoman archetype:

Rules of the Kin: From 1st level on, the Kinswoman must do their utmost to hide their channeling ability, so as not to draw the attention of the White Tower. Though not enforced by the power of a *ter'angreal* like an Aes Sedai's Three Oaths, any Kinswoman who is considered a threat to the secrecy of their order can expect harsh punishments. This replaces the wilder's Block ability.

Experienced Mind: At 4th level, a Kinswoman has heard tales from dozens of women with lives spanning centuries, giving her a mental equilibrium few can match. She gains a +4 bonus to all concentration checks. This replaces the wilder's Improved

Overchannel ability.

Weavesight: Though they did not complete the intense training of an Aes Sedai, a Kinswoman has a strong grasp of the basics that, combined with some experience, grants them a strong understanding of weaves and Talents. As a result, every Kinswoman gains a +4 competence bonus to all Weavesight checks at 10th level. This replaces the wilder's Greater Overchannel ability.

Ancient Mind: By the time a Kinswoman reaches 16th level, she has seen and done more than most family trees and it takes more than Tarmon Gai'don to phase her. Her bonus to concentration checks increases to +8. This replaces the wilder's Overchannel Mastery ability.

The Wilder: Wisdom

Wisdom is a term used in the Two Rivers region of Andor to describe a village healer, found in many names as you cross the world but fairly constant in terms of occupation. They practice mastery of herbal remedies and are adept at treating illnesses and such. Many, though not all, Wisdoms are *saidar*-sensitive, but they are almost without variation wilders with no knowledge of their true powers. This archetype assumes that the Wisdom is just such a wilder.

All Wisdoms claim that they can "Listen to the Wind" but only those who are also wilders actually have the ability. The village Wisdom is the female counterpart to the village Mayor.

Prerequisites: A Wisdom must be female.

Archetype Features

The following are features of the Wisdom archetype:

Skills: Add Diplomacy, Handle Animal, Intimidate, Knowledge (Nature), and Survival to the wilder's skill list. Remove Channel and Weavesight.

Affinities: A Wisdom begins play with an affinity for the Power of Spirit. This Affinity makes the Wisdom particularly strong with weaves that use only Spirit. She will be less capable with weaves that use other powers, and somewhat hampered in weaves that don't use Spirit at all. This replaces the wilder's normal ability to choose between Air, Water, or Spirit as their starting Affinity.

Talents and Weaves: A Wisdom begins play knowing the Talent of Healing and knowing the weaves Heal and Foretell Weather, as well as four additional common weaves of 0th or 1st level. These weaves do not have to be within your talent, though they usually are. This replaces the wilder's normal ability to choose any one Talent and six common weaves to begin with.

Healing: The gentle art of ministering to the sick and injured is one of a Wisdom's primary duties. Starting at 2nd level, when using the any weave in the Healing talent, they can increase the weave level by +1 without having to Overchannel. At 9th level, they

can increase the weave level by +2 without having to Overchannel. At 18th level, they can increase the weave level by +3 without having to Overchannel. This replaces the wilder's 2nd-level Bonus Channeling

The Woodsman: Blight Scout

A corruption of the land north of the Borderlands, the Great Blight sometimes expands and retreats, depending on the current strength of the Dark One. It is home to many dangerous flora and fauna adapted to kill me: from the powerful Worms to the lowly—and deadly-poisonous—Stick to monstrous trees seeking blood for their writhing roots.

It takes a special kind of man or woman to willingly venture into this wretched morass, but the blight scout knows his work is vital. Alone or in small groups, they keep track of Shadowspawn movements, hunt some of the deadliest creatures alive, and ensure that the Borderlands are prepared for whatever the Shadow seeks to throw at them.

Often hailing from one of the four Borderlands, blight scouts are self-reliant, usually very private individuals, and always extremely skilled at hunting and killing the minions of the Shadow. They are respected everywhere in the Borderlands and a warning from a blight scout is always heeded; the price of being wrong is always too high, leading to the loss of entire unprepared villages when their words of doom are ignored.

Archetype Features

The following are features of the blight scout archetype:

Skills: Add Knowledge [The Blight] to the woodsman's skill list. Remove Knowledge [Nature].

Favored Terrain: A blight scout always takes the Blight as their favored terrain at 1st level.

Great Fortitude: It takes a man of exceptional vigor to survive the constant perils of a life spent even only occasionally in the Blight. At 1st level, the blight

Feat.

Adaptation: Upon reaching 6th level, a Wisdom becomes more comfortable and aware of their abilities. Add Channel and Weavesight to their list of class skills.

scout receives the Great Fortitude feat for free. This replaces the woodsman's Wild Empathy ability.

Shadowspawn Hunter: At 1st level, the Blight Scout picks one type of Shadowspawn: Darkhound, Draghar, Myrddraal, or Trolloc. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against Shadowspawn of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A blight scout may take 10 on Knowledge [The Blight] skill checks when attempting to identify these creatures.

At 4th level and every three levels thereafter (7th, 10th, 13th, etc.), the blight scout may select an additional Shadowspawn to receive these bonuses against. They can select new types of Shadowspawn at these later levels as well, provided they have encountered and fought it at least once. These include Grey Men, Gholam, Jumar (Worms), and Cafar (Bloodwraps). In addition, at each such interval, the bonus against all other chosen Shadowspawn increases by +1. If the blight scout has selected all the Shadowspawn he has encountered and still has one or more open slots, they still gain the additional +1 bonus, but they must wait until they encounter a new type of Shadowspawn to receive the bonuses against an additional category of Shadowspawn. This replaces all levels of the woodsman's Hunter's Focus ability.

Quarry: Instead of the subject of their Hunter's Focus (which they no longer possess), the blight scout applies this ability to any creature they have selected with their Shadowspawn Hunter ability. This

modifies the woodsman's Quarry and Improved Quarry abilities.

Shadowspawn Slayer: Upon reaching 20th level, the woodsman becomes truly adept at slaying the servants of the Dark One. He can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack against any creature they have selected with their Shadowspawn Hunter ability. If the attack hits, the target takes damage normally

and must make a Fortitude save or be slain. The DC of this save is equal to 10 + 1/2 the ranger's level + the ranger's Wisdom modifier. Failure means the creature dies outright. The blight hunter can also choose to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A blight scout can use this ability once per day against each type of creature they have selected with their Shadowspawn Hunter ability.

The Woodsman: Wolfbrother

Westlanders who live in the Borderlands and midlands, or near mountains or forests, often chance to hear the high, mournful howl of the wolf. Rare in some areas and quite common in others, wolves are an important facet of the westlands ecology and, unbeknownst to most humans, fierce foes of the Dark One and his servants. They do not hesitate to attack "Twisted Ones" (Trollocs) and will sacrifice half the pack to kill the "Neverborn" *Myrddraal) or Darkhounds. They even exist partly within *Tel'aran'rhiod*, the World of Dreams.

A few humans are aware of the special nature of wolves, for they have the ability to speak to them with their minds. Known as wolfbrothers (or wolfsisters), they can become powerful forces for the Light—if they learn to understand and control their abilities, and thus retain their sanity and humanity in addition to their strange powers.

Wolfbrothers possess several distinctive features. Their eyes turn a haunting shade of yellow, just like those of a wolf. Some try to hide this, while others revel in the strangeness of it and the way their eyes disturb other people. Most wolfbrothers become hirsute: their bears and hair grow more quickly and thickly, and sometimes hair growth increases along the chest, back, and shoulders. Some wolfbrothers' faces might even change

slightly, becoming just a bit longer and sharper, with slight points developing on the tips of the ears.

No one knows what makes a man become a wolfbrother; not even wolfbrothers themselves can tell you, though some speculate that it's the wolves that do the choosing. Wolves have opposed the Dark One and his minions for centuries, and they never pick a man to be their brother who does not share their cause to some degree. Typically, wolfbrother abilities manifest in late adolescence. Sometimes fearful villagers lock a young, confused wolfbrother up, thinking him insane or a Darkfriend. Some wolfbrothers react poorly and run off into the wild to join the pack, leaving their friends and family behind forever. The fortunate ones master their abilities and learn to use them for the greater good.

As the name indicates, most wolfbrothers are men; women rarely hear the call of the wolf for some reason.

Archetype Features

The following are features of the wolfbrother archetype:

Skills: Add Acrobatics to the woodsman's skill list. Remove Profession.

Favored Terrain: A wolfbrother always takes forests or mountains as their favored terrain at 1st level. They always take whichever of those two they did not already select for their 2nd favored terrain at 8th

level.

Madness: The voices of the wolves overwhelm a man and lead him to forget his humanity. Wolfbrothers can eventually become insane. Like male channelers, a wolfbrother gains a Madness rating. The GM rolls 1d6 secretly to determine the starting rating. Every time the wolfbrother advances a level in this class, the GM rolls an additional 1d3 and adds the result to the Madness rating. Unlike a channeler afflicted by madness, however, there is none of the foul rotting that comes with advanced insanity. Rather, the Madness rating represents how far the human mind has been lost to the pack. For more about madness, see Chapter 9.

Wolf Empathy: A wolfbrother adds +4 to all Wild Empathy checks made with wolves starting at 1st level. This bonus increases to +8 at 12th level.

Wolfspeech: A wolfbrother can converse telepathically with wolves, speaking mind to mind with them over a distance equal to his level x 5 miles. This effect does not alter the animal's intelligence, and so responses and reactions to the wolfbrother are limited to the creature's perceptions. Over time, a wolfbrother develops a wide network of lupine friends with whom he frequently converses, learning their names, histories, habits, personalities, and the like.

Low-Light Vision: At 2nd level, the wolfbrother's eyesight becomes keen. They gain the Low-Light Vision ability. See the *Pathfinder™* core rules for more information.

Scent: At 2nd level, the wolfbrother's senses become heightened. They gain the Scent ability. See the *Pathfinder™* core rules for more information. This replaces the woodsman's 2nd-level Combat Style Feat.

Wolfdream: At 3rd level, the wolfbrother becomes able to access the world of dreams. They gain the Awaken Lost Talent feat. They always awaken to the

Dreaming talent.

Wolf Bond: Beginning at 4th level, many wolfbrothers gain a full-time mentor and companion who travels with them. This is identical to the Animal Companion ability of the *Pathfinder™* ranger, except that they must select a wolf. See Chapter 10 for details on *Wheel of Time™* wolves. See the *Pathfinder™* core rules for more information. This ability replaces all levels of the woodsman's Hunter's Focus ability.

Sense Emotion: At 8th level, the wolfbrother's sensitivity to the scent of humans can tell him something about the emotions of people near him. This provides a +4 competence bonus on Sense Motive checks.

Alert Pack: Beginning at 11th level, a wolfbrother can sense and call out to all wolves within range of his wolfspeech ability. The GM may allow a Wisdom check to sense and contact wolves at greater distances (DC 20 + 1 per additional 5 miles), but only if there are wolves gathered in large numbers. If the wolfbrother requests reasonable assistance of them, 1d6 wolves will come to his aid. If doing so seriously endangers them or is otherwise against their natures, the wolfbrother can make a Wild Empathy check against a DC set by the GM to convince them. The GM determines how long it takes the wolves to arrive once called; in general, it takes about 10 minutes per mile of distance from the wolfbrother. This ability can be used once per day. This replaces the woodsman's Quarry ability.

Great Health: At 19th level, the wolfbrother gains a +2 bonus to Constitution. This replaces the woodsman's Improved Quarry ability.

Call Pack: Upon reaching 20th level, a wolfbrother has become so well-known and respected among wolves that whenever he is in or near wilderness inhabited by them, some are always lingering nearby, ready to come to his aid. Whenever he uses his alert pack ability, 1d6 wolves with the same statistics as the

wolfbrother's Animal Companion arrive in 2d4 rounds in the wilderness or 2d8 rounds in a town, village, or ruin near the wilderness, in addition to another 2d6 regular wolves arriving as per the Alert Pack ability. The wolfbrother never needs to make a

Wild Empathy check to gain their aid; the wolves will do whatever is asked, even if it means their death. This ability can be used once per day. This replaces the woodsman's Master Hunter ability.

CHAPTER 6 - SKILLS

Skills represent the knowledge and abilities of a character that experience gradual improvements as opposed to feats, detailed in Chapter 7, which are generally only a single large improvement, or a series of progressively more powerful single improvements chained together. The ability to hide in shadows, recall knowledge about historical events, and make weapons are all different types of skills.

A character's level of ability in a skill is controlled by their "rank," or the number of skill points they have put into the skill. Relatively little time will be spent on skills, which are covered in the *Pathfinder™* core rules. Only new or altered rules or differences in skills will be discussed in depth.

Skill Checks: When you wish to use a skill, you perform a skill check. This can either be against the DC (Difficulty Class) of a specific action, where your skill check must match or exceed the given DC, or as an opposed skill check, where the character and an opponent or target make checks in corresponding skills (for example, a character's Stealth check versus a guard's Perception check) and whoever gets the higher result wins.

A skill check is made by using the following formula:

$$\begin{aligned} & d20 + \text{skill rank} + \text{relevant ability modifier} \\ & + \text{other bonuses} = \text{skill check} \end{aligned}$$

Trained/Untrained: Even if a character does not have any ranks in a given skill, they can sometimes try to achieve the same results through improvisation, luck, or sheer natural ability. If a skill is denoted as being "untrained," it is not necessary to have any ranks in the skill to try and use it, though it is rare for a character to be able to surmount very high DC tasks. A skill that is "trained," meanwhile, has no chance of success if the

character does not have at least one rank in the relevant ability.

Channeling: A skill denoted as Channeling requires one to be able to touch the One Power to even attempt. In game terms, a character must have at least one level in a class that can Channel—either Initiate or Wilder—to be able to put ranks in a skill or use it untrained.

Lost: Much lore has been lost since the Breaking of the World. A skill marked as Lost cannot even be attempted until a character has awoken the power in him—or herself, usually through the Awaken Lost Talent feat.

Table 6-1: Skill List

Skill	Key Ability	Untrained	Channeling	Lost
Acrobatics	Dex	X	—	—
Appraise	Int	X	—	—
Art [Any]	Cha	X	—	—
Bluff	Cha	X	—	—
Channel	Wis	X	X	—
Climb	Str	X	—	—
Composure	Wis	—	X	—
Craft [Any]	Int	X	—	—
Diplomacy	Cha	X	—	—
Disable Device	Int	—	—	—
Disguise	Cha	X	—	—
Dreaming	Wis	X	X	X
Escape Artist	Dex	X	—	—
Foretelling	Int	X	X	X
Handle Animal	Cha	—	—	—
Heal	Wis	X	—	—
Intimidate	Cha or Str	X	—	—
Knowledge [Any]	Int	—	—	—
Inversion	Int	—	X	—
Linguistics	Int	—	—	—
Old Blood	Int	X	—	X
Perception	Wis	X	—	—
Perform [Any]	Cha	X	—	—
Profession [Any]	Wis	—	—	—
Ride	Dex	X	—	—
Sense Motive	Wis	X	—	—
Sleight of Hand	Dex	—	—	—
Sniffer	Wis	—	—	X
Stealth	Dex	X	—	—
Survival	Wis	X	—	—
Swim	Str	X	—	—
Treesinging	Cha	—	—	X
Use Rope	Dex	X	—	—
Viewing	Wis	X	X	X
Weavesight	Int	X	X	—

Skill Descriptions

ACROBATICS (DEX)

Unchanged from the *Pathfinder™* core rules.

APPRAISE (INT)

Unchanged from the *Pathfinder™* core rules.

ART (CHA)

You are skilled in producing examples of artistic skill in one of a variety of specific methods. Like Craft, Knowledge, Perform, and Profession, Art is actually a number of separate skills. You could have several Art skills, each with its own ranks, each purchased as a separate skill. Each of the seven categories of the Art skill includes a variety of methods, tools, or techniques, a small list of which is provided for each category below:

- Carving (woodcuts, engraving, etching)
- Ceramics (molding pottery, glazing, firing)
- Drama (play scripts, set design, choreography)
- Drawing (form, line, inks and pencils, shading)
- Painting (oils, watercolors, inks)
- Sculpture (friezes, casting, reliefs)
- Writing (prose, poetry, calligraphy)

Check: You can impress critics and the public with your talent and skill. After an initial investment (determined by the GM) to purchase the raw materials your item will use, you can begin working on your piece. The GM will determine how long it will take. Short-term work like drawing will generally take only a week, most of that time used in identifying a suitable subject and getting everything

just right. Painting and sculpting can last a month or more, depending on the piece, while writing can take even longer. Longer projects may require additional costs to house the incomplete work, feed the artist, and cover any shortfalls in the initial materials purchase. Once the final production is complete, its value is predicated on the amount of time spent on the work.

Action: Varies. Trying to earn money by producing a work of art can generally take anywhere from a week to months at the GM's discretion. The artist must devote their full time to the work (at least 8 hours a day), though they can elect to spend less time per day and draw out the corresponding completion time. This does not affect the value of the work—which still uses the original timeline—only the amount of time to finish the piece.

Enhance a Crafted Item: When using Craft to produce an item, you can elect to enhance its value and aesthetic with a relevant Art skill (such as using Art [Sculpture] with Craft [Stonemasonry] or making a finely etched sword with Art [Carving] and Craft [Blacksmithing]). Add the costs, completion times, and finished values for the final piece. The piece is not complete until all work is done and cannot be used for its intended purpose until both the crafting and the decorating is complete.

Try Again: Yes, but each time you fail by 5 or more, you ruin half the original investment in supplies, which must be replaced. Also, retries they don't negate previous failures; an audience that has been unimpressed in the past is likely to be prejudiced against future works by the same creator.

Table 6-2: Art Skill Results

Artwork	DC	Value
Routine work. Inoffensive but practically worthless.	10	1d10 mk/week of production time
Enjoyable work.	15	1d10 x 10 mk/week of production time
Great work. Critics note you as an up-and-comer.	25	3d10 x 10 mk/ week of production time
Masterpiece. Owning one of your works is a mark of distinction amongst the wealthy.	35	1d10 x 100 mk/ week of production time
Classic. You are ushering in a new era in your field and will be remembered as a master.	45	3d10 x 100 mk/ week of production time

BLUFF (CHA)

Unchanged from the *Pathfinder™* core rules.

CHANNEL (WIS; TRAINED ONLY; CHANNELING)

Channelers use this skill to overchannel, tie off weaves or multiweave (if you have the appropriate feats), and attempt unusual channeling actions such as linking and unlacing weaves. Non-channeling classes cannot even attempt to use this skill unless they have multiclassed with a channeling class.

Check: You can make a Channel check for a number of different situations. Below are the rules for linking channelers, overchanneling, and unlacing a weave.

Link Channelers: Creating a channeling link requires a Channel check from all participants. The leader rolls against a DC 20 + 1/4 the total number of participants; all other participants against a DC 5 + 1/4 the total number of participants. For example, for a circle of 13 channelers (the maximum number possible in a circle with no men), the DC is 23 for the leader and 8 for the other participants. Creating a link is a full-round action. See Chapter 9 for more details on linking channelers.

Overchannel: Overchanneling allows an initiate or wilder to cast additional or higher-level weaves beyond those normally allowed by her class, level, and ability bonuses. See Chapter 9 for more details on overchanneling.

Unlace a Weave: Unlacing a weave is dangerous and difficult—so much so that unlacing is discouraged and the Aes Sedai forbid it outright. Only weaves which are being held or tied off can be unlaced—weaves that have instantaneous effects dissipate immediately and cannot be unwoven. The DC to unlace a weave is 25 + the casting level. See Chapter 9 for the consequences of failing to unlace a weave properly.

Try Again: Linking and overchanneling attempts

may be retried, though a success doesn't cancel the effects of a previous failure, which almost always is the loss of the weave being cast or held. Unlacing attempts may not be retried—once the weave collapses, it is gone.

CLIMB (STR)

Unchanged from the *Pathfinder™* core rules.

COMPOSURE (INT; TRAINED ONLY; CHANNELING)

You are particularly good at maintaining inner calm.

Check: Composure checks are always full-round actions. Each check must have a specific goal: a successful Composure check to resist the discomfort of freezing temperatures would not automatically grant a the bonus to social skills, for example.

Calm: You can maintain your calm in the face of fear, stress, or trying emotional circumstances. With a successful check against DC 15, you gain a +2 circumstance bonus on Bluff, Diplomacy, and Intimidate checks for the next 10 minutes.

Seek Rest: A successful check against DC 20 allows you to quickly fall asleep, even if you are not particularly tired. This is useful if your opportunities to rest are not regular, or if you are a dreamwalker who wishes to enter the dream realms without delay.

Ignore Discomfort: A successful check against DC 25 allows you to remain comfortable in moderate extremes of temperature. Heat that might cause others to break out into a heavy sweat or cold that sends them into huddled shivers causes you only mild discomfort. It does not protect you against the elements, however—conditions that might damage your character (extreme heat or freezing cold) are just as dangerous.

Battle Focus: In combat situations, a successful check against DC 20 gives you a +1 bonus on attack rolls for 5 rounds.

Retry: None.

CRAFT (INT)

Modified from the *Pathfinder™* core rules.

Currency: The *Wheel of Time™* setting uses a slightly different system of currency, employing silver pennies in place of silver pieces and silver marks in place of gold pieces. Convert item prices into silver pennies when calculating item costs and crafting progress.

Masterpiece: There is a level of quality above masterwork, known as masterpiece. As with crafting a masterwork item, simply treat the price increase as a part of the item to be crafted. A masterpiece weapon costs an additional 600 mk (increasing the raw material price by 2,000 silver pennies) while masterpiece armor costs an additional 300 mk (increasing the raw material price by 1,000 silver pennies).

Herbalism: The setting does not have alchemy, as such, but in its place is a more thorough system of herbalism. Making balms, antitoxins, and poisons requires the Craft [Herbalism] skill. This variant of the Craft skill cannot be used untrained; only characters with actual ranks in Craft [Herbalism] can attempt to make these items. A healer's kit constitutes the appropriate artisan's tools for use of Craft [Herbalism].

Table 6-3: New Crafting Items

Item	Craft	DC
Two Rivers Longbow	Bowmaking	15
Aiel shortbow	Bowmaking	15
Acid	Herbalism	15
Antitoxin	Herbalism	25
Healer's Balm	Herbalism	20
Poison	Herbalism	15
Masterpiece item	Varies	30

DIPLOMACY (CHA)

Unchanged from the *Pathfinder™* core rules.

DISABLE DEVICE (INT)

Unchanged from the *Pathfinder™* core rules.

DISGUISE (CHA)

Unchanged from the *Pathfinder™* core rules.

DREAMING (WIS; CHANNELING; LOST)

Through the Awakened Lost Talent feat, you have discovered you possess the power to enter *Tel'aran'rhiod*, the World of Dreams. Perhaps you are a wolfbrother who can enter the Wolf Dream, perhaps an Aiel Wise One gifted in the ways of your people, or just an inexperienced channeler doing her best not to become lost in a world like nothing she'd ever imagined.

Check: Dreaming checks vary, but are usually full-round actions.

Enter the Dream World: Upon going to sleep, the channeler makes a DC 10 Dreaming check to enter *Tel'aran'rhiod*, a prerequisite to any other activity using this skill.

Dreamwatch: While asleep, you can enter the space between dreams. In this dark and empty realm, lit only by the tiny stars of thousands of sleeping, dreaming people all over the world, you can attempt to identify, observe, and/or enter the dream of a specific person (who must, of course, be asleep and dreaming at the time). To find a specific person's dream, make a Dreaming check. The DC varies according to your relationship with the person as well as the person's physical proximity in the real world. If you have ever entered this person's

Table 6-4: Dreamwatch DCs

Relationship	DC
Intense love or hate between you	10
A well-known friend	15
An acquaintance	20
Someone you have seen or met once	30
Someone you have only heard of	35
Total stranger	40

Distance	DC Modifier
Within a few feet	-5
Within 1 mile	+0
Within 100 miles	+5
Within 1,000 miles	+10
More than 1,000 miles	+15

dreams before, you gain a +5 competence bonus on your check.

Once you have found the dream you seek, you can simply observe it from the outside, or enter it. Entering another person's dream is dangerous, because the dreamer's psyche creates the very reality of the dream and you risk coming under its control. Once you enter the dream, you are a fixture of the dreamer's imagination, subject to his or her psyche's control as is everything else in the dream.

Taking any actions whatsoever, other than what the dreamer dreams you doing, requires a Dreaming check. Exiting the dream (back to the space between dreams) requires a check against DC 15. Simple actions, such as talking, walking about, etc., also require a check against DC 15; more complex actions—anything that substantially alters the events occurring within the dream—have higher DCs. Failure indicates that you are unable to do what you attempt. On a failure by 10 or more, you lose all sense of your own identity, becoming a complete slave of the dreamer's psyche. You cannot exit the dream, or attempt any voluntary action, until the dreamer wakes up or his dreams move on to other topics that don't include you. If there is an intense emotional relationship between yourself and the dreamer, make all Dreaming checks with a -10 penalty.

Fortunately, your "real" self cannot be harmed within another's dream. The only thing you carry out of another person's dream is your memory of the dream events. Even if you are abused, injured, or killed in another person's dream, you remain unharmed in the real world.

The dreamer has no way of knowing that you entered his dream. He may recall dreaming about you when he awakes, but he cannot tell that you were anything more than a figment of his imagination. If you attempt to communicate a

message to the dreamer, he must make an Intelligence check (DC 15) upon waking to recall the message and consider that it may be important. If he is expecting such a message—or simply knows that you have this ability—he gains a +5 bonus on his roll.

Dreamwalk: While asleep, you can bring yourself into the dream realm. *Tel'aran'rhiod* is a parallel world that mirrors ours nearly exactly.

Table 6-5: Dreamwalk arrival point DCs

Location is...	DC
Very familiar to you	15
Somewhat familiar to you	20
A place you have visited only briefly	25
A place you have never seen or been	35

You arrive in the World of Dreams dressed as you normally dress and carrying the equipment that you normally carry. By default, you appear at the location at which you are physically located in the real world. However, you can attempt to appear in another location by making a Dreaming check. The DC varies according to how well you know that location, either from visiting it in the real world or in *Tel'aran'rhiod*.

When in *Tel'aran'rhiod*, you can move, act, and channel just as in the real world. Although it is a dream world, things that affect you there also affect you in the real world. If you are injured—or killed—in *Tel'aran'rhiod*, your injury or death is just as real as if it occurred in the real world.

You may exit *Tel'aran'rhiod* at any time. With a Dreaming check (DC 15) you may awaken immediately in the real world; otherwise you revert to a normal sleep to awaken as you normally would.

Dream Jump: You can travel to any point in *Tel'aran'rhiod* that you can envision—that you have previously seen or been to in either the World of Dreams or the real world. Traveling in this manner is a move action and requires a Dreaming check against a DC 20. You gain a +5 bonus if you are

extremely familiar with the location or can see it from where you currently are in *Tel'aran'rhiod*.

To another person in *Tel'aran'rhiod*, someone dream jumping seems to disappear in a blur. With a successful Perception check against DC 20, you can tell where the person dream jumped to and attempt to follow even if you have never seen or been to the target location.

Bend Dream: While in *Tel'aran'rhiod* or while in another person's dream, you can shape the reality of the dream realm by force of will. You can alter your dress and equipment or even your appearance. You can even alter the dress, equipment, or appearance of someone else.

In fact, you can alter any person or item that has been dreamed into *Tel'aran'rhiod*; what you can't change are things "native" to the dream world—your surroundings, items you pick up, and objects or buildings. You also can't alter objects or creatures that are physically brought into *Tel'aran'rhiod* from the real world (via the *bridge between worlds*, for example).

To change yourself, make a Dreaming check as a move action. A result of 10 or higher allows you to change your clothing or gear. A result of 20 or higher allows you to change your own physical features. If you change your features or give yourself any piece of equipment that you do not normally carry, you must make a concentration check any time you are distracted, as if you were holding a weave (see Chapter 9).

To change someone else, make a similar Dreaming check, though this time it is an opposed check against the other Dreamer. If you succeed in changing the target, she can change herself back with a successful Bend Dream check of her own.

Retry: Normally, you only retry Dream Jump or Bend Dream checks.

ESCAPE ARTIST (DEX)

Unchanged from the *Pathfinder™* core rules.

FORETELLING (INT; CHANNELING; LOST)

You can prophesy future events.

Check: The Foretelling is an unreliable ability. Make a Foretelling check against DC 20. If successful, you invoke the momentary trancelike state that accompanies your prophecies. However, you may or may not actually foretell—your GM will decide whether or not this ability actually manifests. Usually, the higher your Foretelling check, the more likely, more thorough, and more relevant a prophecy.

If the ability does manifest, your character utters a short message—usually no more than two or three sentences—on the subject at hand (your GM makes up the message). Foretold statements invariably prove true, but are usually open to multiple interpretations, the truest of which is often the least obvious. They always speak of the future, not current events elsewhere, though sometimes the events referred to are mere days away and sometimes they are years off.

Special: You can only foretell a maximum of once per game session; additional attempts fail automatically.

Retry: You cannot retry Foretelling checks.

HANDLE ANIMAL (CHA; TRAINED ONLY)

Unchanged from the *Pathfinder™* core rules.

HEAL (WIS)

Modified from the *Pathfinder™* core rules.

Use Healer's Balm: A trained healer can use this substance more effectively to restore another character's lost hit points. When applying healer's balm (see Chapter 8) to another character, make a Heal check against the DCs on Table 6-6. The result of the check tells you how many additional hit points

this application of healer's balm provides to the injured character. This check may also be made when stabilizing a character that is at negative hit points (in addition to stabilizing, the injured character regains the additional hit points). This application of the Heal skill cannot be used untrained.

Table 6-6: Use Healer's Balm DCs

Additional Damage Converted	DC
1 hp	10
2 hp	15
3 hp	20
4 hp	25
5 hp	30
+1 hp	+10

INTIMIDATE (CHA or STR)

Unchanged from the *Pathfinder™* core rules.

KNOWLEDGE (INT; TRAINED)

Modified from the *Pathfinder™* core rules. The following is a list of the areas of knowledge available:

- Ancient History (The Age of Legends, personalities, Breaking of the World)
- The Blight (denizens, geography, and dangers of the Blight)
- Engineering (buildings, aqueducts, bridges, fortifications)
- Geography (lands, terrain, climate, people, customs)
- History (wars, colonies, migrations, founding of cities)
- Local (legends, personalities, inhabitants, laws, traditions)
- Nature (plants and animals, seasons and cycles, weather; does not include the Blight or the Aiel Waste)
- Nobility (lineages, heraldry, customs, family trees, mottoes, personalities, laws)
- The Power (ancient mysteries, channeling traditions, arcane symbols, cryptic phrases, World of Dreams, Aes Sedai traditions)

- The Waste (denizens, geography, and dangers of the Aiel Waste)

INVERSION (INT; TRAINED ONLY; CHANNELING)

Using this skill, a channeler can conceal from the sight of other channelers a weave that she has cast. Note that only male channelers can see weaves cast by other male channelers and only females can see those cast by female channelers.

Check: The channeler may only use the Invert skill on her own weaves. The Invert check must be made immediately after the weave is cast. By succeeding at a skill check (DC 10 + the weave's casting level), the weave is successfully hidden from most other channelers.

Only the weave itself is hidden—all of its effects continue to occur as they normally would, and are visible as usual. For example, a wilder might cast a *create fire* weave to light a fire. Initiates in the same room (as well as anyone else there) would see firelight as normal—but they would not see the weave that caused it, and therefore would not know who started it (though they would probably suspect that a spontaneously sparked fire was started using the One Power). A particularly useful application of this skill is to disguise a person or item, inverting the weave so that even other channelers could not easily tell that its appearance isn't natural.

Initiates and wilders with the Sense Residue feat (and of the same gender as the caster) have a chance of seeing the weave. Your Invert check is opposed by the Weavesight check of any such person who might see your weave.

Special: Inversion was one of the powers lost in the Breaking of the World. Channelers in the modern era do not know how to invert weaves and cannot put ranks into Inversion until they have learned the technique from some source.

Retry: You may only attempt to invert a weave

once, just as it is being cast. If the Invert check fails, that casting of the weave cannot be inverted. Your only options are to release the weave and cast it again or simply leave it uninverted.

LINGUISTICS (INT; TRAINED ONLY)

Modified from the *Pathfinder™* core rules.

Language Availability: Almost all groups in the *Wheel of Time™* setting speak regional dialects of a common language known as the New Tongue. What other languages exist are either of primarily scholarly interest—such as the Old Tongue—or very difficult to even try to learn, let alone master—such as Trolloc, Ogier, and Maiden Hand-Talk.

Dialect: With every new rank of Linguistics, instead of selecting a language to learn, you can pick a new dialect of the New Tongue to master. When speaking with a character whose primary dialect is one you have learned, you can make a DC 15 Linguistics check to gain a +1 circumstance bonus to any Bluff and Diplomacy checks during that conversation. A DC 25 Linguistics check increases the bonus to +2. You can find a complete list of dialects in Chapter 3.

OLD BLOOD (INT; LOST)

The blood of your forebears runs strongly in your veins, occasionally granting you the insight and wisdom of countless generations.

Check: You may call upon the old blood for access to skills, ancient knowledge, or insight and ideas. Calling upon this insight is a swift action.

Skill: The old blood sometimes grants you the skills of your ancestors. You may call upon the old blood for one of the following skills: Appraise, Bluff, Diplomacy, Disable Device, Disguise, Handle Animal, Heal, Intimidate, Linguistics, Perception, Perform, Profession, Ride, Sense Motive, Sleight of Hand, Stealth, or Survival. Depending on your roll, you gain

a certain number of skill ranks in that skill for 10 minutes. If you use the old blood on a skill you already have, you use either the total ranks on Table 6-7 or your total ranks; whichever is higher. See Table 6-7 for the results.

Knowledge: The old blood often calls bits of esoteric or long-lost knowledge to your mind. Calling for grants you a certain number of skill ranks in one Knowledge skill for the purpose of answering a specific question. See Table 6-7 for the results. It only provides information on ancient topics (events that occurred within the Third Age, but at least three hundred years ago). Thus, the old blood might be able to tell you that Queen Mabriam of Aramaelle was an Aes Sedai but not that Dyelin Taravin is the head of her household.

Table 6-7: Old Blood DCs

Skill Ranks	DC
4 ranks	15
8 ranks	20
12 ranks	25
16 ranks	30
20 ranks	40
+2 ranks	+5

Knowledge Ranks	DC
4 ranks	10
8 ranks	15
12 ranks	20
16 ranks	25
20 ranks	30
+2 ranks	+5

Insight: The old blood sometimes gives you clues to connections you're having trouble making yourself. You may ask the old blood one question; if you succeed on a DC 20 Old Blood check, you receive an answer that may give you a clue to something you're trying to figure out. Usually, this clue is based more upon facts you already know, rather than new facts. For instance, you may be having trouble finding the lair of a Trolloc band that has been raiding nearby towns. The old blood might remind you that an ancient city lies in the nearby mountains, and that Trollocs have been known to use the Ways.

Special: You can only call on the old blood a maximum of once per game session; additional attempts fail automatically.

Retry: You cannot retry Old Blood checks.

PERCEPTION (WIS)

Unchanged from the *Pathfinder™* core rules.

PERFORM (CHA)

Unchanged from the *Pathfinder™* core rules.

PROFESSION (WIS; TRAINED ONLY)

Unchanged from the *Pathfinder™* core rules.

RIDE (DEX)

Unchanged from the *Pathfinder™* core rules.

SENSE MOTIVE (WIS)

Unchanged from the *Pathfinder™* core rules.

SLEIGHT OF HAND (DEX; TRAINED ONLY)

Unchanged from the *Pathfinder™* core rules.

SNIFFER (WIS; TRAINED ONLY; LOST)

You can smell the stench of violence and track the characters or creatures that committed it.

Check: To your nose, scenes of recent violence are imbued with a foul odor. The power and intensity of the odor give you some sense of the magnitude of the violence, how recently it occurred, or both. Torture and murder leave the stronger odors, especially when perpetrated against helpless victims; assaults and beatings have less powerful scents. Fair fights or attacks by animals acting according to the nature (such as a starving wolf attacking a shepherd) are weakest of all. Odors fade over time, usually disappearing in a week or so unless the attack was extremely vicious.

The scent of violence clings to those who

commit it. To track a perpetrator from the scene of a violent act, make a Sniffer check (DC 15). Decrease the DC by 5 if the act was especially heinous, but increase it by 2 for every 12 hours that have passed since the act occurred.

The scent of violence does not tell you exactly how an attack occurred, who was involved, or what form of violence was used. It can, however, pinpoint the exact location where it happened, and identify the perpetrator by the clinging scent and the trail leading to him.

Retry: You can retry as often as you wish, though the DC to follow the scent increases by +4 with every failure.

STEALTH (DEX)

Unchanged from the *Pathfinder™* core rules.

SURVIVAL (WIS)

Unchanged from the *Pathfinder™* core rules.

SWIM (STR)

Unchanged from the *Pathfinder™* core rules.

TREESINGING (CHA; TRAINED ONLY; LOST)

You awaken in yourself the ability to manipulate and improve living trees.

Benefits: You gain the ability to shape trees into useful objects, improve their health, or cause them to grow to great size.

Crafting: The primary benefit of this ability is to allow you to shape exquisite examples of craftsmanship out of wood. Rather than paying a cost when crafting wooden items with Treesinging, it takes time as shown in Table 6-8. Reduce the time needed by 5 minutes (minimum 1 minute) for every 10 points by which your check exceeds the DC.

Items made from sung wood are of exceptional quality and durability compared to similar items of conventional manufacture, and can draw prices

comparable to masterwork items. Even simple boards or planks (DC 5) are highly sought after due to their exceptional strength, straightness, and beauty. Increase the hardness of any item made of sung wood by 1 and give it 10% more hit points. Sung wood is often used in making masterwork items, and commands prices ten times or more higher than regular wood.

Healing: To heal a tree, touch the tree and make

Table 6-8: Treesong Crafting DCs

DC	Time	Example
5	1 minute	Board or plank
10	5 minutes	Simple item (staff, club, bucket)
15	10 minutes	Modest item (stool, bow, flute)
20	20 minutes	Complex item (chair, rowboat)
30	40 minutes	Extremely complex item (statue, ornate throne)
+15	+30 minutes	Masterwork component
+30	+60 minutes	Masterpiece component

a Treesinging check. For most diseases or damage, the DC is 15, though your GM may set a higher DC for severe damage, a tree that is nearly dead, or supernatural effects. The standard time requirement is 10 minutes, although, again, more time may be required in unusual or severe circumstances.

Growing: To grow a tree, touch the tree and make a Treesinging check. The DC is equal to 1/4 the tree's current height in feet. Making a 40-foot-tall oak grow, for example, has a DC of 10. The amount by which you can grow it depends on your level—you may increase its size by up to 25% for every 3 points your check is above the DC. Thus, if you make a check of 28, you can grow a 40' tree up to an additional 150% of its current size, causing it oak to grow an additional 60 feet, to 100 feet tall. The time required to grow a tree is 10 minutes for every 25% increase in size. Growing an oak from 40 feet to 100 feet, therefore, takes 60 minutes. A tree grown using this ability cannot be grown again for a month.

Special: Only Ogier can take ranks in Treesinging,

even with the Awaken Lost Talent feat.

Retry: You can retry Crafting as often as you wish, though each attempt takes time. Healing cannot be retried for a day if you fail. Growing cannot be retried for a month.

USE ROPE (DEX)

Unchanged from the *Pathfinder™* core rules.

VIEWING (WIS; CHANNELING; LOST)

You see auras and sometimes prophetic images around people.

Check: You make a Viewing check as a full-round action, according to the DCs on table 6-8.

With a successful result, you see a faint aura

Table 6-9: Viewing DCs

Viewing Subject	DC
Average Person	40
PC Class, Level 1-5	35
PC Class, Level 6-10	30
PC Class, Level 11-20	25
PC Class, Level 20+	20
Channeler or Warder	-5

around the subject that indicates one important, unknown, or unconfirmed fact about the subject's personality or his role in your life or the events that surround you. You might learn that the person holds a key to resolving a mystery, that he can be trusted with a secret, that he harbors an unusual fear of the local lord, that he is in love with a friend of yours, or that he is vindictive and spiteful.

If you succeed by 10 or more, you also receive a prophetic image related to the person. Such images are usually hard to interpret, and often entirely metaphoric. You might see the person wrestling with a lion, for instance. Does that mean he will actually fight a lion? That he will oppose House Trakand? That he struggles with courage? That he is simply destined to die a violent death? The interpretation is yours to make. Such images always prove true, but often in surprising ways.

Special: You can only have one Viewing of any giving subject; additional attempts fail automatically. The Viewing only works on humans, not on creatures or Ogier.

Retry: You cannot retry Viewing checks.

WEAVESIGHT (WIS; CHANNELING)

Weavesight is used to identify weaves as they are cast or that are held or tied off. Note that even with this skill, only male channelers can see weaves cast by other male channelers, and only females can see those cast by female channelers.

Check: You can identify a weave and its effects, and learn to cast the weave. You can also judge the ability to channel of an individual of your same gender.

If your check result is less than 10, you can see

Table 6-10: Weavesight DCs

DC	Task
10	Identify which of the Five Powers are used in the weave.
15	Identify the weave. If you are familiar with the weave, you know its name and effects; if not, you sense its general effect.
15	Identify the ability to channel.
20	Learn the weave, if it is of a level you are capable of casting without overchanneling.
20	Determine general degree of talent.
25	Learn the weave, if it is of a level you could cast while overchanneling.
25	Determine precise degree of power.

the weave but can't find out anything about it.

When examining an individual's power, a check result of 15 or more tells the viewer whether the subject has one or more levels of initiate or wilder. It does not reveal how many levels the subject has or in which class.

A check result of 20 or more gives one of three results: the subject is significantly less powerful than the view, significantly more powerful than the viewer, or about the same as the viewer. For both the viewer and the subject, add their Int, Wis, and Cha bonuses to their Channeler level. If the subject's

total is 4 or more lower, the viewer gets the sense that the subject is "weaker" than she is. If the subject's total is within 3 of the viewer's, she gets a sense of "about the same." If the subject's total is 4 or more higher, the viewer gets a sense that the subject is 'stronger.'

A check result of 25 or more tells the viewer precisely how strong or weak the subject is compared to the viewer. They learn the exact difference between their total Int-Wis-Cha-Level scores, though they do not learn how many channeling levels the subject has, what class they are in, or what her precise ability bonuses are—it only reveals the total.

Retry: You can retry if the channeler performs the weave again. If the channeler is holding or has tied off the weave, you may retry after studying it for 10 minutes. Residues are harder to see; if retrying when using the Sense Residue feat, each retry not only requires 10 minutes of study, but also increases the DC by 5.

Special: You suffer a -5 penalty to attempts to learn a weave if it does not use any of the Five Powers for which you have an Affinity.

If you have the Sense Residue feat, you may attempt to use Weavesight on a weave that was recently cast by which is no longer held or tied off. Make the check with a -2 penalty if the weave was released within the past 2 hours, a -5 penalty if released most than 2 hours ago but within 24 hours, a -10 penalty if released more than one day ago but within a week, and a -15 penalty if released more than a week ago but within one month. You cannot use Weavesight on weaves released more than one month ago.

More than almost any other single thing, it is feats that will differentiate characters. They are what dictates how a character's statistics will be put to use, augmenting your strengths and cushioning your weaknesses. Suffering from a low Strength, but you have a decent Dexterity? With the Weapon Finesse feat, you can use Dexterity instead of Strength to determine your attack rolls. A smart character with a poor Dexterity? Canny Defense can add your Intelligence to your Reflex save instead.

There are four basic types of feats, detailed below: General Feats, Combat Feats, Channeling Feats, and Destiny Feats.

General Feats

As the name implies, these are the most wide-ranging of feats. These can be taken by pretty much anyone and generally involve non-combat aspects of the character. They deal with everything from improved saving throws and skill bonuses to extra class-related abilities.

Combat Feats

These feats govern combat, taking a good warrior and making them great or taking a great warrior and making them the stuff of legends. They can increase a character's proficiency with weapons, enhance their defense, or allow them to use special techniques against foes.

Channeling Feats

Mastery of the One Power can only go so far with the abilities granted by one's character class. To truly grasp the depths of *saidin* or *saidar*, one must invest in channeling feats, all of which require at least some facility with Channeling to select.

Destiny Feats

These are special feats available only to heroic characters such as PCs and powerful NPCs. Using Destiny Feats, you can improve your stats, awaken long-buried powers, and gain special abilities that can affect the very pattern of the Wheel.

Note: See the *Pathfinder™* core rules for the majority of feat descriptions. Only new feats or those which have been modified from their *Pathfinder™* versions (usually to account for the changes from magic to channeling) are described in detail.

Table 7-1: Feat List

General Feats	Prerequisites	Benefits
Acrobatic ³	—	+2 or +4 bonus on Acrobatics and Climb checks
Alertness ³	—	+2 or +4 bonus on Perception and Sense Motive checks
Animal Affinity ³	—	+2 bonus on Handle Animal and Ride checks
Athletic ³	—	+2 or +4 bonus on Climb and Swim checks
Canny Defense	Int 13	Use Int modifier instead of Dex for Reflex saves
Deceitful ³	—	+2 or +4 bonus on Bluff and Disguise checks
Deft Hands ³	—	+2 or +4 bonus on Disable Device and Sleight of Hand
Endurance ³	—	+4 bonus on checks to avoid nonlethal damage
Diehard ³	Endurance	Automatically stabilize and remain conscious below 0 hp
Fast Healer ³	Con 13, Diehard	Regain additional hit points when healing
Heroic Defiance ³	Fort +8, Diehard	Once per day, delay onset of harmful condition for 1 round
Heroic Recovery ³	Fort +4, Diehard	Once per day, gain new saving throw against harmful condition requiring Fort save
Esoteric Mastery	Awaken Lost Talent	+2 or +4 to any one Lost skill, take 10
Extra Hunter's Trick ²	<i>Hunter's Trick</i> class feature	Gain one additional Hunter's Trick, increase daily usage total by 1
Extra Inspiration ¹	<i>Inspiration</i> class feature	Use Inspiration additional 2 times per day
Masterful Inspiration	Extra Inspiration	+1d6 to temporary hit points
Extra Rogue Talent ^{2,3}	<i>Rogue Talent</i> class feature	Gain one additional Rogue Talent
Fame	Leadership	+2 to your Leadership score
Fast Empathy ³	<i>Wild Empathy</i> class feature, Handle Animal 5 ranks	Use Wild Empathy as a standard action
Fleet ^{1,3}	—	Your base speed increases by 5 feet
Fortress of Self	Cha 13	Use Cha instead of Wis for Will saves
Great Fortitude ³	—	+2 on Fortitude saves
Improved Great Fortitude ³	Great Fortitude	Once per day, you may reroll a Fortitude save
Greater Wild Empathy ³	<i>Wild Empathy</i> class feature, Knowledge [Nature] 5 ranks	Use wild empathy to intimidate and expand the creatures it can affect
Intimidating Prowess ³	—	Add both Str and Cha modifiers to Intimidate checks
Iron Will ³	—	+2 bonus on Will saves
Improved Iron Will ³	Iron Will	Once per day, you may reroll a Will save
Leadership ³	Character level 7th	Gain a cohort and followers
Lightning Reflexes ³	—	+2 bonus on Reflex saves
Improved Lightning Reflexes ³	Lightning Reflexes	Once per day, you may reroll a Reflex save
Master Craftsman ²	Craft [Any] 5 ranks	+2 on one Craft and you can create items faster
Mental Stability	—	Reduce Madness score by 20
Mind over Body	Wis 13	Use Wis modifier instead of Con for Fortitude saves
Nimble Moves ³	Dex 13	Ignore 5 feet of difficult terrain when you move
Acrobatic Steps ³	Dex 15, Nimble Moves	Ignore 20 feet of difficult terrain when you move
Light Step ³	Acrobatic Steps	Move normal speed in difficult terrain
Persuasive ³	—	+2 or +4 bonus on Diplomacy and Intimidate checks
Betrayer ³	BAB +3, Persuasive, Quick Draw	Gain free attack upon successful Diplomacy check
Power Aptitude	Ability to Channel	+2 or +4 bonus on Channel and Weavesight checks
Prodigy ²	—	+2 or +4 bonus on two Art, Craft, Perform, or Profession skills
Run ³	—	Run at 5 times your normal speed
Self-Sufficient ³	—	+2 or +4 bonus on Heal and Survival checks
Skill Focus ^{2,3}	—	+3 or +6 bonus to one skill
Stealthy ³	—	+2 or +4 bonus on Escape Artist and Stealth checks
Studious	—	+2 or +4 bonus to Composure and one Knowledge check
Combat Feats	Prerequisite	Benefit
Agile Maneuvers ³	—	Use your Dex bonus when calculating your CMB
Armor Focus ²	<i>Armor Compatibility</i> class feature, Armor Proficiency	+1 armor bonus with one type of armor
Improved Armor Focus ²	BAB +4, Armor Focus	Additional +1 armor bonus with one type of armor
Armor Mastery	BAB +8, Improved Armor Focus	Once per day, cause melee attack to automatically miss
Armor Proficiency (Light) ³	—	Wear light armor without penalties
Armor Proficiency (Medium) ³	Armor Proficiency (Light)	Wear medium armor without penalties
Armor Proficiency (Heavy) ³	Armor Proficiency (Medium)	Wear heavy armor without penalties
Blind-Fight ³	—	Reroll miss chances for concealment
Improved Blind-Fight ³	Perception 10 ranks, Blind-Fight	Ignore miss chances for less than total concealment
Greater Blind-Fight ³	Perception 15 ranks, Improved Blind-Fight	Total concealment considered normal concealment
Cartwheel Dodge ³	<i>Improved Evasion</i> class feature, Acrobatics 12 ranks	With a successful evasion you may move half your speed
Catch Off-Guard ³	—	No penalties for improvised melee weapons
Improvised Weapon Mastery ³	BAB +8, Catch Off-Guard or Throw Anything	Make an improvised weapon deadly
Combat Expertise ³	Int 13	
Gang Up ³	Combat Expertise	Flank an opponent if at least two allies are adjacent to it

Table 7-1: Feat List, continued

Combat Feats, cont.	Prerequisite	Benefit
Team Up ³	BAB +6, Gang Up	Aid another as a move action with two adjacent allies
Improved Dirty Trick ³	Combat Expertise	+2 bonus on dirty trick attempts, no attack of opportunity
Greater Dirty Trick ³	BAB +6, Improved Dirty Trick	Dirty trick penalty lasts 1d4 rounds
Improved Disarm ³	Combat Expertise	+2 bonus on disarm attempts, no attack of opportunity
Disarming Strike ³	BAB +9, Improved Disarm	Attempt a disarm on a successful critical hit
Greater Disarm ³	BAB +6, Improved Disarm	Disarmed weapons are knock away from your enemy
Improved Feint ³	Combat Expertise	Feint as a move action
Deceptive Exchange ³	Improved Feint	Upon successful feint, you may force opponent to accept an object
Greater Feint ³	BAB +6, Improved Feint	Enemies you feint lose their Dex bonus for 1 round
Improved Reposition ³	Combat Expertise	+2 bonus on reposition attempts, no attack of opportunity
Greater Reposition ³	BAB +6, Improved Reposition	Enemies you reposition provoke attacks of opportunity
Repositioning Strike ³	BAB +9, Improved Reposition	Attempt a reposition attack on a successful critical hit
Improved Steal ³	Combat Expertise	+2 bonus on steal attempts, no attack of opportunity
Greater Steal ³	BAB +6, Improved Steal	Enemies don't notice theft until after combat
Improved Trip ³	Combat Expertise	+2 bonus on trip attempts, no attack of opportunity
Greater Trip ³	BAB +6, Improved Trip	Enemies you trip provoke attacks of opportunity
Tripping Staff ³	BAB +6, Improved Trip, Weapon Focus (Quarterstaff)	Treat a quarterstaff as if it had the trip weapon special feature
Tripping Twirl ³	BAB +12, Tripping Staff, Weapon Specialization (Quarterstaff)	Use a quarterstaff to make a trip attempt against all adjacent enemies
Tripping Strike ³	BAB +9, Improved Trip	Attempt a trip attack on a successful critical hit
Second Chance ³	BAB +6, Combat Expertise	Exchange latter attacks to reroll missed first attack
Improved Second Chance ³	BAB +11, Second Chance	Take a -5 penalty on later attacks to reroll missed attack
Swift Aid ³	BAB +6, Combat Expertise	Attempt to aid another as a swift action
Whirlwind Attack ³	Dex 13, BAB +4, Combat Expertise, Spring Attack	Make one melee attack against all foes within reach
Combat Reflexes ³	—	Make additional attacks of opportunity
Bodyguard ³	Combat Reflexes	Use attack of opportunity to add a bonus to adjacent ally's AC
In Harm's Way ³	Bodyguard	Take the damage of a successful attack upon an adjacent ally
Combat Patrol ³	BAB +5, Combat Reflexes, Mobility	Increase threatened area for attack of opportunity
Stand Still ³	Combat Reflexes	Stop enemies from moving past you
Deadly Aim ³	Dex 13, BAB +1	Trade ranged attack bonus for damage
Defensive Combat Training ³	—	Use your total Hit Dice as your base attack bonus for CMD
Disruptive	BAB +6	Increases the DC to form weaves adjacent to you
Weavebreaker	BAB +10, Disruptive	Enemies provoke attacks if their weaves fail
Dodge ³	Dex 13	+1 dodge bonus to AC
Mobility ³	Dodge	+4 AC against attacks of opportunity
Sidestep ³	Dex 13, Mobility	Make 5-foot step immediately after an opponent misses
Improved Sidestep ³	Dex 15, Sidestep	Sidestep without using your 5-foot step on your next turn
Spring Attack ³	BAB +4, Mobility	Move before and after making an attack
Wind Stance ³	Dex 15, BAB +6, Dodge	Gain 20% concealment if you move
Lightning Stance ³	Dex 17, BAB +11, Wind Stance	Gain 50% concealment if you move
Exotic Weapon Proficiency ^{2,3}	BAB +1 or higher	No penalty on attacks made with one exotic weapon
Focus Defense	<i>Hunter's Focus</i> class feature	Bonus to CMD and AC when attacked by target of your Hunter's Focus
Improved Critical ^{2,3}	Proficient with weapon, BAB +8	Double the threat range of one weapon
Improved Initiative ³	—	+4 bonus on initiative checks
Improved Unarmed Strike ³	—	Always considered armed
Improved Grapple ³	Dex 13, Improved Unarmed Strike	+2 bonus on grapple attempts, no attack of opportunity
Greater Grapple ³	BAB +6, Improved Grapple	Maintain your grapple as a move action
Knockout Artist ³	<i>Sneak Attack</i> class feature, Improved Unarmed Strike	Gain +1 damage per Sneak Attack die when dealing nonlethal Sneak Attack damage
Perfect Strike ³	Dex 13, Wis 13, BAB +8, Improved Unarmed Strike	Roll twice for unarmed strikes and take the better roll
Punishing Kick ³	Str 13, Wis 13, BAB +8, Improved Unarmed Strike	Knock down or push back foes with unarmed strikes
Lunge ³	BAB +6	Take a -2 penalty to your AC to attack with reach
Martial Weapon Proficiency ^{2,3}	—	No penalty on attacks made with one martial weapon
Mounted Combat ³	Ride 1 rank	Avoid attacks on mount with Ride check
Indomitable Mount ³	Handle Animal 5 ranks, Ride 5 ranks, Mounted Combat	Once per round, you can substitute your Ride check for your mount's saving throw
Mounted Archery ³	Mounted Combat	Halve the penalty for ranged attacks while mounted
Mounted Shield ³	Mounted Combat, Shield Focus	Apply shield bonus to mount's AC
Ride-By Attack ³	Mounted Combat	Move before and after a charge attack while mounted
Spirited Charge ³	Ride-By Attack	Double damage on a mounted charge
Trample ³	Mounted Combat	Overrun targets while mounted
Trick Riding ³	Mounted Combat	Automatically pass simple Ride skill checks
Mounted Skirmisher ³	Ride 9 ranks, Mounted Combat	Make a full attack if mount moves its speed or less

Table 7-1: Feat List, continued

Combat Feats, cont.	Prerequisite	Benefit
Unseat ³	Improved Bull Rush, Mounted Combat	Knock opponents from their mounts
Point-Blank Shot ³	—	+1 to attack and damage targets within 30 feet
Disrupting Shot ³	Dex 13, Armsman level 6 th , Point-Blank Shot	Ranged attacks increase enemy's DC to channel
Far Shot ³	Point-Blank Shot	Decrease ranged penalties by half
Precise Shot ³	Point-Blank Shot	No penalty for shooting into melee
Bull's-eye Shot ³	BAB +5, Precise Shot	Spend a move action to gain a +4 bonus to next ranged attack before end of your turn
Focused Shot ³	Int 13, Precise Shot	Add Int modifier to damage rolls with bows or crossbows
Improved Precise Shot ³	Dex 17, BAB +11, Precise Shot	No cover or concealment chance on ranged attacks
Pinpoint Targeting ³	Dex 19, BAB +16, Improved Precise Shot	No armor or shield bonus on one ranged attack
Rapid Shot ³	Dex 13, Point-Blank Shot	Make one extra ranged attack
Crossbow Mastery ³	Dex 15, Rapid Reload, Rapid Shot	Reload crossbow as free action and make full attacks
Manyshot ³	Dex 17, BAB +6, Rapid Shot	Shoot two arrows simultaneously
Shot on the Run ³	Dex 13, Dodge, Mobility, Point-Blank Shot	Make ranged attack at any point during movement
Parting Shot ³	BAB +6, Shot on the Run	Make ranged attack when withdrawing
Power Attack ³	Str 13, BAB +1	Trade melee attack bonus for damage
Bloody Assault ³	BAB +6, Power Attack	Trade melee attack bonus for bleed damage
Cleave ³	Power Attack	Make an additional attack if the first one hits
Great Cleave ³	BAB +4, Cleave	Make an additional attack after each attack hits
Dazing Assault ³	BAB +11, Power Attack	Trade melee attack bonus to daze opponents
Furious Focus ³	Power Attack	Do not take the Power Attack penalty on the first attack each round
Dreadful Carnage ³	Str 15, BAB +11, Furious Focus	Make a free Intimidate check when you knock down a foe
Improved Bull Rush ³	Power Attack	+2 bonus on bull rush attempts, no attack of opportunity
Bull Rush Strike ³	BAB +9, Improved Bull Rush	Attempt a bull rush on a successful critical hit
Greater Bull Rush ³	BAB +6, Improved Bull Rush	Enemies you bull rush provoke attacks of opportunity
Improved Drag ³	Power Attack	+2 bonus on drag attempts, no attack of opportunity
Greater Drag ³	BAB +6, Improved Drag	Enemies you drag provoke attacks of opportunity
Improved Overrun ³	Power Attack	+2 bonus on overrun attempts, no attack of opportunity
Charge Through ³	Improved Overrun	Make overrun as free action while charging
Greater Overrun ³	BAB +6, Improved Overrun	Enemies you overrun provoke attacks of opportunity
Stomp	Improved Overrun	Combine an attack with a successful overrun
Improved Sunder ³	Power Attack	+2 bonus on sunder attempts, no attack of opportunity
Greater Sunder ³	BAB +6, Improved Sunder	Damage from sunder attempts transfers to your enemy
Sundering Strike ³	BAB +9, Improved Sunder	Attempt a sunder attack on a successful critical hit
Punishing Assault ³	Str 15, Power Attack	Push a foe back with a two-handed weapon
Shield of Swings ³	Power Attack	Reduce damage with a two-handed weapon to gain a +4 shield bonus
Smash ³	Power Attack	Ignore 5 points of hardness when breaking an object
Stunning Assault ³	BAB +16, Power Attack	Trade melee attack bonus to stun opponents
Quick Draw ³	BAB +1	Draw weapon as a free action
Rapid Reload ³	Weapon Proficiency (Crossbow)	Reload crossbow quickly
Shield Proficiency ³	—	No penalties on attack rolls when using a shield
Improved Shield Bash ³	Shield Proficiency	Keep your shield bonus when shield bashing
Shield Slam ³	BAB +6, Improved Shield Bash, Two-Weapon Fighting	Free bull rush with a bash attack
Shield Master ³	BAB +11, Shield Slam	No two-weapon penalties when attacking with a shield
Bashing Finish ³	Shield Master	Make a free shield bash after a critical hit
Saving Shield ³	Shield Proficiency	Grant shield bonus to an adjacent ally
Shield Focus ^{2,3}	BAB +1, Shield Proficiency	Gain a +1 bonus to your AC when using a shield
Covering Defense ³	BAB +6, Shield Focus	Provide cover to an ally with total defense
Greater Shield Focus ^{2,3}	Armsman level 8 th , Shield Focus	Gain additional +1 bonus to your AC when using a shield
Shield Specialization ^{2,3}	Armsman level 4 th , Shield Focus	+2 bonus to AC against criticals with one type of shield
Greater Shield Specialization ^{2,3}	Armsman level 12 th , Greater Shield Focus, Shield Specialization	Additional +2 bonus to AC against criticals and negate critical hit once per day
Shield Compatibility ³	Shield Proficiency	Shield bonus stacks with Defense Bonus
Shield Wall ³	Shield Proficiency	Increase your shield bonus to AC when adjacent to ally
Tower Shield Proficiency ³	Shield Proficiency	No penalties on attack rolls when using a tower shield
Simple Weapon Proficiency ³	—	No penalty on attacks made with simple weapons
Skilled Defense	—	+1 bonus to Defense Bonus
Practiced Defense	1 th -level character, Skilled Defense	Additional +1 bonus to Defense Bonus
Step Up ³	BAB +1	Take a 5-foot step as an immediate action
Following Step ³	Dex 13, Step Up	Move up to 10 feet as an immediate action
Step Up and Strike ³	BAB +6, Following Step	Follow adjacent creature and attack as an immediate action
Strike Back ³	BAB +11	Ready action to attack foes that strike you while using reach
Throw Anything ³	—	No penalties for improved ranged weapons

Table 7-1: Feat List, continued

Combat Feats, cont.	Prerequisite	Benefit
Toughness ³	—	+3 hit points, +1 per Hit Die beyond 3
Improved Toughness	Toughness	Additional +1 hit point per Hit Die
Tougher than Tree Roots ¹	Improved Toughness, Endurance	+6 hit points
Tough as Nails ¹	Fort +6, Tougher than Tree Roots	+10 hit points
Scion of the Stone ¹	Fort +10, Diehard, Tough as Nails	+14 hit points
Ironhide	Great Fortitude, Toughness	+1 Natural Armor bonus
Steelskinned	Improved Toughness, Ironhide	Additional +1 Natural Armor bonus
<i>Cuendillar</i> Body ¹	Steelskinned, Improved Great Fortitude	Gain DR 1/—, to a maximum of DR 5/—
Two-Weapon Fighting ³	Dex 15	Reduce two-weapon fighting penalties
Double Slice ³	Two-Weapon Fighting	Add your Str bonus to off-hand damage rolls
Improved Two-Weapon Fighting ³	Dex 17, BAB +6, Two-Weapon Fighting	Gain additional off-hand attack
Greater Two-Weapon Fighting ³	Dex 19, BAB +11, Improved Two-Weapon Fighting	Gain a third off-hand attack
Two-Weapon Rend ³	BAB +11, Double Slice, Improved Two-Weapon Fighting	Rend a foe hit by both your weapons
Two-Weapon Defense ³	Two-Weapon Fighting	Gain a +1 shield bonus when fighting with two weapons
Improved Two-Weapon Defense	Improved Two-Weapon Fighting, Two-Weapon Defense	Gain an additional +1 shield bonus when fighting with two weapons
Vital Strike ³	BAB +6	Deal twice the normal damage on a single attack
Improved Vital Strike ³	BAB +11, Vital Strike	Deal three times the normal damage on a single attack
Greater Vital Strike ³	BAB +16, Improved Vital Strike	Deal four times the normal damage on a single attack
Weapon Finesse ³	Proficient with weapon, BAB +1	Use Dex instead of Str on attack rolls with light weapons
Weapon Focus ^{2,3}	Proficient with weapon, BAB +1	+1 bonus on attack rolls with one weapon
Greater Weapon Focus ^{2,3}	Armsman level 8th, Weapon Focus	Additional +1 bonus on attack rolls with one weapon
Penetrating Strike ³	Armsman level 12 th , Weapon Focus	Your attacks ignore 5 points of damage reduction
Greater Penetrating Strike ³	Armsman level 16 th , Penetrating Strike	Your attacks ignore 10 points of damage reduction
Weapon Specialization ^{2,3}	Armsman level 4 th or commander or woodsman level 6 th , Weapon Focus	+2 bonus on damage rolls with one weapon
Greater Weapon Specialization ^{2,3}	12 th -level Armsman, Greater Weapon Focus, Weapon Specialization	Additional +2 bonus on damage rolls with one weapon
Weapon Supremacy	18 th -level Armsman, Greater Weapon Specialization, Weapon Expertise	Numerous benefits with one type of weapon
Weapon Expertise ²	10th-level Armsman, Weapon Specialization	+1 to hit and damage with one group of melee weapons
Point-Blank Master ³	Weapon Specialization	Do not provoke attacks of opportunity while firing one ranged weapon
Channeling Feats	Prerequisite	Benefit
Close Call ¹	—	Reroll Overchannel Fort save if the result is stalling
Combat Channeling	—	+4 to concentration checks
Uncanny Concentration	Combat Channeling	Don't make concentration checks for violent movement
Craft <i>Ter'angreal</i>	12 th -level Initiate or Wilder	Able to craft <i>ter'angreal</i>
Eliminate Block	<i>Block</i> class ability	Remove block
Extra Affinity ²	—	One additional affinity
Extra Talent ²	—	One additional talent
Multiweave ¹	Wis13	Cast one additional weave at a time
Power-Heightened Senses	—	+4 to Perception while embracing the One Power
Read <i>Ter'angreal</i>	Wis 13	Determine the function of a <i>ter'angreal</i>
Sense Residue	—	Sense lingering residues and inverted weaves
Tie Off Weave	Wis 13	Leave weave functioning
Weave Focus ²	—	Increase proficiency with a particular weave
Greater Weave Focus ²	Int 13, Weave Focus	Further increase proficiency with a particular weave
Talent Focus	Int 15, Greater Weave Focus	Increase proficiency with all weaves in a particular Talent
Weave Mastery	Int 15, Greater Weave Focus	Perfect a single weave
Destiny Feats	Prerequisite	Benefit
Awaken Lost Talent	—	Make a Lost skill a class skill and allow character to gain skill ranks
The Dark One's Own Luck ¹	—	Once per day, reroll any die roll
Better Lucky than Good	The Dark One's Own Luck	Reroll natural 1's on reroll
Dumb Luck	Better Lucky than Good	Treat natural 1's as natural 20's on reroll
Lucky Break	The Dark One's Own Luck	Force enemy to reroll
Survivor's Luck	Lucky Break	Treat natural 20's as natural 1's on an enemy reroll
Tempting Fate	The Dark One's Own Luck	Use reroll to avoid dying
Unbelievable Luck	The Dark One's Own Luck	+1 luck bonus to all saves until reroll used
Mental Conditioning	—	+1 bonus to one Mental stat

Table 7-1: Feat List, continued

Destiny Feats, cont.	Prerequisite	Benefit
Improved Mental Conditioning	Mental Conditioning	+1 bonus to one Mental stat
Perfect Health	—	Roll hit points twice and select best result
Physical Conditioning	—	+1 bonus to one Physical stat
Improved Physical Conditioning	Physical Conditioning	+1 bonus to one Physical stat
Trait Mastery	—	Double the bonuses from your background traits

¹ - Feat can be selected multiple times; the effects stack.

² - Feat can be selected multiple times; the effects do not stack. Each time it is selected, it applies to something different.

³ - See the Pathfinder core rules for feat details.

Feat Descriptions

Armor Focus [Combat]

Long use in fighting while armored has given you insight in how best to use it to defend yourself.

Prerequisites: *Armor Compatibility* class feature, Armor Proficiency

Benefits: Pick one type of armor in which you are proficient. Your armor bonus increases by +1 while wearing this armor.

Special: This feat can be taken multiple times. Each time, it applies to a new type of armor.

Armor Mastery [Combat]

A lifetime of fighting in your armor has made it like a second skin. You know every chink and weakness and are able to compensate for them all.

Prerequisites: Base attack bonus +8 or higher, Improved Armor Focus

Benefits: Pick one type of armor in which you have Improved Armor Focus. Once per day, you can negate any hit against you while wearing your armor. You must declare you are using this ability after the attack has been rolled, but before damage is determined.

Awaken Lost Talent [Destiny]

A secret lost in the Age of Legends sleeps within your blood, awakening now, in your hour of need.

Benefits: Select one Lost skill—Dreaming, Foretelling, Old Blood, Sniffer, Treesinging, or Viewing. It becomes a class skill for you and you can begin putting ranks in it as normal. See Chapter 6 for individual skill descriptions.

Special: This feat does not allow non-channelers to

use Channeling Feats. If a character has no levels in a channeling class, they can only awaken the Old Blood or Sniffing lost talents.

Only Ogier can awaken the Treesinging lost talent.

Better Lucky than Good [Destiny]

Nothing ever seems to go wrong for you.

Prerequisite: The Dark One's Own Luck

Benefits: Whenever you use The Dark One's Own Luck to reroll, you can automatically reroll any natural 1's. You can only do this once per reroll, however; if you attack and miss, then reroll your attack and roll a 1, you can reroll a second time. If your second reroll is also a 1, you must accept the last roll.

Canny Defense [General]

Rather than dodging at the last minute, you prefer to simply not be there when your enemies attack.

Prerequisite: Intelligence 13 or higher

Benefits: Your Reflex saving throw uses your Intelligence modifier, instead of your Dexterity modifier.

Close Call [Channeling]

The resilience of your connection to the One Power is unmatched, making it harder for you to burn yourself out.

Benefits: Once per day, if your character fails an Overchanneling or Unlacing attempt and the outcome of the Fortitude save indicates stalling (i.e., failure by more than 25), you can reroll the save. You must accept the results of the second roll, even if they're worse (except as

indicated below).

Special: This feat can be taken multiple times. Each time you take it, you are allowed another reroll per day, including multiple rerolls on the same Fortitude save.

Combat Channeling [Channeling]

You are trained in the ways of battle, your weaves as reliable as they are deadly in the heat of combat.

Benefits: You get a +4 bonus on concentration checks made to form a weave when casting on the defensive or while grappled.

Craft Ter'angreal [Channeling]

Through natural knack or dutiful study, you have learned how to imbue objects with the One Power.

Prerequisite: 12th-level Initiate or Wilder or higher

Benefits: You can craft *ter'angreal*. See Chapter 9 for details.

Cuendillar Body [Combat]

You once got kicked by a horse. The poor thing had to be put down after breaking its leg.

Prerequisite: Improved Great Fortitude, Steel-skinned

Benefits: You gain DR 1/— or improve your existing DR by 1.

Special: You can take this feat up to five times. Its effects stack, granting a maximum DR of 5/—.

Disruptive [Combat]

Your training makes it difficult for enemy channelers to craft weaves near you.

Benefits: The DC to cast defensively increases by +4 for all enemies within your threatened area. This increase only applies if you are aware of the enemy's location and are capable of taking an attack of opportunity. If you have already used your attack(s) of opportunity, this increase does not apply.

Dumb Luck [Destiny]

Your worst days are like a normal person's good ones.

Prerequisite: Better Lucky than Good

Benefits: When rerolling a die roll, any natural 1's are treated as natural 20's instead.

Eliminate Block [Channeling]

It wasn't easy, but you've managed to remove the emotional barriers thrown up between you and the One Power.

Prerequisite: *Block* class feature

Benefits: Your block is removed. You no longer possess the *Block* class feature and suffer from none of its drawbacks.

Special: Female channelers must wait until they reach 3rd channeling level to select this feat. Male channelers can select it at any time.

Esoteric Mastery [General]

Your dedication to your lost talent has been rewarded with a deeper understanding of its potential.

Prerequisite: Awaken Lost Talent

Benefits: You can now take 10 when using your lost talent. Additionally, you gain a +2 bonus to all skill checks with it. This bonus increases to +4 if you have 10 or more ranks in the skill.

Extra Affinity [Channeling]

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

Benefits: Pick one of the Five Powers for which you do not already have an Affinity. You now have an Affinity with this additional Power. If you are female, you must pick Air, Water, or Spirit, unless you already have Affinities with all three of those Powers. Only then may you pick Earth or Fire. If you are male, you must pick Earth, Fire, or Spirit, unless you already have Affinities with all three of them; if so, you may pick Air or Water.

Special: You can gain this feat up to four times, giving you Affinities with two, three, four, or even all of the Five Powers.

Extra Hunter's Trick [General]

Your resourcefulness knows no bounds, improving your available pool of tricks.

Prerequisite: *Hunter's Trick* class feature

Benefits: You learn one additional Hunter's Trick you do not already possess. Additionally, increase your daily pool of available uses by 1.

Special: You can take this feat multiple times. Every time you do, add an additional trick and increase your daily pool of available uses by another 1.

Extra Inspiration [General]

Long use has honed you into a great commander, allowing you to draw out your men's best more reliably.

Prerequisite: *Inspiration* class feature

Benefits: You gain 2 additional daily uses of your Inspiration class ability.

Special: You can select this feat multiple times, each time gaining an additional 2 daily uses of Inspiration.

Extra Talent [Channeling]

You have an additional Talent.

Benefits: Pick a new Talent. You can learn and cast weaves within this Talent. See Chapter 9.

Special: You can gain this feat multiple times.

Fame [General]

Your fame—be it renown or infamy—is sufficient to draw others to your banner.

Prerequisite: Leadership

Benefits: Your Leadership score increases by +2.

Special: The GM may require that your character perform some heroic action, maintain a high profile, or some other additional prerequisite before allowing you to take this feat.

Focus Defense [Combat]

You don't pick foes lightly and you take as much care guarding yourself against them as you do hunting them.

Prerequisite: *Hunter's Focus* class ability

Benefits: You add your Hunter's Focus bonus to your CMD and AC when attacked by the target of your ability. These bonuses apply only against attacks and combat maneuvers the target of your Hunter's Focus attempts; any other enemies with them attack you as normal.

Fortress of Self [General]

Even if your will is not unbreakable, your sense of self is so absolute that few things can shift your mind.

Prerequisite: Charisma 13 or higher

Benefits: Your Will saving throw uses your Charisma modifier, instead of your Wisdom modifier.

Greater Weave Focus [Channeling]

Practice makes perfect and you've practiced this weave exhaustively.

Prerequisites: Intelligence 13 or higher, Weave Focus

Benefits: Pick a weave you have Weave Focus in. Your bonuses increase to +2 to saving throw DCs, +4 to concentration checks, and +4 to Channel skill checks made to Overchannel. These replace the bonuses you receive from Weave Focus.

Special: You can select this feat multiple times, applying it to a new weave each time.

Improved Armor Focus [Combat]

Survival has taught you important lessons about what you can expect from your armor.

Prerequisites: Base attack bonus +4 or higher, Armor Focus

Benefits: Select one type of armor you have Armor Focus in. Your bonus to AC increases to +2. This replaces the bonus from Armor Focus.

Special: You can take this feat multiple times, applying it to a new type of armor each time.

Improved Mental Conditioning [Destiny]

Your mind is your weapon and you never pass up an opportunity to sharpen it.

Prerequisite: Mental Conditioning

Benefits: Select one of your three mental statistics: Intelligence, Wisdom, or Charisma. You increase this ability by +1 permanently. It does not need to be the same statistic you improved with Mental Conditioning.

Improved Physical Conditioning [Destiny]

You have honed your body beyond normal limits.

Prerequisite: Physical Conditioning

Benefits: Select one of your three physical statistics: Strength, Dexterity, or Constitution. You increase this ability by +1 permanently. It does not need to be the same statistic you improved with Physical Conditioning.

Improved Toughness [Combat]

The sheer amount of physical punishment your body can endure is frightening.

Prerequisite: Toughness

Benefits: You gain an additional 1 hit point per Hit Die. This stacks with the bonus granted by Toughness.

Improved Two-Weapon Defense [Combat]

The weapon in your off-hand might as well be a steel shield for all the enemy attacks it lets by.

Prerequisites: Improved Two-Weapon Fighting, Two-Weapon Defense

Benefits: The shield bonus granted by Two-Weapon Defense increases by +1.

Ironhide [Combat]

People sometimes wonder why you're wearing your leather armor under your clothes.

Prerequisite: Great Fortitude, Toughness

Benefits: You gain a +1 Natural Armor bonus to your AC. This stacks with the Defense Bonus granted by your character class.

Lucky Break [Destiny]

Your luck is your enemy's misfortune.

Prerequisite: The Dark One's Own Luck

Benefits: You can spend a reroll from The Dark One's Own Luck to instead force a foe to reroll. If used in this way, you must declare the reroll before the consequences of the previous roll are determined. You must accept the second roll, even if the results are worse for you.

Master Craftsman [General]

Either from a good apprenticeship, natural aptitude, or simple hard work, you are a craftsman of peerless skill.

Prerequisite: Craft [Any] 5 ranks or higher

Benefits: Pick one Craft skill in which you have at least 5 ranks. You reduce the time need to make any item using that skill by 25%. You also add a +2 bonus to all Craft skill checks using that Craft skill.

Special: This feat can be taken multiple times. Each time, it applies to a new craft skill.

Masterful Inspiration [General]

The battlefields of the world have made you into a peerless commander, who can instill their followers with seemingly endless vitality.

Prerequisite: Extra Inspiration

Benefits: Whenever you use the Inspiration class feature, increase the temporary hit points granted by +1d6.

Mental Conditioning [Destiny]

Whether from natural gifts or endless effort, your mind is keener than those around you would have believed.

Benefits: Select one of your three mental statistics: Intelligence, Wisdom, or Charisma. You increase this ability by +1 permanently.

Mental Stability [General]

You have succeeded, at least in part, in staving off encroaching madness.

Benefits: When you gain this feat, your GM reduces your Madness rating by 20 points. Generally, this feat is only useful for male channelers and wolfbrothers, but its benefit applies to any character who has begun to accumulate a Madness rating.

Special: You can select this feat multiple times. Each time, it reduces your Madness rating by 20.

Mind over Body [General]

The flesh is weak, but your spirit is strong enough to keep it going when your body just wants to surrender.

Prerequisites: Wisdom 13 or higher

Benefits: Your Fortitude saving throw uses your Wisdom modifier, instead of your Constitution modifier.

Multiweave [Channeling]

You can cast a second weave while holding another.

Prerequisite: Wisdom 13 or higher

Benefits: While holding a weave you have already cast, you may cast a second weave. The first weave remains in effect. Attempting to cast the second weave requires a Channel check against DC 15. If the check is failed, you cannot cast the second weave without releasing the first. If you are distracted, you must make concentration checks for both weaves.

Special: You can gain this feat multiple times, allowing you to cast even more weaves. For example, if you have this feat twice, you can cast a third weave while holding two that you have already cast.

Perfect Health [Destiny]

Your vitality is a wonder to those who know you.

Benefits: Whenever you gain a new level, roll twice for your hit points and take the higher of the two values. The effects of this feat are not retroactive.

Physical Conditioning [Destiny]

Whether from natural gifts or endless effort, your body is more capable than seems possible.

Benefits: Select one of your three physical statistics: Strength, Dexterity, or Constitution. You increase this ability by +1 permanently.

Power Aptitude [General]

Your devotion to the One Power is rewarded by increased facility with it.

Prerequisite: Ability to Channel

Benefits: You gain a +2 bonus to Channel and Weavesight skill checks. If you have 10 or more ranks in any one of these skills, the bonus increases to +4 for that skill.

Power-Heightened Senses [Channeling]

When you embrace the One Power, your senses of sight and hearing become sharper.

Benefits: When you are embracing the One Power, you gain a +4 circumstance bonus to Perception checks.

Practiced Defense [Combat]

You have mastered the art of keeping yourself safe in battle.

Prerequisites: 11th-level character or higher, Skilled Defense

Benefits: The bonus to your Defense Bonus increases to +2. This replaces the bonus from Skilled Defense.

Prodigy [General]

You are naturally skilled at arts, professions, and the acquisition of skills.

Benefits: Choose two Art, Craft, Perform, or Profession skills in any combination (two Craft skills, a Craft skill and a Perform skill, and so on). You receive a +2 bonus on checks with these skills. If you have 10 or more ranks in any one of these skills, the bonus increases to +4 for that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to two new skills.

Read *Ter'angreal* [Channeling]

You awaken the ability to read *ter'angreal*.

Prerequisite: Wisdom 13 or higher

Benefits: By holding a *ter'angreal* and concentrating for 3 rounds, you can learn its properties. Make a check adding your Channeling level + your Wisdom modifier. A DC 10 will identify the item's Affinities (if any). A DC 15 will let you know what the item is capable of doing. A DC 20 will let you identify the item's means of activation.

Scion of the Stone [Combat]

Your friends compare you favorably to the Stone of Tear. Your enemies compare you unfavorably to parts of your mother's anatomy.

Prerequisites: Base Fortitude save +10 or higher, Tough as Nails

Benefit: Your hit point total increases by +14.

Special: You can take this feat multiple times. Its effects stack.

Sense Residue [Channeling]

You can sense the lingering residue left by channeled weaves, giving you the ability to see and perhaps learn recent weaves as if they were still in effect.

Benefits: Make a Weavesight skill check against a base DC of 5 to notice the residue of weaves that have been recently cast and released. Make a second check to identify or learn the weave. For DCs and modifiers, see the Weavesight skill description in Chapter 6.

Skilled Defense [Combat]

You've spent time and effort working on your ability to avoid injury.

Benefits: You gain a +1 bonus to your Defense Bonus.

Steelskinned [Combat]

You sometimes blunt daggers on the back of your hand as a party trick.

Prerequisite: Improved Toughness, Ironhide

Benefits: Your Natural Armor bonus to AC increases to +2. This replaces the bonus granted by Ironhide.

Stomp [Combat]

You deliver a crushing blow to downed enemies.

Prerequisites: Improved Overrun

Benefits: When you overrun an opponent and your maneuver check exceeds their CMD by 5 or more, instead of moving through your opponent's space and knocking him prone, you may stop in the space directly in front of the opponent (or the nearest adjacent space) and make one attack with an unarmed strike or a natural weapon against that opponent as an immediate action.

Studious [General]

Your calm, attentive nature masks the calm, attentive person lurking beneath.

Benefits: You gain a +2 bonus to Composure and one Knowledge skill checks. If you have 10 or more ranks in either one of these skills, the bonus increases to +4 for that skill.

Survivor's Luck [Destiny]

Foes just can't seem to catch a break around you.

Prerequisite: Lucky Break

Benefits: When forcing a foe to reroll, they treat any natural 20's as natural 1's.

Talent Focus [Channeling]

You have a natural connection with a specific Talent and its associated weaves.

Prerequisites: Intelligence 15 or higher, Greater Weave Focus

Benefits: Pick one Talent. You must have Greater Weave Focus in at least one weave included in that

Talent. All the other weaves in that Talent receive a +1 bonus to their Saving throw DCs.

Tempting Fate [Destiny]

Your luck holds out in even the most dire situations.

Prerequisite: The Dark One's Own Luck

Benefits: Any time you take enough damage to kill your character, you can expend any remaining rerolls from The Dark One's Own Luck to instead drop to -1 hit points and stabilize.

The Dark One's Own Luck [Destiny]

You have extraordinary—but unpredictable—luck.

Benefits: Once per day, you may reroll any one die roll you have just made, provided the issue is being decided primarily upon luck rather than skill. For example, a Craft check is generally more a measure of skill and style than pure luck, but a Perception check might be more luck-related. Will and Fortitude saves are not generally luck-dependant, but Reflex is. Attack rolls are always sufficiently luck-dependent to invoke this feat. Sometimes an attempt can be framed in a manner that makes it more luck-dependent, such as choosing randomly which direction to search in.

Special: You can select this feat multiple times. Each time you take the feat, it adds one to the number of times per day you may reroll.

Tie Off Weave [Channeling]

You can "tie off" your weaves, leaving them in effect indefinitely without having to hold them.

Prerequisite: Wisdom 13 or higher

Benefits: With this feat, you can keep a weave that you have cast with a duration of concentration in effect indefinitely without having to hold it. The weave simply continues to function until you release it, regardless of what you do or where you are. To release the weave, you must be able to see it.

A tied-off weave will eventually unravel and end.

The duration of a tied-off weave is equal to your channeler level in days, minus 4 times the casting level of the weave, in hours. Take, for example, a 4th-level weave cast by a 7th-level initiate. Tied off, the weave remains in effect for six days and eight hours (seven days minus sixteen hours).

Tough as Nails [Combat]

Your foes have a legitimate concern that their weapons might wear out before you do.

Prerequisites: Base Fortitude save +6 or higher, Tougher than Tree Roots

Benefit: Your hit point total increases by +10.

Special: You can take this feat multiple times. Its effects stack.

Tougher than Tree Roots [Combat]

You're known for your ability to take damage, to a degree most who know you classify as "frightening."

Prerequisites: Improved Toughness, Endurance

Benefit: Your hit point total increases by +6.

Special: You can take this feat multiple times. Its effects stack.

Trait Mastery [Destiny]

You are a prototypical example of your heritage, exemplifying everything your people are known for.

Benefits: Any numerical bonus granted by both of your background traits is doubled.

Unbelievable Luck [Destiny]

Your luck never seems to run out.

Prerequisite: The Dark One's Own Luck

Benefits: You gain a +1 luck bonus to all your saving throws as long as you have at least one daily reroll available from The Dark One's Own Luck. You lose this bonus whenever you expend all your daily rerolls.

Uncanny Concentration [Channeling]

You have learned to enter a deeper state when channeling, shrugging off distractions, damage, weather effects, and even the effects of other channelers.

Prerequisite: Combat Channeling

Benefits: You do not need to make concentration checks when affected by vigorous or violent motion or by violent weather. You gain a +2 bonus on all other concentration checks. This stacks with the bonus granted by Combat Channeling.

Weapon Expertise [Combat]

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisite: 10th-level Armsman or higher, Weapon Specialization

Benefits: When you select this feat, choose melee bludgeoning, melee piercing, melee slashing, projectile, or thrown weapons. You must have Weapon Specialization with a weapon that falls into this category. You gain a +1 bonus to attack and damage rolls with all weapons in this category.

Special: You can take this feat multiple times. Each time, it applies to a different group of weapons.

Weapon Supremacy [Combat]

You are a grand master in the use of your chosen weapon. When you hold it in your hands, no foe can stand against you.

Prerequisites: 18th-level Armsman or higher, Greater Weapon Specialization, Weapon Expertise

Benefits: Choose one weapon with which you have Greater Weapon Specialization and Weapon Expertise. When wielding the weapon that you choose, you gain a number of additional advantages:

- You gain a +4 bonus to your CMD to resist being

disarmed or having your weapon sundered.

- When you take a full attack action, you can apply a +5 bonus to any single attack after the first.
- Once per round, before making an attack roll, you can instead choose to treat the d20 result as a 10.
- You gain a +1 bonus to AC.

Weave Focus [Channeling]

You find you have a knack with a particular weave, or perhaps you've simply been practicing it.

Benefits: Pick a weave you are capable of casting. You gain the following bonuses with that weave: to +1 to saving throw DCs, +2 to concentration checks, and +2 to Channel skill checks made to Overchannel.

Special: You can select this feat multiple times, applying it to a new weave each time.

Weave Mastery [Channeling]

You've taken a single weave to be your signature, working at it to a degree your peers consider unhealthy.

Prerequisites: Intelligence 15 or higher, Greater Weave Focus

Benefits: Pick a weave you have Great Weave Focus in. You automatically pass all concentration checks involving the weave. If you fail Overchanneling the weave, you automatically pass the Fortitude save. Finally, you gain the ability to use this weave one additional time per day at its lowest level.

Weavebreaker [Combat]

You can strike at enemy channelers who fail to cast defensively when you threaten them.

Prerequisites: Base attack bonus +10 or higher, Disruptive

Benefits: Enemies in your threatened area that fail their checks to cast spells defensively provoke attacks of opportunity from you.

CHAPTER 8 - EQUIPMENT

The world of the *Wheel of Time*[™] is a primarily medieval setting, though it stands on the cusp of a renaissance, with hints of gunpowder, medicine, chemistry, and even steam power apparent throughout the story. As such, it has the sorts of sword-and-armor goods considered typical for a fantasy role playing game and covered by the *Pathfinder*[™] rules.

Many of the items listed below can be found in the *Pathfinder*[™] core rules, so will not be further described here. Only those items new to the setting will be described in detail.

Economy

The most common coin that adventurers use is the silver mark (mk). With a silver mark, you can buy a belt pouch, 50 feet of hempen road, or a goat. A skilled (but not exceptional) artisan can earn 1 silver mark a day. The silver mark is the standard unit of measure for wealth.

Among nobles, wealthy adventurers, and bankers,

the standard is the gold crown (gc), occasionally know as the gold mark. A gold crown is worth 10 silver marks.

The most prevalent coin among commoners is the silver penny (sp). A silver penny is worth a tenth of a silver mark. One silver penny buys a laborer's work for a day, a common lamp, or a poor meal of bread, baked turnips, onions, and water.

Each silver penny is worth 10 copper pennies (cp). With a copper, you can buy a candle, a torch, or some chalk. Copper is common among laborers and beggars.

The standard coin weighs about a third of an ounce (fifty to the pound).

Weapons

Your weapons determine how capable you are in a variety of combat situations. See Table 8-1 for simple weapons, Table 8-2 for martial weapons, Table 8-3 for exotic weapons, and Table 8-4 for grenade-like weapons. New weapons are detailed in Item Descriptions.

Table 10-1: Simple Weapons

Simple Weapons	Cost	Dmg	Critical	Range	Weight	Type	Special
<i>Unarmed Attacks</i>							
Gauntlet	2 mk	1d3	x2	—	1 lb	B	
Unarmed Strike	—	1d3	x2	—	—	B	
<i>Light Melee Weapons</i>							
Dagger	2 mk	1d4	19-20, x2	10'	1 lb	P or S	
Gauntlet, Spiked	5 mk	1d4	x2	—	1 lb	P	
Mace, Light	5 mk	1d6	x2	—	3 lbs	B	
Sickle	6 mk	1d6	x2	—	2 lbs	S	trip
<i>One-Handed Melee Weapons</i>							
Club	—	1d6	x2	10'	3 lbs	B	
Mace, Heavy	12 mk	1d8	x2	—	3 lbs	B	
Morningstar	8 mk	1d8	x2	—	5 lbs	B	
Spear, Aiel	5 mk	1d6	x3	20'	3 lbs	P	
<i>Two-Handed Melee Weapons</i>							
Longspear	5 mk	1d8	x3	—	6 lbs	P	brace, reach
Quarterstaff	—	1d6/1d6	x2	—	4 lbs	B	double
Spear, Seanchan	10 mk	1d8	x3	20 ft.	5 lbs	P	brace
<i>Ranged Weapons</i>							
Crossbow, Heavy	50 mk	1d10	19-20/x2	120 ft.	7 lbs	P	—
Bolt(s), Crossbow (10)	1 mk	—	—	—	1 lb	—	—
Crossbow, Light	35 mk	1d8	19-20/x2	80 ft.	3 lbs	P	—
Bolt(s), Crossbow (10)	1 mk	—	—	—	1 lb	—	—
Javelin	1 mk	1d6	x2	30 ft.	2 lbs	P	—
Sling	—	1d4	x2	50 ft.	—	B	—
Bullet(s), Sling (10)	1 sp	—	—	—	2 lbs	—	—

Table 10-2: Martial Weapons

Martial Weapons	Cost	Dmg	Critical	Range	Weight	Type	Special
<i>Light Melee Weapons</i>							
Axe, Throwing	8 mk	1d6	x2	10'	2 lbs	S	—
Hammer, Light	1 mk	1d4	x2	20'	2 lbs	B	—
Handaxe	6 mk	1d6	x3	—	3 lbs	S	—
Pick, Light	4 mk	1d4	x4	—	3 lbs	P	—
Sap	1 mk	1d6	x2	—	2 lbs	B	nonlethal
Sword, Short	10 mk	1d6	19-20/x2	—	2 lbs	P	—
<i>One-Handed Melee Weapons</i>							
Battleaxe	10 mk	1d8	x3	—	5 lbs	S	—
Flail	8 mk	1d8	x2	—	5 lbs	B	disarm, trip
Longsword	15 mk	1d8	19-20/x2	—	4 lbs	S	—
Pick, Heavy	8 mk	1d6	x4	—	5 lbs	P	—
Rapier	20 mk	1d6	18-20/x2	—	2 lbs	P	—
Scimitar, Seanchan	15 mk	1d6	18-20/x2	—	4 lbs	S	—
Trident	15 mk	1d8	x2	10'	4 lbs	P	brace
Warhammer	12 mk	1d8	x3	—	5 lbs	B	—
<i>Two-Handed Melee Weapons</i>							
Axe, Hafted	20 mk	1d12	x3	—	12 lbs	S	—
Bardiche	13 mk	1d10	19-20/x2	—	14 lbs	S	brace, reach
Bill	11 mk	1d8	x3	—	11 lbs	S	brace, disarm, reach
Maul	40 mk	2d6	x3	—	14 lbs	B	—
Falchion, Seanchan	75 mk	2d4	18-20/x2	—	8 lbs	S	—
Flail, Heavy	15 mk	1d10	19-20/x2	—	10 lbs	B	disarm, trip
Glaive	8 mk	1d10	x3	—	10 lbs	S	reach
Greatclub	5 mk	1d10	x2	—	8 lbs	B	—
Greatsword	50 mk	2d6	19-20/x2	—	8 lbs	S	—
Halberd	10 mk	1d10	x3	—	12 lbs	P or S	brace, trip
Hammer, Lucerne	15 mk	1d12	x2	—	12 lbs	B or P	brace, reach
Lance	10 mk	1d8	x3	—	10 lbs	P	reach
Pickaxe	14 mk	1d8	x4	—	12 lbs	P	—
Pike	5 mk	1d8	x3	—	9 lbs	P	brace, reach
Ranseur	10 mk	2d4	x3	—	12 lbs	P	disarm, reach
Scythe	18 mk	2d4	x4	—	10 lbs	P or S	trip
<i>Ranged Weapons</i>							
Longbow	75 mk	1d8	x3	100'	3 lbs	P	—
Arrow(s), Common (20)	1 mk	—	—	—	3 lbs	P	—
Longbow, Two Rivers	100 mk	1d8	x3	110'	3 lbs	P	—
Arrow(s), Common (20)	1 mk	—	—	—	3 lbs	P	—
Shortbow	30 mk	1d6	x3	60'	2 lbs	P	—
Arrow(s), Common (20)	1 mk	—	—	—	3 lbs	P	—
Shortbow, Aiel	75 mk	1d6	x3	70'	2 lbs	P	—
Arrow(s), Common (20)	1 mk	—	—	—	3 lbs	P	—

Table 10-3: Exotic Weapons

Exotic Weapons	Cost	Dmg	Critical	Range	Weight	Type	Special
<i>Light Melee Weapons</i>							
Swordbreaker	25 mk	1d6	10-20/x2	—	3 lbs	P	disarm, sunder
<i>One-Handed Melee Weapons</i>							
Ashandarei	—	1d6/1d8	19-20/x2	—	6 lbs	B or S	double
Sword, Bastard	35 mk	1d10	19-20/x2	—	3 lbs	S	—
Whip	1 mk	1d3	x2	—	2 lbs	S	disarm, nonlethal, reach, trip
<i>Two-Handed Melee Weapons</i>							
Scytheblade, Trolloc	75 mk	2d4	18-20/x2	—	8 lbs	S	trip
<i>Ranged Weapons</i>							
Net	20 mk	—	—	10'	6 lbs	—	—

Table 10-4: Grenade-Like Weapons

Grenade-Like Weapons	Cost	Dmg	Splash	Range	Weight	Type
Acid (flask)	25 mk	1d6	1	10'	1 lbs	Acid
Oil (flask, lit)	3 mk	1d6	1	10'	1 lbs	Fire
Illuminator's Rocket	100 mk	2d6	1d6	40'	2 lbs	Fire

Armor

Your armor protects you in combat, but it can also slow you down. See Table 10-5 for the list of armors. The information given on this table is for Medium-size creatures. The time it takes to get into or out of armor depends on its type. See the *Pathfinder™* core rules for details on this, the skills affected by Armor Check Penalties, and any other rules concerning armor.

Table 10-5: Armors

Armor	Cost	AC Bonus	Max Dex	Check	Speed	Weight
<i>Light Armors</i>						
Padded	5 mk	+1	8	0	30'	10 lbs
Leather	10 mk	+2	6	0	30'	15 lbs
Studded Leather	25 mk	+3	5	-1	30'	20 lbs
Chain Shirt	100 mk	+4	4	-2	30'	25 lbs
<i>Medium Armors</i>						
Hide	15 mk	+4	4	-3	20'	25 lbs
Scale Mail	50 mk	+5	3	-4	20'	30 lbs
Chainmail	150 mk	+6	2	-5	20'	40 lbs
Breastplate	200 mk	+6	3	-4	20'	30 lbs
<i>Heavy Armors</i>						
Splint Mail	200 mk	+7	0	-7	20'	45 lbs
Banded Mail	250 mk	+7	1	-6	20'	35 lbs
Field Plate	400 mk	+7	1	-5	20'	50 lbs
Half-Plate	600 mk	+8	0	-7	20'	50 lbs
Full Plate	1,500 mk	+9	1	-6	20'	50 lbs
<i>Shields</i>						
Buckler, Aiel	5 mk	+1	—	-1	—	5 lbs
Shield, Light Wooden	3 mk	+1	—	-1	—	5 lbs
Shield, Light Steel	9 mk	+1	—	-1	—	6 lbs
Shield, Heavy Wooden	7 mk	+2	—	-2	—	10 lbs
Shield, Heavy Steel	20 mk	+2	—	-2	—	15 lbs
Shield, Tower	30 mk	+4	2	-10	—	45 lbs
<i>Extras</i>						
Armor Spikes	+50 mk	—	—	—	—	+10 lbs
Gauntlet, Locked	8 mk	—	—	—	—	+5 lbs
Shield Spikes	+10 mk	—	—	—	—	+5 lbs

The only difference to bear in mind is that the bonus to AC provided by armor and shields does not normally stack with a character's Defense Bonus granted by their class. You instead take the higher of the two values. A character might choose to wear armor even if their Defense Bonus is higher because you retain your armor bonus to AC in some situations where you lose your Defense Bonus, such as while flat-footed. Some feats and class abilities enable a character to retain their Defense Bonus while wearing armor or using shields.

Items

Mundane items run the gamut from the general—torches, backpacks, rope, and even clothes—to the specialized, like healer's kits, looking glasses, and rare trade goods. Regardless, it is always advisable to make sure one has the right tools for whatever job awaits them. Most items will not be converted from *Pathfinder™* or listed here; simply consult the core rules (converting gold pieces to silver marks on a one-to-one basis). Only items

that are different or have been changed in some way for the setting will be listed in Table 10-6 and described.

Special and Superior Items

Some items are rare or important enough to warrant special mention. Other items can be improved through superior craftsmanship, affecting their cost and abilities. These items have been included in Table 10-7 and are described below.

Table 10-6: Items

Item	Cost	Weight
<i>Adventuring Gear</i>		
Playing Cards, Deck	10 mk	1/4 lb
<i>Clothing</i>		
<i>Cadin'sor</i>	8 mk	2 lbs
Gleeman's Outfit	3 mk	4 lbs
<i>Food, Drink, and Lodging</i>		
Oosquai, Jug of	5 mk	4 lbs

Item Descriptions

Antitoxin (vial): If you drink antitoxin, you get a +5 circumstance bonus on all Fortitude saving throws against poison for 1 hour.

Armor or Shield, Masterwork: These well-made items function like the normal versions except that their armor check penalties are reduced by 1.

Armor or Shield, Masterpiece: These beautifully made items function like normal versions except that their armor check penalties are reduced by 2.

Arrow, Bolt, or Bullet, Masterwork: A masterwork projectile functions like a normal projectile of the same type except that it is so aerodynamically sound that you get a +1 bonus on attack rolls when you use it. This bonus stacks with any bonus you might get by using a masterwork bow, crossbow, or sling. The projectile is damaged (effectively destroyed) when it is used.

Ashandarei: A length of sword blade at the end of the long wooden haft, the weapon can be used like a quarterstaff, spear, or glaive. No known examples of the weapon exist save Mat Cauthon's Power-wrought *ashandarei* given to him by the Eelfinn.

Axe, Hafted: A heavy, two-handed axe. Large versions of this axe are favored by the Ogier Gardeners of the Seanchan.

Buckler, Aiel: A buckler, preferred by the Aiel, often used in concert with an Aiel spear.

Cadin'sor: The customary garb of the Aiel. Adapted from ancient *Da'shain* working clothes, the lightweight,

Table 10-7: Special and Superior Items

Item	Cost	Weight
<i>Special Substances or Items</i>		
Antitoxin (vial)	50 mk	—
Healer's Balm	15 mk	1/4 lb
Illuminator's Flare	5 mk	1/2 lb
Warder's Cloak	10,000 mk	1 lb
<i>Weapon or Armor</i>		
+1 Power-wrought Blade	+2,000 mk	—
+2 Power-wrought Blade	+8,000 mk	—
+3 Power-wrought Blade	+18,000 mk	—
Armor or Shield, Masterwork	+150 mk	—
Armor or Shield, Masterpiece	+400 mk	—
Arrow, Bolt, or Bullet, Masterwork	7 mk	—
Sword, Blademaster	+1,200 mk	—
Weapon, Masterwork	+300 mk	—
Weapon, Masterpiece	+800 mk	—
<i>Miscellaneous</i>		
Tool, Masterwork	+50 mk	—

loose-fitting coat and breeches are colored to blend with the desert. Long-laced, soft-soled boots and a scarf-like *shoufa* (pulled across the face when the Aiel prepares to kill) complete the ensemble. The materials to make such an outfit aren't expensive, but purchasing an authentic Aiel *cadin'sor* from anyone other than an Aiel merchant is unlikely. Wearing the *cadin'sor* grants a +1 competence bonus made to Stealth skill checks in the Waste.

Falchion, Seanchan: A curved two-handed blade preferred by Seanchan armsmen.

Gleeman's Outfit: A set of flashy, perhaps even gaudy, clothes for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Healer's Balm: This substance, variations of which are made by healers far and wide, aids and accelerates the body's natural healing processes. When applied to an injury, the balm converts 1d4 hit points of damage to nonlethal damage. Application of the balm takes one full round. The nonlethal damage then heals at the normal rate. Only one application of healer's balm per hour is effective.

Healer's balm can also be used to stabilize a character that has entered negative hit points, preventing that character from losing any more hit

points (when used in this way, the stabilized character does not regain any hit points unless treated by a trained healer). Only one such application per day may have this effect.

A character with the Heal skill can add hit point recovery to both uses of the balm. See Chapter 6.

Illuminator's Flare: The flare is a waxen paper cylinder created only by illuminators, this flare burns more brightly than a torch and lasts longer. It can be lighted with flint and steel, or without flint or steel by striking the cap against rough stone or metal. An illuminator's flare clearly illuminates a 40-foot radius and burns for 2 hours or until intentionally extinguished. Users must extinguish the flare by crushing the burning end, for the illuminator's flare burns underwater (it still must be ignited in open air).

The flare illuminates a 30-foot radius in clear water, a 20-foot radius at depths beyond 30 feet, and only a 5-foot radius in especially murky water.

Illuminator's Rocket: Explosive rockets made by illuminators—commonly known by the collective name "fireworks"—vary in appearance, but are similar in effect. Villages often purchase fireworks to be used for celebrations, and usually also need to pay an illuminator to properly use the fireworks. The methods used to create and even use an illuminator's rocket are a closely guarded secret. Indeed, illuminators encourage the common (and erroneous) belief that fireworks may go off through simple mishandling.

Although primarily a tool for celebration, illuminator's rockets also make effective, if not terribly accurate, weapons. Instead, make a ranged attack roll at a -4 penalty (unless you possess the Exotic Weapon Proficiency [Fireworks] feat). You must be carrying flint and steel or an open flame to make the attack. If the weapon hits, the rocket does damage as a grenade-like weapon (see Table 10-4).

You can also pack illuminator's rockets together to

create an explosion that can open a hole in a stone wall, destroy a bridge, or fell a tree. As a full-round action, you may place a single rocket in a strategic position (such as a stress point in a wall) that will not allow it to "take off" as usual. Up to ten individual rockets can be used in this fashion. Ignition takes an attack action, leaving the user a move action to reach a safe distance before the explosion occurs at the start of that character's next turn. No attack roll is necessary, but because of the compact area in which the explosion occurs, double the direct hit damage for the fireworks. Increase the distance for splash damage by 5 feet for every rocket added to the first. A character with 5 or more ranks in Knowledge [Engineering] can place the explosives within a man-made structure for maximum effect, causing triple damage instead of double damage.

As mentioned above, the Illuminator's Guild closely protects its secrets. Only a renegade Illuminator would sell rockets on the open market, and being involved in any such transaction risks the ire of the Guild.

Longbow, Two Rivers: A composite longbow. Almost always at least +1 mighty.

Oosquai: A corn liquor produced by the Aiel, it is legendary for its potency.

Playing Cards, Deck: A deck of hand-painted playing cards usually depicts local or regional nobility as face cards. Standard cards employ five different suits—Flames, Rods, Cups, Coins, and Winds—for a variety of games.

Power-Wrought Blade: During the War of Power, the Aes Sedai used the One Power to forge unbreakable swords that never needed to be sharpened. Some were unmarked, but most received the distinctive hero mark that even today brings notoriety. In current times, Power-wrought blades of any kind are exceedingly rare, but not impossible to find. The prices listed are guidelines for the blades being sold by individuals; there is no open market for these powerful and highly-sought-after weapons. Power-wrought

blades cannot be broken under any circumstances and add their bonus (ranging from +1 to +3) to all attack and damage rolls.

Note: Although many Power-wrought blades bear the heron mark, not all heron-marked blades are Power-wrought.

Scimitar, Seanchan: A curved, one-handed sword preferred by Seanchan armymen.

Scytheblade, Trolloc: The crude, heavy curved blade carried by Trollocs. Though typically a one-handed weapon for the Shadowspawn, they are two-handed weapons for medium-sized humans. Scytheblades are not generally available and the price listed is only a guideline. Anyone who recognizes the blade for what it is will likely assume the wielder keeps it as a trophy. Showing any degree of skill or facility with the weapon will raise numerous questions.

Shortbow, Aiel: A composite shortbow.

Spear, Aiel: A one-handed shortspear, often used in concert with an Aiel buckler.

Spear, Seanchan: A two-handed spear, longer than an Aiel spear but shorter than a longspear.

Sword, Blademaster: Though not used exclusively by the famed Blademasters, these distinctively curved swords of exquisite lethality are closely associated with them. They often bear a heron mark and most masterpiece blades—as well as all known Power-wrought swords—are of this type. Any sword can be fashioned as a Blademaster's sword, though it is typically seen in longswords and bastard swords. A Blademaster's sword has its threat range increased by one (normally from 19-20/x2 to 18-20/x2). Apply this bonus after all other modifiers to a weapon's threat range (such as Improved Critical).

Swordbreaker: The back of the blade on this short sword or long knife has thick, comb-like notches that can be used to trap an enemy's weapon, facilitating disarming

the foe or damaging their weapon. The swordbreaker can be used as a regular short sword with Martial Weapon Proficiency, but a character must have Exotic Weapon Proficiency to take advantage of its disarm or sunder abilities.

Tool, Masterwork: This well-made item is the perfect tool for the job and adds a +2 circumstance bonus to a related skill check. Bonuses provided by multiple masterwork items used toward the same skill check do not stack, so masterwork pitons and a masterwork climber's kit still only provide a +2 bonus if used together on a Climb check.

Warder's Cloak: Issued to all Aes Sedai Warders, Warder's cloaks are made of the mystical fancloth, woven by a unique *ter'angreal* at the White Tower. Although they by no means make the wearer invisible, they do seem to blend oddly into the background, making the wearer harder to discern.

A Warder's cloak imposes a -10 penalty on any Perception check made to detect the cloak's wearer (which applies even when the Warder is not actively making a Stealth check to avoid detection). Furthermore, the cloak grants the wearer a +2 circumstance bonus to their AC.

Warder's cloaks are not available on the open market. They are issued at no cost to the Warders of Aes Sedai and all are considered property of the White Tower. Any available for sale would have to have been stolen (a tricky proposition for any thief) or scavenged from the body of a dead Warder. In either case, the wearer risks confrontation with any Aes Sedai who learns that he owns one.

Weapon, Masterwork: These well-made weapons add a +1 bonus to attack rolls.

Weapon, Masterpiece: These beautifully-made weapons add a +2 bonus to attack rolls.

Using the One Power

An understanding of the True Source allows channelers to grasp the immense potency of the One Power. Weaves let them put that power into use. Weaves are like formulas, or magic spells—methods by which the One Power is manipulated to create the often awesome effects that only channelers can achieve.

Embracing the True Source

The first step in wielding the One Power is embracing the True Source. As a female channeler, you open yourself to *saidar*, like a flower opening to the sunlight or a riverbank funneling the water past. In this openness, you find the power of *saidar*.

As a male channeler, you grab the power of *saidin*, wrestling with it to control it on the razor edge between ultimate power and destruction. Only through this physical mastery may you gain control of *saidin*.

In game terms, embracing the Source is a full-round action. Once you have embraced the source, you maintain it freely until you choose to let it go. You do not have to cast immediately, and you do not have to embrace the source again after you cast. Until you release it, you remain connected to the True Source.

It maybe be tempting to hold the embrace permanently (indeed, the sensation is very seductive), but there are some distinct disadvantages to embracing.

For female channelers, embracing the Source creates a glow of *saidar* around them—visible to other female channelers and some shadowspawn. Male channelers cannot see this glow, but they can sense women embracing the True Source as a tingling on their skin. Male channelers and shadowspawn will be able to sense you from a distance, and know that you are ready to channel at a moment's notice.

Additionally, you cannot rest while embraced. You cannot sleep, recover from fatigue, or heal nonlethal damage.

Finally, it is addictive. Most channelers become uncomfortable if they find themselves embracing the True Source too frequently, fearing to become dependent on their powers to the point of addiction.

Women who become Power-addicted must make a Will Save with a DC equal to 15 + their level in order to release the True Source. Men addicted to the power increase their madness rating (GM's discretion), as well as the required Will Save (DC 15 + Level) to release *saidin*.

Casting the Weave

Once you have embraced the True Source, choose a weave to cast. It must be a weave that you know. You must also be able to cast weaves of that level or higher (unless you overchannel, using the rules presented later in this chapter). See Table 4-5: Initiate Weaves per Day or Table 4-8: Wilder Weaves per Day for the number of weaves allowed for each class per day. If a channeler has a low intelligence or wisdom and is unable to cast higher-level weaves, they may still use those higher-level weave slots to cast lower level weaves. For example, a 9th level initiate with an intelligence of 14 is unable to cast 5th level weaves—but she can use the 5th level weave slot to cast a lower-level weave in its place.

Next, check Affinities associated with the weave. In most cases, you will have one or perhaps more, but not all, of the Affinities. If you have all of the listed Affinities for the Weave, you can cast it using a weave slot one lower level than normal. If you have none of the listed Affinities, the weave requires a weave slot one level higher than normal. If that makes it too high to cast, then you cannot cast the weave.

Many weaves can be cast at a variety of levels, with

differing effects at different levels.

You must decide the level of the weave before you cast it. (Again, Affinities may enable you to use a slot one level lower than the level you choose, or may force you to use a weave slot one level higher).

To cast the weave, you must be able to see the target of its effects, in most cases, or specify a line of effect. Additionally, you must concentrate to cast your weave—and it's hard to concentrate in the heat of battle. Weaves are made out of strands of the Five Powers, drawing upon *saidin* or *saidar*.

As such, they are visible to you, and to other channelers of the same gender, although they are invisible to non-channelers or channelers of the opposite gender. When you cast, hold, or tie off a weave, other channelers of the same gender can see not only the weave's effects, but the ghostly image of the weave itself for its entire duration. (and sometimes even after its gone, as in the case of channelers with the Sense Residue feat). Others can see only the effects of the weave, if they are visible.

Casting Time

You can cast a weave with a casting time of 1 action as an attack action, just like making an attack. A weave that takes one full round to cast is a full-round action. It comes into effect just before the start of your next turn. You then act normally after the weave is completed.

A weave that takes 1 minute to cast comes into effect just before the start of your turn one minute later (and for each of those 10 rounds, you are considered casting a weave as a full-round action). You must make all pertinent decisions about a weave (range, area, effect) when you begin casting. For example, when casting *ripen earth*, you must decide the point on the ground around which the weave is to take effect.

Range

A weave's range indicates how far from you it can reach, as defined on the Range line of the weave description. A weave's range is the maximum distance from you that the weave can occur, as well as the maximum distance at which you can designate the weave's point of origin. If any portion of the weave's area would extend beyond the range, that portion is wasted. Standard ranges include the following:

Personal: The weave affects only you.

Touch: You must touch the creature or object to affect it. If the target is not willing, this usually requires a touch attack (where the target's AC only includes their Defense Bonus + Dex modifier and any circumstance, competence, dodge, or insight bonuses).

Close: The weave reaches 25 feet + 5 feet/2 levels from you (30' at 3rd level, 35' at 5th level, etc.).

Medium: The weave reaches 100 feet + 10 feet/level.

Long: The weave reaches 400 feet + 40 feet/level.

Unlimited: The weave reaches anywhere in the same realm (the real world, *Tel'aran'rhiod*, the Ways)

Aiming a Weave

You must make some choices about whom the weave is to affect or where the weave is to originate, depending on the type of weave.

Target or Targets: Some weaves, such as *immolate*, have a target or targets. You cast these weaves directly on the creature or object, as defined by the weave itself. You must be able to see or touch the target, and you must specifically choose that target. For example, you cannot cast *rend* into a group of bandits with the intent to affect "the leader," whomever that might be. To target the leader, you must be able to see and identify the leader (or guess which one the leader is and get lucky). However, you do not have to select your target until you finish casting the weave.

If you cast a weave on the wrong sort of target, such as casting *polish* on a dog, the weave has no effect.

Effect: Some weaves, such as *lightning*, create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it (such as "the *lightning* will strike twenty feet into the darkness I saw the myrddraal disappear into"). Range determines how far away the effect can appear, but if the effect is mobile (a *light* weave, for example), it can move regardless of the weave's range.

Beam: Some effects are beams, such as in the weave *balefire*. You aim the beam as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the darkness or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted weave. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature at which you are aiming.

The duration of the beam is the length of time the beam exists. The effect caused by the beam is instantaneous.

Area: Some weaves affect an area. You select where the weave starts, but otherwise you don't control which creatures or objects the weave affects. The weave description usually will specify the area that it affects.

Cone: When you cast a weave with a cone area, the cone shoots away from you in a direction you designate. A cone starts as a point directly in front of you and widens as it goes out. A cone's width at a given distance from you equals that distance. Its far end is as wide as the effect is long. For example, a 25 foot long cone would be 5 feet wide at 5 feet, and 25 feet wide at its far end.

Saving Throws

Many harmful weaves allow an affected creature to avoid some or all of the effects. The Saving Throw entry on the weave description describes which type of saving throw the weave allows, and how saving throws against the weave work.

Negates: This term means that the weave has no effect on an affect creature that makes a successful save.

Partial: The weave causes an effect on the subject, such as death. A successful saving throw means that some lesser effect occurred (such as being dealt damage rather than being outright killed).

Half: The weave deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

(Object): The weave can be cast on objects, which receive saving throws only if they are attended (held, worn, grasped) by a creature resisting the weave. In which case the object gets the creature's saving throw bonus. This notation does not mean that the weave can only be cast on an object. Some weaves of this sort can be cast on creatures or objects.

(Harmless): The weave is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

Saving Throw Difficulty Class: A saving throw against a weave has a DC of 10 + the weave's level + the channeler's relevant ability (Intelligence for Initiates, Wisdom for Wilders).

Voluntarily Giving up a Saving Throw: A character or creature can voluntarily forego a saving throw and willingly accept a weave's result.

Items Surviving after a Saving Throw: Unless the descriptive text for the weave specifies otherwise, all items carried and worn are assumed to survive a magical attack. If a character rolls a natural 1 on his saving throw, however, an exposed item is also harmed. Table 9-1 lists commonly carried items, ordered according to how likely

they are to be struck. Determine which four objects are most likely to be struck and roll randomly among them. The randomly determined item suffers whatever damage the attack deals. For instance, Geral the armsman is hit by a fireball and gets a natural 1 on his Reflex save. The item most likely to have been affected are his shield, armor, cloak, and battleaxe.

Angreal, ter'angreal, and sa'angreal always get saves.

Table 9-1: Items Affected by Channeling Attacks

Order	Item
1 st	Shield
2 nd	Armor
3 rd	Helmet
4 th	Item in hand (including weapon)
5 th	Cloak and clothing
6 th	Stowed or sheathed weapon
7 th	Backpack or srip
8 th	Coinpurse
9 th	Jewelry
10 th	Anything else

Weave Results

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws, you apply whatever results the weave entails.

Duration

Once you've determined who is affected and how, you need to know for how long. A weave's duration line tells you how long the effects of the weave last.

Table 9-2: Concentration Checks

Distraction	DC
Damage or failed saving throw during casting	10 + damage dealt + weave level
Damaged by channeled weave	10 + damage dealt + weave level
Suffering continuous damage	10 + 1/2 damage dealt + weave level
Non-damaging weave	Non-damaging weave DC + weave level
Casting defensively (avoiding attacks of opportunity)	15 + (weave level x 2)
Motion:	
Jostled or entangled	5 + weave level
Vigorous (a moving mount, a bouncy wagon ride)	10 + weave level
Violent (a galloping horse, on deck of a storm-tossed ship)	15 + weave level
Unnatural (<i>riven earth</i> weave, <i>earthquake</i> weave)	20 + weave level
Grappling or pinned	10 + grappler's CMB + weave level
Weather:	
Rough (high wind, blinding sleet or rain)	5 + weave level
Extreme (wind-driven hail or debris)	10 + weave level
Unnatural (<i>harness the wind</i> weave cast at howl)	Distracting weave DC + weave level

Instantaneous: The One Power works its effect the instant the weave is cast, though the consequences of the weave might be long-lasting. For example, false trail instantly creates a trail to mislead pursuers. The creation is instantaneous; the effect lasts as long as it would normally take tracks and scent to dissipate.

Concentration: The weave lasts as long as you hold concentration on holding it. Concentrating to maintain a weave does not provoke attacks of opportunity.

Anything that can break your concentration while casting a weave can break your concentration while you're holding one, causing the weave to end. You don't have to see the weave to continue to concentrate on it. For example, if you cast create fire to create fire in the empty fireplace to heat the room, you could leave while still concentrating to keep the fire burning inside the room.

The channeling feat Tie Off Weave allows you to stop concentrating on the weave, but to keep it in effect as though you were concentrating on it.

You cannot cast another weave while holding the first, unless you have the Multiweave feat.

Distractions

To cast a weave, you must concentrate. If something interrupts your concentration while you're casting, you must make a concentration check or lose the weave. The concentration check depends on several

factors:

d20 + channeler level + Intelligence (for Initiates) or
Wisdom (for wilders) modifier

The more distracting the interruption and the higher the weave level you're trying to cast, the higher the DC is. If you fail the check while casting, you lose the weave as though you had just cast it to no effect.

If you fail a check while holding a weave, the weave ends as if you had voluntarily stopped concentrating on it. For a list of distractions and the concentration checks required, see Table 9-1. When determining the DC, you always use the level you are trying to cast the weave at (including if you are trying to Overchannel to cast the weave at a higher level).

Overchanneling

The limit to the number of weaves a channeler can cast in a day is not hard and fast. Using *angreal* and *sa'angreal* allows a channeler to use higher-level weaves with less effort, but overchanneling has similar results.

Characters can cast a higher-level weave than they

Table 9-3: Overchanneling DCs

Attempt	DC	Fort Save
Cast a level 0 weave with no slots left	15	15
Cast a level 1 weave with no slots left	20	25
Cast a level 2 weave with no slots left	30	35
Cast a weave 1 level higher than slot used	20	15 + weave level
Cast a weave 2 levels higher than slot used	25	25 + weave level
Cast a weave 3 levels higher than slot used	35	35 + weave level

are able, or cast more weaves per day than they are able, but not without risks of dire consequences. To overchannel, make a Channel skill check and consult Table 9-2. If you succeed on this check, the overchanneled weaves takes effect as it normally would if you were capable of casting it.

If you fail, the weave does not work and you must make a Fortitude save. If you succeed on the Fortitude save, you are unharmed by the attempt. If you fail,

subtract your roll (*not* your total Fortitude save) from the Channel skill DC and consult Table 9-3.

Table 9-4: Channeling Failure Results

Miss by	Results
1 - 5	Severe headache and overwhelming fatigue. You suffer -1 penalty on all skill and ability checks, attack rolls, and saves. You recover after at least 6 hours of rest.
6 - 10	Headache and fatigue result in -2 penalty on all skill and ability checks, attack rolls, and saves. You also take 1d6 damage and cannot overchannel until after at least 6 hours of rest.
11 - 15	Headache and fatigue result in -3 penalty on all skill and ability checks, attack rolls, and saves. You also take 2d6 damage and cannot channel at all until after at least 24 hours of rest.
16 - 20	Headache and fatigue result in -5 penalty on all skill and ability checks, attack rolls, and saves. You also take 3d6 damage and cannot channel at all until after at least 48 hours of rest.
21 - 25	Headache and fatigue result in -7 penalty on all skill and ability checks, attack rolls, and saves. You also take 4d6 damage and cannot channel at all until after at least 2 weeks (20 days) of rest.
25+	The channeler is stilled—completely unable to channel. In addition, headache and fatigue result in -10 penalty on all skill and ability checks, attack rolls, and saves. You also take 5d6 damage.

Unlacing Weaves

Unlacing a weave is dangerous and difficult—so much so that that unlacing is discouraged by most traditions and completely forbidden by Aes Sedai. Unlacing weaves removes any evidence that the One Power was used or that the weave in question even existed.

Only weaves that are being held or tied off can be unlaced—weaves that have instantaneous effect dissipate immediately and cannot be unwoven. The Channel skill check DC for unlacing a weave is 25 + the weave level.

Failure results in a random weave result as the partially-unlaced weave collapses into a new, unintended weave. The GM can choose any known weave, exaggerating or expanding effects as they sees fit, or create entirely new effects.

Failure to unlace a weave also requires a Fortitude save with a DC of 20. If this Fortitude save succeeds, there is no ill result to the channeler other than the effect of the collapsing weave.

If this Fortitude save fails, subtract the roll (*not* your total Fortitude save) from 20 and consult Table 9-3 for the result.

Linking

Linking is a method by which channelers can magnify their abilities. Linking involves two or more channelers working together, gathering their power for a single weave (although the group can stay linked and cast additional weaves, if they wish). One of the channelers leads the group, and one of them, although not necessarily the leader, casts the weave.

To link, the channelers gather in a circle, touching their hands together so that each member is in contact with another member of the group. Circle members can be of any level or class, so long as they can channel. The circle must always include women (men alone cannot link). With the exception of a one man/one woman, or two men/two women circles, the women must always outnumber the men.

If the circle has thirteen or fewer members, it may be made exclusively of women, but if more than thirteen are to be involved, it must include one man.

In a one man/one woman circle, any circle of thirteen or fewer women containing at least one man, or groups of seventy-two channelers (the absolute maximum), the leader must be a man. For any other possible combination of groups, a woman may lead.

Each member of the circle embraces the True Source, and makes a Channel skill check. The leader rolls against a DC 20 + 1/4 the total number of participants; all other

participants against a DC 5 + 1/4 the total number of participants. For example, for a circle of 13 channelers, the DC is 23 for the leader and 8 for the other participants. If each member succeeds, the group is linked and may cast weaves normally. If one or more of the group fail, they are not included in the circle, although they may re-attempt. If the exclusion of that member would make the group illegal, the entire group fails to form a linking circle. A linked circle remains linked until the leader becomes distracted or chooses to break the link.

Linking allows the channeler to boost the level of the weave cast, effectively treating the linked group as an *angreal*. For example, using a linked group, a caster leading a group of seven channelers could cast a level 7 weave using a level 5 weave slot.

Rumors exist that some rare *ter'angreal* can force groups to link, or allow linking without touching. These are seen by little more than fluff by the wise Aes Sedai.

Men and Channeling

Male channelers are slightly stronger than their female counterparts. In game terms, these are the benefits they gain:

Bonus Weaves: Every male channeler gains five bonus weaves: one each of 1st, 2nd, 3rd, 4th, and 5th level. As with bonus weaves due to high ability scores, these weaves can only be used when the channeler is high enough level to cast them.

Block: Male Wilders can gain the Eliminate Block Feat at 1st level, effectively beginning the game without a

Table 9-5: Linking

Circle Size	Minimum # of Men	Maximum # of Men	Additional Levels
2 - 3	0	1	+1
4	0	2	+1
5 - 6	0	Less than half of total	+1
7 - 13	0	Less than half of total	+2
14 - 27	1	Less than half of total	+3
28 - 36	2	Less than half of total	+4
37 - 45	3	Less than half of total	+5
46 - 54	4	Less than half of total	+6
55 - 63	5	Less than half of total	+7
64 - 72	6	Less than half of total	+8

block. Female wilders cannot gain the Eliminate Block feat until 3rd level.

Linking: Channelers link to tap into greater power than they themselves can manage individually. While it is possible for small groups of women (up to twelve) to link without men, it is never possible for men to link without women. See Linking later in this chapter for details.

Madness: Every male channeler has a madness rating. This is a secret statistic maintained by your GM. When you create your character, your GM rolls a 1d6. This is your starting madness rating. Every time you gain a level, you gain 1d6 madness points. Every time you attempt to overchannel, you gain 1 madness point.

Saidin and Madness

If your GM places the era of play between Lews Therin Telamon's Hundred Companions and the strike at Shayol Ghul that tainted Saidin, and the battle at Shadar Logoth where Rand Al'Thor and Nynaeve Al'Meare used the *Choden Kai* to cleanse the taint off of *saidin*, all male channelers have a madness rating. When the male channeler character is created, the GM rolls a 1d6 and secretly keeps track of the character's madness rating.

Each time the male channeler gains a level in any class, the GM adds another 1d6 and adds points to the character's madness rating. Each attempt at overchanneling add 1 additional point to the madness rating of a character.

As the rating increases, insanity may begin to take over a hero or NPC. Eventually, as the madness rating grows high enough, a character may become permanently insane and even begin to suffer from the horrible rotting disease that consumes men who have exposed themselves too much to the taint on Saidin.

Early on, the character will have to make Will saves to prevent momentary outbursts or bouts of insanity. Stressful situations in particular might trigger these crises, as can exposure to intensely powerful *ter'angreal*. As

madness tightens its grip, the saves become more frequent and difficult. Table 9-4 gives the conditions that can trigger a bout of madness, depending on the character's madness rating.

Table 9-5: Madness Triggers

Madness Rating	Trigger Condition
0 - 15	—
16 - 30	Injury
31 - 40	Will Save
41 - 50	Casting a weave, <i>ter'angreal</i>
51 - 60	Threat
61+	Constant

Explanation of Triggers: At each threshold, a new trigger condition is added to those already in effect. For example, a character with a madness rating of 38 would need to make a madness check whenever he suffers an injury or is required to make a Will save.

Injury: Whenever the channeler takes damage, whether in combat or a noncombat situation, such as a fall or from a disease, he must check for madness.

Will Save: Whenever the channeler is required to make a Will save, (against a weave's effects or a creature's special abilities, for instance), he must check for madness, whether or not he succeeded the initial save.

Casting a Weave, Ter'angreal: Merely touching *saidin*, whether through casting a weave or activating a *ter'angreal*, is enough to trigger a check for madness.

Threat: Any stressful situation, whether real or imagined, might drive the character to insane behavior. He must make an immediate check for madness.

Constant: By this point, the character's mind is so far gone that madness is a permanent condition. A check for madness is no longer required—the character is irredeemably insane.

Check for Madness: When a triggering condition occurs, , the character makes a check for madness. This is a Will Save with the DC of his madness rating. If the save succeeds, the character suffers no ill effects. If the save fails, roll a d20 and subtract the result from the character's madness rating and consult Table 9-5. The

results indicates which symptom of madness the character suffers at this time. A symptom of madness remains with the character for the duration given on the table.

Table 9-6: Failed Madness Check

Madness Rating - 1d20	Symptoms	Duration
5 or less	Delusion	2d6 minutes
6 - 15	Suspicion	2d6 hours
16 - 25	Panic	2d6 rounds
26 - 35	Withdrawal	2d6 hours
36 - 45	Fury	2d6 rounds
46 - 55	Disease	See text
56+	Dementia	See text

Explanation of Symptoms: If the character fails his check for madness, he behaves in an erratic manner. The symptoms are described below in general terms; the exact manifestation is up to the GM.

Delusion: The character suffers from hallucinations—auditory, visual, or both—and is difficult to convince that these delusions are not real.

Suspicion: The character has a deep distrust of everyone, even friends, and suspects them of plotting against him, causing him harm, and even being darkfriends in extreme situations.

Panic: The character is convinced that he is in mortal

danger and does his best to flee the threatening situation. If he cannot flee, he attacks desperately.

Withdrawal: The character becomes depressed, argumentative, stubborn, and unwilling to interact with the world.

Fury: The character flies into a fit of insane temper. He lashes out at the nearest available target, if in combat, goes on a violent rampage in other situations. Thereafter, he overreacts dangerously to situations that would make others irritated, frightened, or otherwise stressed.

Disease: When the madness has progressed this far, the channeler falls prey to a horrible rotting illness (Fortitude Save DC 20). His very body decays around him, and the stress of this situation is often enough to propel him on to his final destruction. The disease incubates for one week, and causes 1d3 points of temporary Constitution damage every day thereafter. Unlike normal diseases, this disease continues until the victim reaches 0 Constitution and dies.

Dementia: The character's personality has been entirely lost to madness. A hero becomes an NPC and is forever beyond saving. Death usually comes soon after.

Weave Descriptions

Each weave description follows the same format. This section discusses that format and some of the fine points of how weaves work.

Name: This is the name by which the weave is generally known. Weaves might be known by other names by other traditions or in other countries, such as comfort of the hearth instead of warmth.

Listed with the name are the Affinities related to the weave. Following that is a parenthetical note stating whether the weave is common, rare, or lost. Common weaves are known by many channelers, and can be easily learned by interacting with other channelers or even figured out from scratch. Rare weaves are closely held secrets, which can only be learned from those few who know them. "Lost" weaves are just that—secrets from the past ages lost to the modern traditions of channeling. They can only be puzzled from the rarest of ancient tomes, or from a few master channelers, such as the forsaken or the Dragon Reborn himself.

Level: This is the relative power level of the weave, ranging from level 0 through level 1 up to level 9 or higher.

Many weaves can be cast a multiple levels, having different effects at each level (as indicated in the weave description).

Remember that if you have all of the weave's Affinities (listed in the weave's name), you treat the weave as one level lower than it is. For example, the level entry for *lesser heal* is "0-4." That means that it can be cast as a level 0, level 1, level 2, level 3, or level 4 weave. Its Affinities are Air, Spirit, and Water. If your caster has the Affinities for all three of these powers, the effective level of lesser heal for you is actually 0-3: You can cast it as a level 0 weave for either the listed level 0 or level 1 effect, cast it as a level 1 weave to get the listed level 2 effects, etc.

Some weaves also list either special effects you can create by increasing the level of the weave or circumstances that allow you to treat it as a lower-level weave. These special issues are mentioned in the descriptive text. For instance, *light* is a level 0 weave that creates a glowing sphere of light, which you must normally hold your hand. But the description adds: "+1 Casting Level: You create the globe of light in a fixed location..." You can set the location of the light, instead of holding it in your hand as you normally must, by treating the weaves as level 1 instead of 0 level.

A weave's casting level—the level at which you cast it—affects the DC for any save allowed against the weave and for concentration checks made involving it.

Casting Time: The time required to cast a weave.

Range: The maximum distance from you at which the weave can affect a target.

Target or Targets/Effect/Area: This entry lists the number of creatures, dimensions, volume, weight, and so on that the weave affects. The entry starts with one of three headings: "Target," "Effect," or "Area." If the target of the weave is your own character, you do not receive a saving throw. The saving throw heading is omitted from such weaves.

Duration: How long the weave lasts.

Saving Throw: Whether a weave allows a saving throw, what type of throw it is, and the effect of a successful save.

Descriptive Text: This portion of the weave description details what the weave does and how it works. If one of the previous portions of the description included "(see text)," this is where the explanation can be found.

If the weave can be cast at multiple levels, the descriptions usually includes a table listing effects at each level. The listed effects are not cumulative.

Weave List

Balefire

Balefire

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Dream Shielding

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Seal

Shield

Strike of Death

Ward Against Channelers

Ward Against People

Ward Against the One Power

Ward Against Shadowspawn

Ward Bore

Balefire

Balefire is a lost talent of extraordinary destructive power. There is only a single weave in the Balefire Talent, but it is enough to grant the channeler enormous—and enormously dangerous—power.

Balefire

[Air, Earth, Fire, Spirit, Water] (Lost)

Level: 9

Casting Time: 1 action

Range: See text

Effect: Beam

Duration: Instantaneous

Saving Throw: Reflex negates

You point your finger, and a pencil-thin beam of white-hot light, so bright that it makes the sun seem dark, leaps instantly forth. The *balefire* slices neatly and hotly through any material or object (except *cuendillar*, the only material impervious to balefire), out to its maximum ranger or until it strikes a living creature. A creature struck by this beam is utterly destroyed, vanishing in a haze of motes.

Balefire doesn't just destroy its target instantly—it actually destroys it back through time, as the creature's thread is literally burned out of the Pattern. The 'backburn' given on the table below indicates how far back in time the creature is destroyed. Everything the creature did over that period of time, and everything that resulted from that creature's actions, is undone, leaving only the memories of those who witnessed the target's actions. For instance, if a Trolloc were hit with *balefire* a few seconds after killing an armsman, not only would the Trolloc be killed, but the armsman's wounds would disappear.

Because of this effect, which is extremely damaging to the pattern, *balefire* is seen as so dangerous that the Aes Sedai consider it criminal even to learn how to use it.

+2 *Casting Levels*: You increase the duration from

instantaneous to concentration. You may sweep the beam, slicing through objects and targeting one creature per round. This weave cannot be tied off.

Table 9-7: Balefire

Weave Level	Range	Backburn
8	25'	1 round
9	75'	1 minute
10	150'	10 minutes
11	300'	2 hours
12	600'	1 day
13	1,200'	10 days

Cloud Dancing

The Cloud Dancing Talent connects the channeler with the primal forces of weather, allowing her to control wind, snow, rain, warmth, and even lightning.

Foretell Weather

[Air, Water] (Common)

Level: 0-3

Casting Time: 1 minute

Range: Close (25' + 5' / 2 levels)

Target: Area immediately around channeler

Duration: Instantaneous

Saving Throw: None

You can feel upcoming changes in the weather. The farther into the future you sense, the less distinct the information you gather. You can sense a specific storm just a few hours away, but looking months into the future only gives you general information—for example, that it will be much drier or much colder than normal, that an early frost is coming, there will be a bit more snow than usual, and the like. The changes you detect comprise the natural course for the weather. You gain no sense of unnatural changes, such as those wrought by channelers using the One Power.

Table 9-8: Foretell Weather

Weave Level	How Far into the Future you Sense
0	4 hours
1	2 days
2	2 weeks
3	1 season

Harness the Wind

[Air, Water] (Common)

Level: 0-7

Casting Time: 1 action

Range: Long (400' + 40' / level)

Area: See Text

Duration: Concentration

Saving Throw: None

You conjure a wind over the target area, choosing the wind's direction. Although the weave takes effect immediately, the wind builds over a brew time that can last up to several rounds, depending on the strength required. The wind affects an area that depends on its strength.

+1 Casting Level: You may increase or decrease the area affected by the wind by one step on the table above. For example, casting this as a level 4 weave, you could create a blow (normally level 3) that only affects a 25-foot circle instead of the normal 300-foot circle.

Table 9-9: Harness the Wind

Weave Level	Wind Strength	Area Affected	Brew Time
0	Puff (blow out unprotected candles)	5' circle	None
1	Gust (flutter clothes, blow away light debris)	25' circle	1 round
3	Blow (Propel a boat at good speed)	300' circle	3 rounds
5	Roar (knock over an unprepared person)	1-mile circle	5 rounds
7	Howl (uproot trees, destroy light buildings)	10-mile circle	7 rounds

Lightning

[Air, Fire] (Common)

Level: 5-9

Casting Time: 1 full round

Range: Long (400' + 40' / level)

Area: See text

Duration: Instantaneous

Saving Throw: Reflex half

You call lightning from the sky, targeting a specific point on the ground. One or more bolts strike the ground at that point or in an area around it. Any

creature within the area takes damage from the lightning, the deafening roar of the thunder, and rent earth blasted from the ground by the lightning bolts. Two damage rolls are given on the table below: the first is damage taken by a creature standing on the exact target point, the second for any other creature within the area of effect.

Although the weave takes effect immediately, a brew time may be required for the lightning to build up. The lightning strikes at the end of the brew time. If you cast this weave again within 3 rounds, no additional brew time is required for the lightning to gather.

Since lightning comes from the sky, this weave can only be effectively cast in an open air area. Light structures can be targeted, damaged, or destroyed by this weave, but heavier structures protect occupants effectively.

Table 9-10: Lightning

Weave Level	Effect	Area	Damage	Brew Time
5	Single bolt	10' circle	5d10/1d10	None
7	Several bolts	25' circle	5d10/2d10	1 round
9	Lightning storm	50' circle	5d10/3d10	3 rounds

Raise Fog

[Air, Water] (Common)

Level: 2-8

Casting Time: 1 full round

Area: See text

Duration: Instantaneous

Saving Throw: None

A dense fog congeals over the target area, to a height of 20 feet. The fog obscures all sight beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, the attacker can't use sight to locate the target).

This weave does not function underwater.

Table 9-11: Raise Fog

Weave Level	Area
2	50' circle
3	200' circle
4	600' circle
5	1,800' circle
6	2-mile circle
7	6-mile circle
8	20-mile circle

Warmth

[Air, Fire] (Common)

Level: 0-3

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. /2 levels)

Area: 15' radius

Duration: Instantaneous

Saving Throw: None

You cause the air around you to warm (or cool) to a comfortable temperature. This effect occurs immediately, but only lingers a natural length of time. For example, if the area around you is subject to a stiff breeze, the warmth that you've created will probably be blown away in a matter of seconds. On the other hand, if you cast it within a tent, it might last longer—but if it's really cold outside, it might still cool down within 20 to 30 minutes. Obviously, this weave is most effective when cast in an enclosed, insulated space.

The casting level of this weave varies according to how uncomfortable the temperature is to begin with.

Table 9-12: Warmth

Weave Level	Temperature
0	Mildly uncomfortable (35° - 95° F)
1	Dangerous (35° - 115° F)
2	Deadly (15° - 135° F)
3	Extreme (Below 15° or Above 135° F)

Conjunction

The Conjunction Talent deals with the bonds between people. One of the most common Talents among Aes Sedai, its weaves grant the channeler the ability to bond a Warder, detect the location of others, and sense Shadowspawn.

Bond Warder

[Spirit] (Common)

Level: 5

Casting Time: 1 minute

Range: Touch

Target: One person touched

Duration: Instantaneous

Saving Throw: Will negates

You create (or terminate) a special, permanent bond between yourself and the target. That person becomes the caster's Warder, a sort of bodyguard, agent, and companion. This weave can be cast upon any person, although it is traditionally cast by Aes Sedai upon men who have considerable combat and wilderness skills. Traditionally, only informed and willing Warders are bound, but this weave affects unwilling targets just as effectively.

The bond that this weave creates has several special properties:

Aging: Like channelers, Warders age slowly—at the same rate as their Aes Sedai. See the initiate or wilder class descriptions for more information about slowed aging.

Compel to Obey: The caster can use the bond to compel the Warder to obey her. Since Warders are traditionally willing and cooperative, this practice is frowned upon among Aes Sedai and rarely ever used. To compel the Warder, the caster issues a direct order that must be communicated clearly to the Warder. Unless the Warder succeeds at a Will save, he must immediately obey. If the command is not rescinded, a Will save is required for each 24 hour period until the command is completed.

Connection: The caster and the Warder have a deep personal connection. They each have a sense of direction, distance (roughly), and emotional and physical state of the other. Each knows when the other is awake, asleep, injured, or in pain. Awareness of the other's state dims over greater distances but can be sensed over

an unlimited distance with a little bit of concentration.

Energy: The channeler and Warder share, to a limited extent, their life energy. Either can "loan" hit points to the other (for example, if your Warder becomes severely wounded but is still facing several attacking Trollocs, you could lend him some of your hit points to keep him alive). The lender does not become injured as a result of such a loan, but her hit point total falls, since the loss of hit points represents a reduction in life energy.

Hit points can only be lent voluntarily; they can never be forced out of the lender, nor can they be forced upon the borrower. The number of lent hit points can never exceed the amount of damage the borrower has sustained. If the borrower is healed, the lent hit points return to the lender automatically. This ability has a range of 300 feet; beyond that distance, the channeler and Warder cannot exchange hit points.

Proximity: If the channeler wants the Warder nearby, the Warder knows it and is drawn to the channeler. A Will save allows them to resist this pull for one day (a single 24 hour period). Distance dulls the pull: for every one hundred miles between them, the Warder gains a +1 bonus on the Will save, to a maximum of +10. Failure compels the Warder to travel toward the caster by the fastest reasonable means.

Resistance: The Warder can use the caster's Will save bonus if it is higher than his own (this applies even when making Will saves to resist the caster). Likewise, the caster can use the Warder's Fortitude bonus if greater than their own. This ability has a range of five miles.

The Warder's bond ends only with the death of either party, the stilling of the channeler, or the termination of the bond by the channeler (using this weave). The death of either the Warder or the channeler is a powerful emotional and physical blow to the other, inflicting 1d4 points of damage per level of the deceased upon the survivor (a successful Fortitude save halves the damage). Many Warders who outlive their channelers

lose their will to live or throw themselves into hopeless battles until death finally finds them.

Shielding the channeler does not break the ward, though it does dull the connection (effectively granting a +5 to any saves).

The channeler can terminate the bond. Casting this weave in a specially modified manner ends the bond. The Warder does not need to be touched (or even be present) for the termination weave to take effect.

The *pass bond* weave allows the channeler to pass the Warder's bond on to another channeler in the event of her death.

Compulsion

[Air, Earth, Fire, Spirit, Water] (Lost)

Level: 3-5

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. / 2 levels)

Target: One person

Duration: Concentration

Saving Throw: Will negates

This weave allows you to influence or command the target person. Your control takes effect instantaneously even if the target is hostile to you and remains unbroken even if you or your allies abuse or attack the target. There are two magnitudes of effect, each dependent upon the casting level.

Influence: The target regards you as his trusted master. He believes everything you tell him, interprets everything you say in the most positive light possible, and follows any orders you give him without question. Orders that are obviously suicidal or harmful to the target or those he loves allow an additional Will save. If the save succeeds, he shrugs off the effects of the weave; if it fails, he follows the order and remains under the weave's effect.

Command: The target is devoted to you beyond rational thought, constantly fawning for your attention unless ordered not to. The target will do absolutely

anything within his power to garner your approval, following any order to the best of his ability.

+1 Casting Level: You implant a single command (limited to a sentence or two) in the mind of the target. The command remains with him even after the weave expires. A typical use of this option is to have the target forget the encounter. Although you must determine that you are going to give such a command when you cast the weave, you do not actually have to issue the command, or even decide what it will be, until you are ready to release the weave.

+1 Casting Level: The weave affects one additional person, as though you had cast the weave on two targets at once. This effect can be added multiple times (in other words, at +2 casting levels, the weave affects two additional people, and so forth.).

Table 9-13: Compulsion

Weave Level	Magnitude
3	Influence
5	Command

False Trail

[Air, Earth, Spirit] (Common)

Level: 0-8

Casting Time: 1 full round

Range: See text

Target: See text

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Upon casting this weave, you create a diversionary trail that misleads creatures following you or your party. As you cast, you point in any direction you choose, and your footprints and scent seem to extend from your current location into the direction you pointed for a distance determined by your casting level. As you travel, you leave no scent or footprints for the same distance, making it impossible for you to be tracked by non-supernatural means.

The false trail extends in a straight line, through all intervening terrain. Trackers who are aware of this

power may become suspicious if your trail extends straight over rivers, cliffs, buildings and the like.

Table 9-14: False Trail

Weave Level	Creatures Affected	Trail Length
0	1	25'
1	2	200'
2	3	1,000'
3	10	1 miles
4	25	2 miles
5	100	3 miles
6	500	4 miles
7	2,500	5 miles
8	10,000	6 miles

Pass Bond

[Spirit] (Common)

Level: 7

Casting Time: 10 minutes

Range: Touch

Effect: Transfers your Warder's bond to the target channeler upon the termination of your bond.

Duration: Instantaneous

Saving Throw: Will negates

You cast this weave and touch the target channeler, who becomes the future recipient of your bonded Warder. When you die, are stilled, or are target of some other effect that would end the Warder Bond, it does not automatically end. Instead, your Warder makes a Will save. If he succeeds, the bond terminates; if he fails, he is immediately bonded to the target of this weave. All effects of the *bond Warder* weave apply as though it had been cast on your Warder by the target of this weave.

This weave affects only your bond to a single Warder. If you have more than one bonded Warder, you must cast this weave separately for each bond you wish to pass.

Your bond can only be passed on to a single person. Once you have passed your bond to another channeler, this weave has no effect if you cast it on another target. You must negate the original *pass bond* weave before you can pass the bond to a different person.

Casting this weave in a special modified manner negates it; neither target needs to be touched (or even

present) for the negation to take effect.

Sense Shadowspawn

[Spirit] (Common)

Level: 0

Casting Time: 1 action

Range: See text

Effect: You sense evil creatures

Duration: Instantaneous

Saving Throw: See text

When you cast this weave, you feel a sense of discomfort that tells you that Shadowspawn are near, although it does not indicate the type, number, direction or location of the Shadowspawn. The range at which you can sense Shadowspawn is 50 feet per channeler level.

Trace

[Spirit] (Common)

Level: 0-4

Casting Time: 1 action

Range: See text

Target: One person known to caster

Duration: Instantaneous

Saving Throw: None

Using this weave, you place a trace on a person, item, or object. You are able to sense the mark this trace leaves at great distances, although the mark fades as time passes. Marking a person or animal (flesh) fades the quickest, typically within about ten days. Marking cloth lasts about twice as long (twenty days), and the placing the trace on a leather item lasts four times as long (one month). Non-organics such as pottery or metal can hold a mark for almost an entire year.

If the target is within the range allowed by the casting level, you sense his presence and the general direction he is in. If the target is experiencing intense emotions, you can sense him at double the listed range for your casting level. These two bonuses are cumulative; if the target is carrying a gift and

experiencing strong emotion, you can sense him at two hundred times the given range.

Also, if the target has recently been at your location (within 25 feet of where you cast the weave) within the time allowed by the casting level, you sense the he has been there and roughly how long ago. If the target was experiencing intense emotions at the time he was at your location, you can sense him within double the listed time of your casting level.

Finally, if the target is carrying the traced item, you sense whether he is alive or dead, and whether he still has the item, at any range.

Table 9-15: Trace

Weave Level	Range	Time
0	75'	3 hours
1	300'	12 hours
2	600'	24 hours
3	1,500'	36 hours
4	1 mile	48 hours

Earth Singing

This Talent connects the channeler with the earth. Its weaves grant the channeler the ability to sense minerals, split the earth open, and create land-shaking earthquakes. It is not a common talent among any of the female channeling traditions.

Earth Delving

[Earth] (Common)

Level: 0-3

Casting Time: 1 action

Range: Medium (100' + 10' / level)

Area: See text

Duration: Concentration

Saving Throw: None

Weave Resistance: No

You hold in your hand a sample of metal or mineral, such as a gold ring, a piece of marble, or a lump of copper ore. For the duration of the weave, you can sense other concentrations of this mineral within the weave radius, which varies by casting level. This sensing

radius extends into the ground, allowing you to locate hidden deposits of the mineral. This weave does not tell you precisely how much of the mineral is present, but it does give you a general idea of the size of the deposit (Fine, Tiny, Small, Medium-size, and so on) according to the strength of the sensation.

Table 9-16: Earth Delving

Weave Level	Radius
0	5'
1	25'
2	150'
3	750'

Earthquake

[Earth] (Common)

Level: 7-12

Casting Time: 1 full round

Range: Long (400' + 40' / level)

Area: See text

Duration: Instantaneous

Saving Throw: See text

When you cast this weave, an intense but localized tremor rips the ground. It knocks creatures down, collapses structures, and opens cracks in the ground. The shock lasts 1 round, during which time creatures on the ground can't move or attack. Channelers on the ground must make Concentration checks (DC 20 + weave level) or lose any weaves they were holding or trying to cast. The earthquake affects all terrain, structures, and creatures in the area. The exact effects depend on the terrain and its features.

Cave, Cavern, or Tunnel: The earthquake collapses the roof, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex save for half damage). An *earthquake* cast on the roof of a very large cavern could endanger those outside of the actual area but below the falling debris.

Cliffs: They crumble, causing a landslide that travels horizontally as far as it fell vertically. An *earthquake* cast at the top of a 100-foot cliff would sweep 100 feet outward from the base of the cliff. Any creature in the

path sustains 8d6 points of damage (Reflex save for half damage).

Lake, Marsh, or River: Fissures open underneath the water, draining it away from that area and leaving behind muddy ground. Soggy marsh or swampland becomes quicksand for the duration, sucking down creatures and structures. Creatures must make a Reflex saving throw (DC 10 + level of the weave) or sink down in the mud and quicksand.

At the end of the weave, the rest of the water rushes in to replace the drained water, possibly drowning of those caught in the mud.

Open Ground: All creatures standing in the area must make Reflex saving throws (DC 10 + level of the weave) or fall prone. Fissures open in the ground, and every creature on the ground has a 25% chance to fall into one (Reflex save DC 10 + weave level to avoid the fissure). At the end of the weave, all fissures grind shut, killing any creatures still trapped within.

Structure: Most structures standing on open ground collapse, dealing 8d6 points of damage to those caught within or beneath the rubble (Reflex save for half).

Table 9-17: Earthquake

Weave Level	Area
7	50' circle
8	150' circle
9	300' circle
10	1,500' circle
11	1-mile circle
12	5-mile circle

Grenade

[Earth, Fire] (Common)

Level: 0-4

Casting Time: 1 full round

Range: Touch

Target: One touched stone

Duration: Instantaneous

Saving Throw: Reflex half

You imbue a stone with an explosive property. If the stone strikes a hard surface, it detonates, doing damage to all creatures within its burst radius (Reflex save half).

You may throw the stone or use it as ammunition for an appropriate weapon (such as a sling or catapult).

To hit a target with a thrown stone, you must make a ranged touch attack. The size of the stone, its burst area, and the damage it does depend on the casting level. A grenade with a burst area of "contact" only deals damage to the target it hits.

+1 Casting Level: The weave affects one additional stone, as though you had cast the weave on two targets at once. This effect can be added multiple times (in other words, at +2 casting levels, the weave affects two additional stones, and so forth).

Table 9-18: Grenade

Weave Level	Rock Size	Burst Radius	Damage
0	Sling stone	Contact	1d8
2	Fist-sized rock	10'	3d6
4	Catapult stone	20'	5d6

Polish

[Earth] (Common)

Level: 0-2

Casting Time: 1 action

Range: Touch

Target: A metal item

Duration: Instantaneous

Saving Throw: None

Tarnish, rust, and corrosion disappear from an item of metal that you touch, leaving the surface clean and shiny. Heavy rust actually transmogrifies back into solid metal, so the weave can be used to strengthen items weakened by heavy corrosion. Weapons that have been heavily pitted are repaired, and hinges caked solid with rust after years of disuse function with hardly a squeak. The degree of corrosion that can be polished varies with the casting level.

Table 9-19: Polish

Weave Level	Degree of Corrosion
0	Surface tarnished or lightly rusted
1	Surface crusted with corrosion or rust
2	Object crumbling, heavily rusted

Elementalism

This Talent, one of the most common among all the channeling traditions, relates to the control of the elements: the creation of light and fire, control over water, and the use of hardened air as a tool or weapon.

Arms of Air

[Air] (Common)

Level: 0-12

Casting Time: 1 action

Range: Medium (100' + 10' / level)

Effect: Lift items with air; weight of items varies

Duration: Concentration

Saving Throw: None

You lift a single item or creature through the air. Depending on the version selected, the weave can be used to move items with a gentle sustained force or to hurl them with a single, violent throw.

Sustained Force: The weight of the target varies with the casting level, but any item or creature can be moved at up to 20 feet per round. The weight can be moved vertically, horizontally, or both. If the weave ends while the subject is in midair, it falls. You can manipulate an object as if with one hand. For example, you can pull a lever or a rope, turn a key, rotate an object, or perform a similar task, if the force required is within the weight limit for the casting level. You might even be able to untie simple knots, through delicate activities such as these require Intelligence checks against a DC set by the GM.

Violent Throw: Alternatively, you may hurl the item at a target within 10 feet/level of the item's original location. You must succeed at an attack roll to hit the target, using your base attack bonus + your intelligence modifier. Weapons cause standard damage (with no strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects, such as a barrel or sack) to 1d6 points of damage per 25 pounds (for hard, dense objects such as a boulder). You

may throw creatures in this manner; a creature thrown against a solid surface takes damage as if it had fallen (1d6 points of damage per ten feet thrown).

Table 9-20: Arms of Air

Weave Level	Weight (in pounds)
0	5
1	25
2	100
3	200
4	400
5	800
6	1,500
7	3,000
8	6,000
9	12,000
10	25,000
11	50,000
12	100,000

Blade of Fire

[Air, Fire] (Common)

Level: 1-5

Casting Time: 1 action

Range: Touch

Effect: Creates a cutting torch out of a handheld implement

Duration: Concentration

Saving Throw: None

You grasp a knife, wand, staff, or other object, and a lance of white flame extends from its tip. This flame cuts cleanly and quickly through nearly any material, melting through even stone as if it were butter. If directed against a creature, you must hit the target as if making a touch attack with the item; a successful hit deals 2d6 points of damage.

The *blade of fire* cuts through a 3-foot length of wood, or a 1-foot length of stone or metal, per round. Thus, it takes 4 rounds to cut a 3-foot-square hole in a piece of wood, and 12 rounds to cut a square of the same size in a stone wall. Cutting requires no more concentration than walking. The *blade* must remain in contact with the object being cut for the full round. Therefore, it does not slice through swords in melee because in the give and take of combat it does not remain in contact with them for long enough.

This weave leaves the implement warm to the touch but does not otherwise harm it. The flame ignites easily combustible materials (such as dry straw or oil) but leaves wood and other materials charred and smoldering.

The length of *blade of fire*, and thence the thickness of the material it can cut through, varies with the casting level.

Table 9-21: Blade of Fire

Weave Level	Flame Length
1	5"
3	1'
5	2'

Create Fire

[Fire] (Common)

Level: 0-6

Casting Time: 1 action

Range: Medium (100' + 10' / level)

Area: See text

Duration: Concentration

Saving Throw: Will half

This weave creates fire where this is none, or increases the size of an existing fire. Unfueled, the flame only last for the duration of the weave, but they ignite flammable objects that they touch. The damage listed is sustained each round by every creature and object within the burning area.

These fires take time to build up—a large fire ignites as a smaller fire (torch flame size) and grows quickly. If the weave ends before the fire reaches full size, the weave still counts as having been cast at its intended casting level. For example, if you cast this weaves at 5th level, but only concentrate for 1 round, the fire only grows to campfire size. Even though it never grew (magically, at least) all the way to conflagration, you have still cast a 5th level weave slot.

You can also use this weave to change the size of an existing fire. Each step changes the fire size by one casting level. For example, at a 1st casting level, you can increase a fire by two steps. You grow a candle flame to the size of a campfire, or shrink a conflagration to the

size of a bonfire. Or you could extinguish a torch flame.

+2 Caster Levels: You reduce the time necessary for the fire to build. Fires that would expand in one turn instead happen in one round, fires that would need to build for one round instead happen in one action, fires that would happen in a single action are instead quickened—happening instantly.

Table 9-22: Create Fire

Weave Level	Area	Damage / Round	Change Fire by	Brew Time
0	1 inch (candle flame)	1	1 step	None
1	3 inches (torch flame)	1d4	2 steps	None
2	1 foot (campfire)	1d8	3 steps	1 round
3	3 feet (bonfire)	2d8	4 steps	2 rounds
4	10 feet (house fire)	3d8	5 steps	3 rounds
5	25 feet (conflagration)	4d8	6 steps	4 rounds
6	50 feet (firestorm)	5d8	7 steps	5 rounds

Current

[Spirit, Water] (Common)

Level: 0-7

Casting Time: 1 action

Range: Long (400' + 40' / level)

Area: See text

Duration: Concentration

Saving Throw: None

You conjure a current in a target area of water, choosing the current's direction. Although the weave takes effect immediately, the current builds over several rounds, depending on the current required. The current affects an area of open water, or a length of river, that depends upon its strength.

Powerful currents created in rivers will likely cause flooding if the current flows downstream, or upstream if you create an upstream current. The flooding affects a length of shoreline equal to the affected length of river, beginning at the end of the affected length of river. The depth of the flooding is 2 feet for every 10 mph of current speed. Thus, a fast current (20 mph) causes a 4-

foot deep flood along 1,500 feet of shoreline, beginning at the end of the length of river in which you created the current.

+1 Casting Level: You may increase or decrease the area affected by the current by one step on the table. For example, casting this as a level 4 weave, you could create a cascade (normally 3rd-level) that only affects a 150-foot length of river (instead of the normal 1,500 feet).

Table 9-23: Current

Weave Level	Speed	Area (Open Water)	Length (River)	Brew Time
0	Lazy flow (3 mph)	5' circle	25'	None
1	Swift current (10 mph)	25' circle	150'	1 round
3	Cascade (20 mph)	300' circle	1,500'	3 rounds
5	Torrent (30 mph)	1-mile circle	5 miles	5 rounds
7	Cataract (40 mph)	10-mile circle	50 miles	7 rounds

Cutting Lines of Fire

[Air, Fire] (Lost)

Level: 7-9

Casting Time: 1 action

Range: See text

Effect: Cone

Duration: Instantaneous

Saving Throw: Reflex half

You point your hand and project scores of threadlike red lines, which cleanly cut and burn through creatures and objects in their paths. The lines whip through a cone-shaped area that extends from the pointing hand, slicing and damaging objects or creatures within the cone. The wire-like lines neatly cut through stone, metal, wood, and other materials out to their maximum range. Where they strike flesh, they cleanly cut through that as well, dealing 1d12 points of damage per caster level to any person or object within the area of effect.

Table 9-24: Cutting Lines of Fire

Weave Level	Range
7	30 feet
8	50 feet
9	70 feet

Dry

[Water] (Common)

Level: 1

Casting Time: 1 action

Range: Close (25' + 5' / 2 levels)

Target: One wet object

Duration: Instantaneous

Saving Throw: Reflex negates (harmless)

You squeeze the excess water off or out of a wet object, leaving it dry. The water does not dissipate but falls to the ground in a puddle.

+2 Casting Level: You increase the durations to concentration and prevent excess water from contacting or soaking the target object. Water simply flows around the object, leaving a thin layer of dry air between. Cast upon a cloak, for example, this weave keeps the cloak (and thus the wearer) completely dry in even the heaviest of downpours.

False Wall

[Air, Earth] (Uncommon)

Level: 1-6

Casting Time: 1 action

Range: Medium (100' + 10' / level)

Effect: Hardens a space of air (volume varies)

Duration: Concentration

Saving Throw: None

This weave functions exactly like the weave *harden air*, except that for the duration of the weave, the air appears to turn into solid rock. The surface of the hardened air is a solid granite-gray in color.

Table 9-25: False Wall

Weave Level	Sphere Radius	Typical Uses
1	1 foot	Hide a small object, block a window-sized opening
2	3 feet	Seal a medium-size chest, seal a door-sized opening
3	5 feet	Hold a small creature
4	10 feet	Hold a medium-size creature, seal a gate-sized opening
5	15 feet	Hold a large creature, create a bridge 5' x 25'
6	20 feet	Create a bridge 10' x 50'

+1 Casting Level: The surface takes on any color or texture you desire. You can make it look like a local boulder or even create a barrier across a doorway that exactly matches the cut marble of the wall on both sides of the image.

Fiery Sword

[Air, Fire, Spirit] (Common)

Level: 2-4

Casting Time: 1 action

Range: Touch

Effect: Creates weapon of fire

Duration: Concentration

Saving Throw: None

You create a weapon of fire. The weapon can take any shape you desire, though normal weapon proficiencies apply (for instance, to wield a longsword-shaped weapon without penalties, you must be proficient with longswords). The damage the weapon deals depends on the casting level, not on the shape of the weapon. The weapon's flames do not harm you. Although they sear and damage creatures struck by the weapon, they do not ignite flammable materials.

Table 9-26: Fiery Sword

Weave Level	Weapon Damage
2	2d8
3	2d10
4	2d12

Fireball

[Air, Fire] (Common)

Level: 2-6

Casting Time: 1 action

Range: Medium (100' + 10' / level)

Area: See text

Duration: Instantaneous

Saving Throw: Reflex half

You conjure a ball of fire, which speeds from your hand to detonate with a low roar. All creatures and objects within the burst radius take damage from the fire. The explosion creates little blast pressure.

You point your hand and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing hand and, unless it impacts on a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point (an early impact results in an early detonation). If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier.

The size of the burst area and the damage dealt to creatures and objects within that radius vary with the casting level of the weave.

Table 9-27: Fireball

Weave Level	Burst Radius	Damage
2	5 feet	2d6 + channeler level
3	10 feet	3d6 + channeler level
4	20 feet	4d6 + channeler level
5	35 feet	5d6 + channeler level
6	50 feet	6d6 + channeler level

Fly

[Air, Spirit] (Lost)

Level: 5

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Concentration

Saving Throw: Will negates (harmless)

The weave's subject can fly at a speed of 90 feet (60 feet if the creature wears medium or heavy armor). The subject can ascend at half speed and descend at double speed. The flying subject's maneuverability is good. The act of flying requires about as much concentration as walking, so the subject can attack or channel normally

(unless the caster casts this weave on herself, in which case she must concentrate on maintaining the weave as normal). The subject of a *fly* weave can charge but not run. She cannot carry aloft more weight than her maximum load, plus any armor she wears.

Should the weave expire while the subject is still aloft, the effect fails slowly rather than instantly. The subject drops 60 feet per round for 1d6 rounds. If she reaches the ground in that amount of time, she lands safely. If not, she falls the rest of the distance (falling damage is 1d6 per 10 feet of fall). Since dispelling a weave effectively ends it, the subject also has 1d6 rounds to reach the ground safely if the *fly* weave is dispelled.

Harden Air

[Air] (Common)

Level: 0-5

Casting Time: 1 action

Range: Medium (100' + 10' / level)

Effect: Hardens a space of air (volume varies)

Duration: Concentration

Saving Throw: Reflex

You make the air in a space harden. All items and creatures in that space freeze in place, helpless and unable to move. Creatures remain aware but cannot take any physical action. You direct the placement of this weave effect and can choose to place it so that the heads of those caught are free from the *harden air*. If that's the case, trapped creatures can breathe and talk normally. If their heads are encased in the *harden air*, they will suffocate if held too long. A target that makes his save either dodges free of the *hardened air* or, if the space is too confined, manages to get his head free and avoid suffocation, and a secondary weave must be cast to attempt to capture or suffocate the target. A willing target (such as someone falling) can choose to forego the Reflex save.

Hardened air can be used to catch items in midair. If this weave is cast in the space around a flying creature,

the creature is held, unable to flap its wings. It will not fall, however, so long as the air remains hardened.

Hardened air not only freezes items within it but also creates an impervious barrier to items or physical attacks from without. However, the air can be penetrated by weaves of the One Power, so that weaves can be cast on the creature. *Hardened air* can be used to create a barrier or shield, or even a bridge across an open space. The space of *hardened air* is fixed and cannot be moved. The size and shape of the affected space varies according to casting level.

Table 9-28: Harden Air

Weave Level	Radius of Sphere	Typical Uses
0	1 foot	Catch a small falling object, create a shield-sized barrier, block a window-sized opening
1	3 feet	Seal a medium-size chest, create a tower-shield-sized barrier, seal a door-sized opening
2	5 feet	Hold a small creature
3	10 feet	Hold a medium-size creature, seal a gate-sized opening
4	15 feet	Hold a large creature, create a bridge 5' x 25'
5	20 feet	Create a bridge 10' x 50'

Immolate

[Fire, Spirit] (Common)

Level: 4-7

Casting Time: 1 action

Range: Medium (100' + 10' / level)

Target: One object or creature

Duration: Instantaneous

Saving Throw: Will half

You cause the object or creature to burst into flames. The fire not only engulfs the target but is actually sparked within it as well; causing 1d6 points of damage per channeler level (maximum 20d6). The size and type of target affected varies with the casting level.

Table 9-29: Fiery Sword

Weave Level	Target
4	Medium-size, flammable (chest, bush)
5	Large, flammable (tree, shed)
6	Medium-size, nonflammable (person)
7	Large, nonflammable (horse)

Light

[Air, Fire] (Common)

Level: 0-3

Casting Time: 1 action

Range: Personal

Effect: Creates light

Duration: Concentration

Saving Throw: See text

Weave Resistance: No

You extend your hand and create a fist-sized globe of cool white light, which hovers above your palm for the duration of the weave. The brightness of the light, and the radius to which it extends, depend on the casting level.

At higher lasting levels, the light becomes quite harsh. At 2nd level, looking directly at the light causes substantial discomfort, though no damage. At 3rd level, the light is as bright as a lightning bolt, and anyone who looks at it (including unsuspecting creatures within 50 feet facing this weave as it is cast) must make a Reflex save or become temporarily blinded. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any dexterity bonus to defense, grants a +2 bonus to attacker's attack rolls (they are effectively invisible), suffers a -4 penalty on Search checks and more Strength—and Dexterity-based skill checks, and can only move at half speed without granting further bonuses to enemies.

The blindness lasts for 1d4 rounds. The caster does not need to save to avoid blindness.

+1 Caster Level: You create a globe of light in a fixed location, such as the corner of a room. It remains there and does not move with you.

Table 9-30: Light

Weave Level	Radius	Brightness
0	20 feet	Torch
1	30 feet	Bonfire
2	100 feet	Illuminator's flare
3	300 feet	Lightning bolt

Move Water

[Air, Water] (Common)

Level: 3

Casting Time: 1 action

Range: Close (25' + 5' / 2 levels)

Target: Water

Duration: Concentration

Saving Throw: None

You move up to fifty gallons of water per channeler level.

You may lift the water through the air or flow it across a surface, even uphill. It moves as a speed of up to 20 feet per round.

Tool of Air

[Air] (Common)

Level: 0-4

Casting Time: 1 action

Range: Close (25' + 5' / 2 levels)

Effect: One invisible Small or Medium-sized object

Duration: Concentration

Saving Throw: Will half

You create one invisible simple tool, such as a blade, bludgeon, wedge, or clamp. You can use and manipulate this tool by mental command as though it were a real item of the same type. For example, you can create a bludgeon to drive a tent stake into the ground, a rag to wipe dust from a mantelpiece, or a clamp to hold a book shut so that others can't open it. The tool cannot be used to pick up objects, though it can knock them around.

The tool appears to be fashioned of a soft blue light, and is easily identifiable as a creation of the One Power. At higher casting levels, the tool can be used as a weapon, according to the table below.

Table 9-31: Tool of Air

Weave Level	Type of Tool	Damage
0	Hand tool	None
1	Sap	1d6 nonlethal
2	Knife	1d4
3	Mace	1d8
4	Sword	1d10

Wand of Fire

[Earth, Fire] (Common)

Level: 1

Casting Time: 1 action

Range: Touch

Effect: Creates a fire weapon from a wand or branch

Duration: Concentration

Saving Throw: None

You imbue an otherwise harmless branch, wand, or switch with a powerful charge of fire that you can use to damage an opponent. Although the wand does not appear to be burning, your successful melee touch attack deals 1d8 points of fire damage +1 point per channeler level (maximum +20), and flames spring up as the wand touches combustible materials (wood, paper, hair, etc.).

Whirlpool

[Spirit, Water] (Common)

Level: 3-7

Casting Time: 1 full round

Range: Medium (100' + 10' / level)

Target: Sizeable body of water

Duration: Concentration

Saving Throw: None

You create a swirling whirlpool in a sizable body of water, which sweeps swimming creatures, ships, and similar vessels downward, preventing them from leaving by normal means, and perhaps drowning or sinking them. The size of the whirlpool depends on the casting level and the body of water.

Any creature caught in the whirlpool is swept into its swirl. It cannot escape on its own until the weave ends, though it might be rescued. The creature must make a Swim check (DC 15) every round. Success keeps its head above water. Failure leaves the creature sputtering, unable even to grab at ropes, outstretched hands, or other attempts at rescue. Failure by more than 5 indicates that the creature is sucked underneath the

surface of the water and begins to drown.

Vessels smaller than half the size of the whirlpool are swept into its swirl, putting them at risk for capsizing. Light or unseaworthy craft (such as rafts) may break up or be sucked under completely. More solid craft are unlikely to sink but may be damaged or even capsized if trapped in the whirlpool for an extended length of time.

Vessels larger than half the size of the whirlpool are held by its sucking waters, unable to break free but not otherwise affected.

Table 9-32: Whirlpool

Weave Level	Radius	Minimum Body of Water
3	25 feet	Pond or small river
5	300 feet	Lake or large river
7	1,500 feet	Ocean or huge lake

Healing

The Talent of Healing involves repairing damage done to the body and mind; the fine work of accelerating and assisting the body's natural healing processes. Ironically, though, the same skills apply to damaging the body and mind—hence a number of weaves within this Talent involve inflicting pain, damage, and death. Fortunately, most of these weaves are lost. Weaves in the Healing Talent are unique, in that a channeler cannot cast them on themselves; only others may be targeted by these weaves.

Cleanse

[Spirit, Water] (Common)

Level: 3

Casting Time: See text

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

By touching the target, you help the creature's body cleanse itself of disease and poison.

The target may immediately make a Fortitude saving throw against the DC of the poison or disease. If the target succeeds, the affliction is cleansed and has no

further effect, regardless of the number of saves normally required to cure one's self. If he fails the save, the affliction continues to run its course as normal. The target does not take any additional damage from failing the save.

This weave can only be cast once per target per day. It affects a single disease or poison each time it is cast. It does not reverse effects of disease or poison (such as ability damage) that have already occurred.

+1 Casting Level: The target gains a +5 circumstance bonus on his Fortitude save. You may stack this bonus by further increasing the casting level (for example, +3 casting level grants the target a +15 circumstance bonus on the save).

Delve

[Spirit] (Common)

Level: 0-3

Casting Time: 1 minute

Range: Touch

Target: Creature touched, not the caster

Duration: Instantaneous

Saving Throw: Will negates (harmless)

By touching your target, you learn what injuries, diseases, poisons, or supernatural damage may be affecting him or her, either now or recently in the past. The level and type of ailments the weave detects depend upon the level of the weave. If you cast the weave at an insufficient level to detect an affliction, you can tell that there is something else wrong but not what it is (for example, if you cast it at 1st casting level on a target that has been poisoned, you could tell that something beyond a wound or disease ailed the target, but not its exact nature).

Although treatment for most injuries or wounds is self-evident, this weave can indicate an appropriate course of action if the source of the target's problem is unknown. It also gives you a +5 bonus on any Heal skill checks made to aid the target.

Delve can be cast upon a corpse to learn the cause of death, but only within 24 hours of the death.

Table 9-32: *Delve*

Weave Level	Afflictions Detected
0	Wounds or injuries
1	Disease
2	Poison
3	Supernatural effects

Heal

[Air, Spirit, Water] (Common)

Level: 0-8

Casting Time: See text

Range: Touch

Target: Creature touched, not the caster

Duration: Instantaneous

Saving Throw: Will negates (harmless)

You lay your hands upon a living creature to convert its wounds from standard damage to nonlethal damage. The damage thus converted heals at the normal rate for nonlethal damage (1 hit point of nonlethal damage per hour per character level). The amount converted depends on the casting level and your class level. This weave cannot be used to heal nonlethal damage.

This weave can only be cast once per target per day.

Table 9-33: *Heal*

Weave Level	Casting Time	Recovered Hit Points
0	1 action	1
1	full action	1d8 + channeler level
2	1 minute	2d8 + channeler level
3	10 minutes	3d8 + channeler level
4	10 minutes	4d8 + channeler level
5	20 minutes	5d8 + channeler level
6	20 minutes	6d8 + channeler level
7	30 minutes	7d8 + channeler level
8	30 minutes	8d8 + channeler level

Heal the Mind

[Air, Fire, Spirit, Water] (Rare)

Level: 1-4

Casting Time: 1 minute

Range: Touch

Target: Creature touched, not the caster

Duration: Instantaneous

Saving Throw: Will negates (harmless)

With this weave, you help heal a creature in the throes of madness recover his mind, if only for a time. At level 1, this weave allows the target to make a Will save to end an ongoing attack of madness, regaining his or her self-control. At higher levels, it temporarily reduces the target's Madness rating—by how much and for how long depends on the casting level.

Table 9-34: *Heal the Mind*

Weave Level	Effect
1	Target may make a Will save to end an attack of madness
2	Target's Madness rating reduced by 1d6 for 24 hours
3	Targets Madness rating reduced by 2d6 for 48 hours
4	Target's Madness rating reduced by 3d6 for one week

Rend

[Air, Spirit, Water] (Rare)

Level: 0-4

Casting Time: 1 action

Range: Close (25' + 5' / 2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

You channel the One Power to destroy flesh, wrenching bones in their sockets and ripping gashed through muscle and organ. The amount of damage done depends on the casting level of the weave.

Table 9-35: *Rend*

Weave Level	Points of Damage
0	1
1	1d8 + channeler level
2	2d8 + channeler level
3	3d8 + channeler level
4	4d8 + channeler level

Renew

[Air, Spirit, Water] (Common)

Level: 0-4

Casting Time: Full round action

Range: See text

Target: Creature touched

Duration: See text

Saving Throw: Will negates (harmless)

You lay hands upon a living creature to relieve it of fatigue and weariness. The target immediately feels freshened and able to continue with labors, travel, combat, or other physical activities as if he or she were fully rested. In game terms, the weave suspends nonlethal damage for its duration. This freedom from fatigue has its price, however; when the weave ends, the target's suspended nonlethal damage all returns, augmented by additional nonlethal damage. The duration of the effect—the extra time it allows the target to continue to act without rest—and the amount of additional damage suffered when the weave ends both depend on the casting level of the weave.

The *renew* weave is often used in conjunction with the heal weave to enable seriously wounded characters to return to action or reach safety.

Table 9-36: *Renew*

Weave Level	Length of Effect	Additional Nonlethal Damage
0	10 minutes	1
1	1 hour	1d4
2	2 hours	1d6
3	4 hours	1d8
4	8 hours	1d10

Restore

[Earth, Spirit, Water] (Common)

Level: 2-6

Casting Time: See text

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

You lay your hands upon a living creature to convert temporary ability damage to nonlethal damage. Each casting of this weave affects damage to only one ability, which you specify. Each point of ability damage converts to 5 points of nonlethal damage. The damage thus converted heals at the normal rate for nonlethal damage. The amount of ability damage converted depends upon the casting level, however, the maximum, regardless of the casting level of the weave, is equal to the target's

current hit points divided by 5 (minimum 1).

The weave cannot be used to heal regular damage or nonlethal damage. It does not restore permanent ability drain.

Table 9-37: *Restore*

Weave Level	Casting Time	Recovered Ability Damage
2	1 action	1
3	full action	1d4
4	1 minute	2d4
5	10 minutes	3d4
6	20 minutes	4d4

Restore the Power

[Air, Earth, Fire, Spirit, Water] (Lost)

Level: 6-12

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

This weave heals a severed (stilled or gentled) channeler's connection to the True Source, restoring his or her ability to channel. Unfortunately, it is very difficult to restore the severed target to full power; in most cases, the target loses several levels in channeling ability.

Table 9-38: *Restore the Power*

Weave Level	Result
6	Casts weaves as if level is 1/3 of actual level
8	Casts weaves as if level is 1/2 of actual level
10	Casts weaves as if level is 3/4 of actual level
12	No loss of channeling power

This level loss applies only to the target's weaves (number per day and power of individual weaves), not to other aspects of the target's level (such as hit points, base attack modifier, and saves). For example, if you were to cast this at level 8 on a 10th-level initiate who has been stilled, she would regain her ability to channel, but would only have the weave slots of a 5th-level initiate (half of her actual level). In all other ways, she would still be a 10th-level initiate. Should she later advance to 11th level, she would gain additional weaves available to 6th-level initiates. Fractions of levels always round down, with a minimum result of 1.

This weave only affects channelers who have lost their ability to channel. It does not grant the ability to channel to non-channelers. It may be cast again at a higher level on a channeler who has already been restored, restoring more lost levels.

Sever

[Spirit] (Common)

Level: 6

Casting Time: 1 action

Range: Close (25' + 5' / 2 levels)

Target: One person

Duration: Instantaneous

Saving Throw: Will negates

This weave severs a target of the same gender as the caster, removing his or her ability to channel. This severance (called "gentling" when it is done to men, and "stilling" when it happens to women) is widely known to be permanent. The effects of severing can only be reversed with the restore the power weave.

+6 Casting Levels: You can sever a target of the opposite gender.

Touch of Death

[Earth, Fire, Spirit, Water] (Lost)

Level: 5-8

Casting Time: 1 full round

Range: Close (25' + 5' / 2 levels)

Target: One creature

Duration: Concentration

Saving Throw: See text

While casting this weave, you send tendrils of four of the Powers into the body of your target to manipulate it from within, doing severe damage without apparent injury. At its highest level, this weave simply stops the target's heart, leaving no indication of the cause of death (except the residue of the weave). Even at lower levels, all of the damage is internal, leaving no external evidence of the cause of death or damage.

Table 9-39: Touch of Death

Weave Level	Effects on Target	Damage / round	Save
5	Chokes	4d8	Fortitude half
6	Crushes internal organs	6d8	Fortitude half
7	Boils blood	8d8	Fortitude half
8	Stops heart	Target dies	Fortitude, target loses half current hp

Illusion

Weaves of the Illusion Talent affect the minds and senses of those who witness them, causing them to experience often spectacular effects.

Disguise

[Air, Fire, Spirit] (Common)

Level: 1-4

Casting Time: 1 full round

Range: Touch

Target: Person touched

Duration: Concentration

Saving Throw: Will negates

You cast a complex weave about the target, which alters his or her appearance. You can make the target look different, though you cannot change the basic structure of the target—you cannot make a person look like a dog, or even make an exceptionally tall person short.

This weave does not provide the abilities or mannerisms of the chosen form. It does not alter the tactile or audible properties of the target, nor does it alter clothing, weapons, equipment, or other items.

Minor changes (such as adding a birthmark or moustache, or changing hair color) give you a +2 bonus on Disguise checks and are often effective for blending into the crowd when you aren't interacting closely with people. Major changes to your person, such as creating a completely different appearance, give you a +10 bonus on Disguise checks. Creatures get Will saves to recognize illusions if they interact with them (in the case of this weave, touching the illusory mole on your nose or

illusionary armor and not feeling anything there).

Table 9-40: Disguise

Weave Level	Change
1	Minor change to self
2	Major change to self
3	Minor change to another person
4	Major change to another person

Distant Eye

[Air, Fire, Spirit] (Lost)

Level: 3

Casting Time: 1 full round

Range: Medium (100' + 10' / level)

Target: Personal

Duration: Concentration

You extend a narrow tendril of weave outward as far as the extreme of medium range.

You see as if your eye were at the end of the weave. You can move the tendril as you see fit, even into areas that you cannot see from your casting location. The tendril fits easily through tiny spaces such as keyholes and the gaps under doors, so long as they are at least ¼ inch high or wide. You cannot move the tendril if you tie off the weave, though you continue to see through it.

While this weave is in effect, you are only vaguely aware of your normal vision. To react to something in your normal field of view but not visible through the weave, make a Perception check (DC 20).

Eavesdrop

[Air, Spirit] (Common)

Level: 1

Casting Time: 1 full round

Range: Medium (100' + 10' / level)

Target: Personal

Duration: Concentration

You extend a narrow tendril of weave outward as far as the extreme of medium range. You hear as if your ear were at the end of the weave. So long as you concentrate on this weave, you can move the tendril as you see fit, though only where you can see it. The tendril

fits through tiny spaces such as keyholes, so long as they are at least 1/4 inch high or wide. You cannot move the tendril if you tie off the weave, though you continue to hear through it.

While this weave is in effect, you are only vaguely aware of your normal hearing. To notice a sound that you would normally hear but that is not audible through the weave, make a Perception check (DC 20).

Folded Light

[Air, Fire] (Common)

Level: 1-4

Casting Time: 1 action

Range: Close (25' + 5' / 2 levels)

Target: See text

Duration: Concentration

Saving Throw: Will negates (harmless)

You create a weave in the shape of a screen or shield 10 feet tall, which hides a specific person, object, or group of people or objects behind it. When behind the screen, the specified person and her clothing, armor, weapons, and other carried or worn equipment are simply invisible from the far side of the screen, so long as she remains stationary. Any movement results in a slight visible blur, which as outside viewer might notice with a Perception check (DC 25 for a very small twitch, DC 20 for more significant movement, DC 15 for a violent jerk or substantial amount of movement). The screen does not block sound, smell, or other sensory cues.

You must specify the person, object, or group to be hidden when you cast the weave.

+1 Casting Level: You may increase the height and width of the screen up to double the standard size.

Table 9-41: Folded Light

Weave Level	Screen Width	Invisibility Affects
1	5'	One object
2	10'	One person
3	15'	Group of objects
4	20'	Group of people

Mirror of Mists

[Air, Fire, Spirit] (Common)

Level: 0-2

Casting Time: 1 action

Range: Personal

Duration: Concentration

You grow in size, enshrouded in a veil of majesty that awes onlookers, and your voice becomes deeper and richer. You gain a substantial bonus on Intimidate checks made while the weave is in effect. The table below lists how tall you appear to grow relative to your normal height, as well as the associated Intimidation bonus.

At 2nd level, in addition to the intimidate bonus, this weave also dazes onlookers of medium-size or smaller and creatures with 5 or fewer hit dice. Dazed onlookers cannot move, cast weaves, or use mental abilities, though they are not stunned (so attackers get not special advantages against them). Onlookers may resist the daze effect with a Will save, though the channeler still gets the Intimidate bonus against them.

Table 9-42: Mirror of Mists

Weave Level	Growth	Intimidate bonus
0	Slight	+2
1	Double	+4
2	Quadruple	+8, daze

Voice of Power

[Air, Fire] (Common)

Level: 0-1

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Concentration

Saving Throw: Will negates (harmless)

The target can project his or her voice loudly—loud enough to easily address a large crowd, call commands across a noisy battlefield, or make his loudest shouts audible from more than a league (four miles) away. The target gains a +1 bonus on Intimidate checks.

Table 9-43: Voice of Power

Weave Level	Target
0	Yourself
1	Another creature

Travelling

The weaves of this powerful lost Talent allow the channeler to travel great distances in short periods of time—or even instantaneously. Furthermore, some Traveling weaves create bridges to entirely different realms, such as *Tel'aran'rhiod*.

Bridge Between Worlds

[Earth, Spirit] (Lost)

Level: 6-10

Casting Time: 1 full round

Range: Close (25' + 5' / 2 levels)

Effect: Creates a gateway to an alternate world

Duration: Instantaneous

Saving Throw: None

You create a gateway between the real world and *Tel'aran'rhiod*, allowing you to physically enter or exit the dream world. The maximum size of the gateway, and the maximum length of time it can remain open, depends upon the casting level. The caster may close the gateway at will prior to this time limit.

Your dream self in *Tel'aran'rhiod* cannot enter the real world. If you dreamwalk into *Tel'aran'rhiod* and cast this weave there, the gateway opens, but you cannot cross through it.

Table 9-44: Bridge Between Worlds

Weave Level	Max Size	Stays Open For
7	5' x 10'	2 rounds
9	10' x 15'	1 round/channeler level
11	30' x 20'	3 rounds/channeler level

Create Gateway

[Spirit] (Lost)

Level: 4-8

Casting Time: 1 full round

Range: Close (25' + 5' / 2 levels)

Effect: Creates a gateway to another place

Duration: Instantaneous

Saving Throw: None

You open a gateway into the space between places. The maximum size of the gateway depends upon the casting level of the weave. The caster may close the gateway at any time.

A creature or object caught in the closing gateway must succeed on a Reflex save (DC 10 + weave level) or lose a limb—failure by ten or more indicates that the creature or object was cut apart (resulting in death of the creature or destruction of the object).

The space between worlds is a dark void, a black nether-world completely devoid of features. Typically, a caster uses this extradimensional space to skim (see the *skimming* weave) to another location. Unless a skimming platform is created just within the gateway, any object or creature that passed through the gateway falls into the void, to become trapped within the space between planes.

+3 Casting Levels: Instead of opening the gateway into the space between places, you open it directly to another location anywhere in the physical world. To do this, you may have some sense of the destination and, in most cases, you must know the starting point very well. This requires that you have spent at least several hours there or, if you have been there for less time, that you spend at least 30 minutes studying the area (reduce this time to 10 minutes if you embrace the True Source and have the Power-Heightened Senses feat). However, if you can see the point you are traveling to, you do not need to know your starting point.

Table 9-45: Create Gateway

Weave Level	Max Size	Stays Open For
4	5' x 10'	2 rounds
5	10' x 15'	1 round/channeler level
6	20' x 30'	3 rounds/channeler level
7	100' x 25'	5 rounds/channeler level
8	300' x 30'	1 minute/channeler level

Hold Gateway

[Spirit] (Lost)

Level: 5

Casting Time: 1 action

Range: Close (25' + 5' / 2 levels)

Target: Open gateway

Duration: Concentration

Saving Throw: None

You cast this weave on an open gateway (see the create gateway weave). The gateway remains open for the duration of this weave.

Skimming

[Air, Earth, Spirit] (Lost)

Level: 4-8

Casting Time: 1 full round

Range: Close (25' + 5' / 2 levels)

Effect: An opening into the space between worlds, through which you can travel to a distant location

Duration: Instantaneous

Saving Throw: None

This weave allows you to travel through the space between places, a nether region reached with the *create gateway* weave. When you cast this weave through an open gateway, you create a platform just within the space between places, adjacent to the gateway. You can then use this platform to "skim" through the space between places to another location, traversing great distance in little time.

The platform can be of any design you desire, although its size (and thus the maximum number of passengers) depends on the casting level. Horses, carts, baggage, and any other item that fits through the gateway can be taken as well. The number of passengers given on the table assumes that only people are being taken and that they are packed on as tightly as possible (this number does not include you). Reduce the maximum number of passengers as appropriate if pack animals or cargo are also taken.

Your target destination must be a place known to you, and you must be able to visualize the location. This requires that you have spent at least several hours there

or, if you were there for less time, that you spent at least 10 minutes studying the area. You must know the actual location of the target—you cannot skim to a noblewoman's tent, even if you know her and have been in her tent before. If you do not know the location well enough, the weave simply fails.

Once you have boarded the platform and the initial gateway has closed, the platform automatically skims through the space between places. The time required is unpredictable: 1d6+1 minutes for every 100 miles of distance between the departure point and the destination.

When the platform has traveled far enough, it stops. You (or someone with you) must open a second gateway, through which you can step out at your destination. This second gateway cannot be opened from the other side; it must be opened by you or someone with you. If the initial gateway closes before you board the platform, the platform disappears and all creatures and objects aboard it fall, to be trapped within the space between worlds forever.

If you step into the real world at your destination, the platform disappears and all creatures aboard it fall, whether or not the gateway has closed; if any object or creature falls off and is not caught, it becomes trapped in the space between the worlds. If you or someone with you does not open a gateway to the destination, the platform remains, suspended in the void, until you do.

Most creatures or objects that become trapped within the space between worlds are irrevocably lost, falling eternally through the infinite void. A channeler that falls can save themselves by casting this weave, creating a platform on which to land (the channeler takes normal falling damage from the landing). However, this platform does not move, and the only escape is to create an immediate gateway to the real world. This gateway opens at a completely random location.

-2 Casting Levels: If you have just skimmed to one point, opened a gateway, and your platform still remains,

you may cast this weave again to use the existing platform to skim to another location.

Table 9-46: Skimming

Weave Level	Platform Size	Maximum Passengers
4	5' square	None
5	10' square	4
6	15' square	25
7	25' square	120
8	35' square	200

Use Portal Stone

[Spirit] (Rare)

Level: 4-7

Casting Time: 1 full round

Range: Touch

Effect: Triggers traveling power of Portal Stones

Duration: Instantaneous

Saving Throw: None

This weave allows you to unlock the power of the Portal Stones, to travel great distances instantaneously. To do so, you must choose two symbols: one of the symbols carved on the stone representing Portal Stones at other locations, and a second to indicate which of the mirror worlds (called by some "the Worlds that Might have Been") you wish to travel to. Upon casting this weave on those two symbols, you (along with a number of depending on the casting level) are instantly transported to the corresponding stone.

+1 Casting Level: You can use a portal stone to enter any of the mirror worlds. You cast this weave on a symbol representing that world. You may also select the symbol for another Portal Stone to enter the mirror world at the location of that stone.

Table 9-47: Use Portal Stone

Weave Level	Creatures Taken
4	5
5	50
6	100
7	500

Warding

Wards protect the channeler, or an object or place, from observation or interference of others. Warding is a very

common Talent, especially among Aes Sedai. The area encompassed by a warding weave cannot overlap, contain, or be contained within another warding weave, but multiple wards can be cast all at once, in effect "stacking" the effects and weave slot required for the weaves.

Barrier to Sight

[Air, Fire, Water] (Common)

Level: 1-10

Casting Time: 1 full round

Range: Close (25' + 5' / 2 levels)

Area: See text

Duration: Concentration

Saving Throw: None

You create a dome-shaped weave around an area, through which nothing can be seen. People outside the weave see a dome-shaped, wavering image of the area as it appeared when the weave was cast. Transient items within this area (such as people) are barely visible in this image; more permanent items appear more solid. People within the weave see the same sort of image when looking out. Physical objects, and people—even you—can pass through the boundaries of the dome without affecting the weave.

This weave typically appears as a dome, but its shape can be altered to any equivalent volume when cast. When cast within an enclosed area, such as a room or a cavern, the weave tends to conform to the shape of the space.

Table 9-48: Barrier to Sight

Weave Level	Radius of Circle
1	5 feet
2	10 feet
3	25 feet
4	50 feet
5	150 feet
6	300 feet
7	750 feet
8	1,500 feet
9	1 mile
10	5 miles

Circle of Silence

[Air, Fire, Water] (Common)

Level: 0-9

Casting Time: 1 full round

Range: Close (25' + 5' / 2 levels)

Area: Beam

Duration: Instantaneous

Saving Throw: Reflex negates

You create a dome-shaped weave around an area, through which no sound passes. People outside the dome cannot hear you (or any other noise from within). Similarly, outside sounds cannot be heard within the dome. Physical objects, and people—even you—can pass through the boundaries of the dome without affecting the weave.

This weave typically appears as a dome, but its shape can be altered to any equivalent volume when cast. When cast within an enclosed area, such as a room or cavern, the weave tends to conform to the shape of the space.

Table 9-49: Circle of Silence

Weave Level	Radius of Circle
0	5 feet
1	10 feet
2	25 feet
3	50 feet
4	150 feet
5	300 feet
6	750 feet
7	1,500 feet
8	1 mile
9	5 miles

Dream Shielding

[Spirit] (Common)

Level: 1-11

Casting Time: 1 full round

Range: Close (25' + 5' / 2 levels)

Area: See text

Duration: Concentration

Saving Throw: None

You create a dome-shaped weave around an area. The dome creates an invisible barrier that protects the dreams of everyone who sleeps within it. Dreamwalkers

cannot enter those dreams, and those who attempt to directly observe the dreams of those within, by any method, see only indistinct images at best.

This weave typically appears as a dome, but its shape can be altered to any equivalent volume when cast. When cast within an enclosed area, such as a room or cavern, the weave tends to conform to the shape of the space.

The ward protects against normal dreams only. It does not extend any protection to Dreamwalkers who enter the space between dreams, other people's dreams, or *Tel'aran'rhiod*.

This weave has a duration of concentration. It is impossible to hold a weave while falling asleep, or (with the exception of Dreamwalkers) to cast and/or hold a weave in your dreams. To effectively ward your own dreams, you must cast and tie off this weave before going to sleep.

Table 9-50: Dream Shielding

Weave Level	Radius of Circle
1	Self
2	5 feet
3	10 feet
4	25 feet
5	50 feet
6	150 feet
7	300 feet
8	750 feet
9	1,500 feet
10	1 mile
11	5 miles

Fire Trap

[Air, Fire, Spirit] (Rare)

Level: 3-5

Casting Time: 1 full round

Range: Touch

Target: One object

Duration: Concentration

Saving Throw: Reflex

You weave a ward that can be placed on an object, floor, wall, or other item, which you must be touching. If anyone but you touches the warded object or area, a blast of fire explodes into the air around it. Characters in

the burst area are allowed a Reflex save for half damage.

The fire sets combustibles aflame and damages objects in the area. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused an interposing barrier to break, the blast may continue beyond that barrier if the area permits; otherwise, it stops at the barrier.

Table 9-51: Fire Trap

Weave Level	Burst Area	Damage
3	5' circle	1d6 + channeler level
4	10' circle	2d6 + channeler level
5	15' circle	3d6 + channeler level

Master Ward

[Air, Earth, Fire, Spirit, Water] (Common)

Level: 4-12

Casting Time: 1 full round

Range: Close (25' + 5' / 2 levels)

Area: See text

Duration: Concentration

Saving Throw: None

You create a dome-shaped weave around an area, through which no physical object, nor the One Power, can pass. The weave is impervious to damage and cannot be crossed by any person or creature, including the caster. Even air does not flow through the dome, and those within could conceivably suffocate eventually. Channelers outside the dome cannot cast weaves into it or directly affect it or targets within it via the One Power; channelers inside cannot cast weaves out through it or directly affect targets outside via the One Power. The dome is nearly transparent to normal viewing, visible only as a slightly darkened or tinted area. Sounds are muted slightly as they pass through it.

This weave typically appears as a dome, but its shape can be altered to any equivalent volume when cast. When cast within an enclosed space, such as a room or cavern, the weave tends to conform to the shape of the space. When the weave is cast, an opening of any size or location desired by the caster can be left in it.

+1 Casting Level: The dome is opaque and cannot be

seen or heard through. Its surface appears as a solid gray.

Table 9-52: Master Ward

Weave Level	Radius of Circle
4	5 feet
5	10 feet
6	25 feet
7	50 feet
8	150 feet
9	300 feet
10	750 feet
11	1,500 feet
12	1 mile

Seal

[Air, Fire, Spirit] (Common)

Level: 2-4

Casting Time: 1 full round

Range: Touch

Target: Enclosed space (see text)

Duration: Concentration

Saving Throw: None

You weave a ward within a closed container or space, which you must either be within or touching (if outside). If anyone except you opens the warded item or area, a flash of flame ignites within it. If the space has multiple openings (such as a room with doors and windows), opening any of them triggers the ward. So does the creation of any other opening, such as a hole bored through the wall.

Your weave is contained within the target area; it cannot be seen from the outside (unless the container is transparent).

+1 Casting Level: You may set a trigger word as you cast the weave. The ward will not be triggered by any person who says the trigger word as they open the warded space.

Table 9-53: Seal

Weave Level	Container	Damage to Contents
2	Box, barrel	1d4
3	Small room	1d6
4	Large room	1d8

Shield

[Spirit] (Common)

Level: 3-7

Casting Time: 1 action

Range: Close (25' + 5' / 2 levels)

Target: One channeler

Duration: Concentration

Saving Throw: Will negates

You cut a channeler of the same gender off from the True Source, preventing him or her from channeling and immediately ending any weaves they are maintaining through concentration. The target cannot channel, and are prevented from embracing the True Source, so they will need to re-embrace the True Source once the *shield* is dropped.

+1 Casting Level: You may *shield* a target of the opposite gender.

-2 Casting Levels: If the target is not channeling and has not embraced the True Source, reduce the level required by two channeling levels.

Table 9-54: Shield

Weave Level	Target Channeling Level is...
3	...five or more channeling levels lower than you.
4	...one to four channeling levels lower than you.
5	...the same channeling level as you.
6	...one to four channeling levels higher than you.
7	...five or more channeling levels higher than you.

Strike of Death

[Air, Fire, Spirit] (Rare)

Level: 8-12

Casting Time: 1 full round

Range: See text

Effect: Kills all creatures of one type within range

Duration: Instantaneous

Saving Throw: Will partial

You name a particular type of Shadowspawn (such as Trolloc or Darkhound). Lightning-like bolts of power surge from dark cloud created by the One Power and travel outward, unerringly striking every creature of that type within range. Any target creature strikes dies instantly unless it succeeds at a Will save (DC 20 + Level of the weave); in which case it loses half its current hit points. You do not need line of sight to the target creatures; in fact, you do not need to be aware of their

location or even that they are there. However, the bolts of power are blocked by solid barriers, though if there is any way around the barrier within range, the bolts find it.

Strike of death does not harm creatures other than those targeted.

The range of this weave varies with casting level.

+2 Casting Level: You can name an additional type of Shadowspawn; the weave strikes all creatures of both types. This effect can be added multiple times (in other words, at +4 casting levels, you can designate three types of Shadowspawn to be killed, and so forth).

Table 9-55: *Strike of Death*

Weave Level	Range
8	30 feet
9	300 feet
10	1 mile
11	10 miles
12	100 miles

Ward Against Channelers

[Fire, Spirit] (Common)

Level: 1-10

Casting Time: 1 full round

Range: Close (25' + 5' / 2 levels)

Area: See text

Duration: Concentration

Saving Throw: None

You create a dome-shaped weave around an area, through which channelers of the same gender as you cannot pass. Channelers outside the dome cannot enter it; channelers inside (including the caster) cannot exit it. Physical objects, creatures, and channelers of the opposite gender, and people of your gender who cannot channel can pass through the boundaries of the dome without affecting the weave.

This weave typically appears as a dome, but you can alter its shape to any equivalent volume when cast. When cast within an enclosed area, such as a room or cavern, the weave tends to conform to the shape of the space.

Table 9-56: *Ward Against Channelers*

Weave Level	Radius of Circle
1	5 feet
2	10 feet
3	25 feet
4	50 feet
5	150 feet
6	300 feet
7	750 feet
8	1,500 feet
9	1 mile
10	5 miles

Ward Against People

[Air, Fire, Spirit] (Common)

Level: 2-11

Casting Time: 1 full round

Range: Close (25' + 5' / 2 levels)

Area: See text

Duration: Concentration

Saving Throw: None

You create a dome-shaped weave around an area. You, and anyone who is within the dome with you when you create it, can cross into and out of the dome. For all other people, the dome creates an invisible barrier that they cannot cross.

This weave typically appears as a dome, but its shape can be altered to any equivalent volume when cast. When cast within an enclosed area, such as a room or cavern, the weave tends to conform to the shape of the space.

+1 Casting Level: The barrier created by the dome is intangible, and anyone can cross it. However, the barrier acts as a trigger for another weave that you cast and tie off within the dome. Any weave can be set in this manner, but it must have an area effect (centered on the spot where you place this second weave) or target an individual person (in which case, it will target the person who first enters the dome), and it must be of instantaneous duration. As with the normal casting of this weave, you and anyone within the dome area with you when you cast this weave can enter the dome without triggering this second weave.

Table 9-57: Ward Against People

Weave Level	Radius of Circle
2	5 feet
3	10 feet
4	25 feet
5	50 feet
6	150 feet
7	300 feet
8	750 feet
9	1,500 feet
10	1 mile
11	5 miles

Ward Against the One Power

[Air, Earth, Fire, Spirit, Water] (Spirit)

Level: 3-12Casting Time: 1 full roundRange: Close (25' + 5' / 2 levels)Area: See textDuration: ConcentrationSaving Throw: None

You create a dome-shaped weave around an area, through which the One Power cannot pass. Channelers outside the dome cannot cast weaves into it or directly affect targets within it via the One Power; channelers inside cannot cast weaves out through it or directly affect targets outside via the One Power. Physical objects and people (including channelers) can pass through the boundaries of the dome without affecting the weave.

This weave typically appears as a dome, but its shape can be altered to any equal volume when cast. Within an enclosed area, such as a room or cavern, the weave tends to conform to the shape of the space.

+2 Casting Levels: The dome is opaque and cannot be seen or heard through. Its surface appears a solid gray.

Table 9-58: Ward Against the One Power

Weave Level	Radius of Circle
3	5 feet
4	10 feet
5	25 feet
6	50 feet
7	150 feet
8	300 feet
9	750 feet
10	1,500 feet
11	1 mile
12	5 miles

Ward Against Shadowspawn

[Air, Fire, Spirit] (Common)

Level: 1-10Casting Time: 1 full roundRange: Close (25' + 5' / 2 levels)Area: See textDuration: ConcentrationSaving Throw: None

You create a dome-shaped weave around an area, which must not contain any Shadowspawn at the time of casting. The dome creates an invisible barrier that Shadowspawn cannot enter. The Shadowspawn are vaguely aware that they are prevented from entering an area, but the specific area or the reason is unknown to them.

This weave typically appears as a dome, but its shape can be altered to any equivalent volume when cast. When cast within an enclosed space, such as a room or cavern, the weave tends to conform to the shape of the space.

+1 Casting Level: The weave not only affects Shadowspawn but also Shadow-linked vermin. Unlike the normal version of this weave, it can be cast even with such vermin within the weave area. When that happens, all Shadow-linked vermin immediately flee the area.

Table 9-59: Ward Against Shadowspawn

Weave Level	Radius of Circle
1	5 feet
2	10 feet
3	25 feet
4	50 feet
5	150 feet
6	300 feet
7	750 feet
8	1,500 feet
9	1 mile
10	5 miles

Ward Bore

[Air, Earth, Fire, Spirit, Water] (Lost)

Level: 4Casting Time: 5 minutesRange: Medium (100' + 10' / level)Target: A Warding weave

Duration: Instantaneous

Saving Throw: None

You weave a probe of the Five Powers, with which you test the structure of a weave of the Warding Talent that you have detected. You then make a Weavesight skill check. If successful, you open a hole in the weave. The DC for the Weavesight check is 20 + the level of the target weave + the channeler's relevant ability bonus. If you fail, nothing happens, and your weave is wasted—though if you fail by more than 10, the caster of the ward feels your tampering, although this feeling alone does not tell him or her whom is responsible.

The world of the *Wheel of Time*[™] is home to hundreds of different creatures, ranging from common animals to Seanchan exotics and twisted Shadowspawn. The following entries represent a small sampling of creatures the heroes may encounter as allies or enemies in the course of their travels.

Each creature entry is organized in the same general format, as described below. This information is in a condensed form. Although most creature information uses the same rules and format as for characters, creature entries can include some additional rules unique to creatures. For most of this information, you can also consult the *Pathfinder*[™] core rules.

Statistics Block

Name and CR: The monster's name is presented first, along with its challenge rating (CR). Challenge rating is a numerical indication of how dangerous a monster is—the higher the number, the deadlier the creature.

Alignment, Size, and Type: While a monster's size and type remain constant, alignment can be far more fluid. Most creatures in this book fall into one of three types: animal, monstrous animal, or shadowspawn. The qualities of these creatures are explained below.

Init and Senses: The creature's initiative modifier followed by any special senses and its Perception check modifier.

AC: The creature's Armor Class, touch Armor Class, and flat-footed Armor Class. The modifiers that generate its AC are listed parenthetically at the end of this entry.

hp: The creature's hit points, followed by its Hit Dice (including modifiers from Constitution, favored class levels, creature type modifiers, and the Toughness feat). All HD rolls are assumed to be average. Fast healing and regeneration values, if any, follow the creature's HD.

Saving Throws: The creature's Fortitude, Reflex, and Will saves, followed by situational modifiers to those rolls.

Defensive Abilities/DR/Immune/Resist: All of the creature's unusual defensive abilities. Damage reduction, immunities, and resistances are called out separately as necessary.

Weaknesses: All of the creature's unusual weaknesses are listed here.

Speed: The creature's land speed, and additional speeds as necessary for the creature.

Melee: The creature's melee attacks are listed here, with its attack roll modifier listed after the attack's name followed by the damage in parentheses.

Ranged: As Melee above, but for ranged attacks.

Space/Reach: The creature's space and reach—if the creature's space and reach are standard (one 5-foot square and a reach of 5 feet), this line is omitted.

Special Attacks: The creature's special attacks. Full details for these attacks are given at the end of the stat block or in the universal monster rules (see the *Pathfinder*[™] core rules for more information).

Ability Scores: The creature's ability scores are listed here. Unless otherwise indicated, a creature's ability scores represent the baseline of its racial modifiers applied to scores of 10 or 11.

Base Atk/CMB/CMD: These values give the creature's base attack, its Combat Maneuver Bonus, and its Combat Maneuver Defense score.

Feats: The creature's feats are listed here. A bonus feat is indicated with a superscript "B."

Skills: The creature's skills are listed here. Racial modifiers to skills are indicated at the end of this entry.

SQ: Any special qualities possessed by the creature.

Environment: The regions and climates in which the creature is typically encountered are listed here.

Organization: This lists how the creature is organized, including number ranges as appropriate.

Treasure: The exact value of the creature's treasure depends on the circumstances. May also include gear carried by most examples of the creature for those monsters that use equipment.

Description: Here you'll find information on how the monster fits into the world, notes on its ecology and society, and other bits of useful lore and flavor.

Combat & Special Abilities: A brief overview of common tactics and the creature's behavior when battle turns against them. Any of the creature's more unique special abilities are detailed in full here.

Monster Types

Animal

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Animals usually have additional information on how they can serve as companions.

An animal has the following features (unless otherwise noted):

- d8 Hit Die
- Base attack bonus equal to 3/4 total Hit Dice (medium progression)
- Good Fortitude and Reflex saves
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. The following are class skills for animals: Acrobatics, Climb, Perception, Stealth, and Swim.

Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry):

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal)
- Low-light vision
- Alignment: Always neutral
- Treasure: None

- Proficient with its natural weapons only. A noncombative herbivore treats its natural weapons as secondary attacks. Such attacks are made with a –5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.
- Proficient with no armor unless trained for war. (See FAQs and Handle Animal Skill.)
- Animals breathe, eat, and sleep.

Exotic

Exotics are similar to animals but can have Intelligence scores higher than 2 (in which case the creature knows at least one language, but can't necessarily speak). Exotics sometimes have extraordinary abilities, but are sometimes merely bizarre in appearance or habits.

An exotic has the following features:

- d10 Hit Die
- Base attack bonus equal to total Hit Dice (fast progression)
- Good Fortitude and Reflex saves
- Skill points equal to 4 + Int modifier (minimum 1) per Hit Die. The following are class skills for exotics: Acrobatics, Climb, Perception, Stealth, Survival, and Swim.

Traits: An exotic possesses the following traits (unless otherwise noted in a creature's entry):

- Low-light vision
- Alignment: Always neutral
- Proficient with its natural weapons only
- Proficient with no armor
- Exotics breathe, eat, and sleep

Shadowspawn

Shadowspawn are the twisted servants of the Dark

One. Many were created by the Forsaken Aginor to serve as soldiers during the War of Power and now dwell in the Great Blight or locked away in a stasis box (hopefully for all time).

Shadowspawn have the following features:

- d10 Hit Die
- Base attack bonus equal to total Hit Dice (fast progression)
- Good Fortitude and Reflex Saves.
- Skill points equal to 4 + Int modifier (minimum 1) per Hit Die. The following are class skills for shadowspawn: Climb, Intimidate, Perception, Ride, Stealth, and Survival.

Traits: Shadowspawn possess the following traits (unless otherwise noted in a creature's entry):

- Darkvision 60 feet
- Alignment: Always evil
- Proficient with all simple weapons and any weapons mentioned in its entry
- Proficient with the category of armor it is described as wearing, as well as all lighter types. Shadowspawn not indicated as wearing armor are not proficient with armor; they are proficient with shields if they are proficient with any form of armor.
- Shadowspawn breathe, eat, and sleep.
- Advancement: By character class

Monster List

Corlm

N Medium exotic (CR 2)

Init +2; Senses low-light vision; Perception +13

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 17 (2d10+6)

Fort +6, Ref +5, Will +1

OFFENSE

Speed 30'

Melee: bite +6 (1d8+6)

Space 5'; Reach 5'

STATISTICS

Str 18, Dex 15, Con 16, Int 3, Wis 12, Cha 10

Base Atk +2; CMB +6; CMD 18

Feats: Run

Skills: Perception +13, Survival +13

SQ: Scent

ECOLOGY

Environment: Any forest, hills, and plains

Organization: Solitary or pack (2-12)

Treasure: None

Corlm are similar in appearance to large, flightless birds. They are carnivorous predators and unmatched trackers.

A typical *corlm* stands 6 feet tall and weighs 300 pounds full grown, though some individuals grow to be

as much as 8 feet tall. Rather than feathers, *corlm* are covered in long hair with patterns similar to a house cat's fur. The tail flattens out for stability when running, and the two crest-like ears are capable of rotating in nearly any direction. A *corlm* has large, powerful legs and a pair of small arms that are generally used only when building a nest. The beak is large for its head and hooked, much like a raptor's. Unlike many of the Seanchan exotics, a *corlm* has only two eyes, located on the sides of its head.

Corlm find prey by both scent and sound. They can easily track down human targets, able to keep pace with them over long distances and outrun them in short sprints. They are solitary creatures and are never deployed by the Seanchan in groups, since they do not tolerate one another except during mating season.

Combat: *Corlm* attack with their powerful bite, often charging prey. If badly injured, a *corlm* flees combat, for it is able to outrun most of the things it hunts.

Skills: *Corlm* are excellent trackers and survivors. They receive a +8 racial bonus to Perception and Survival.

Darkhound

CE Medium shadowspawn (CR 7)

Init +2; Senses darkvision 60'; Perception +12

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 76 (8d10+32)

Fort +9, Ref +7, Will +3

OFFENSE

Speed 50'

Melee: bite +12 (1d8+6 + poison)

Space 5'; Reach 5'

SA: Poison

STATISTICS

Str 18, Dex 15, Con 18, Int 6, Wis 12, Cha 14

Base Atk +8; CMB +12; CMD 24

Feats: Dodge, Mobility, Run, Spring Attack

Skills: Perception +12, Survival +12

SQ: Scent, poisonous blood

ECOLOGY

Environment: Any

Organization: Pack (2-8)

Treasure: None

Darkhounds are massive, black creatures similar in appearance to dogs but the size and mass of ponies. They have huge, slavering mouths, bright silver eyes, and powerful, muscled bodies. The cry of a Darkhound is similar to a wolf's, but with an undertone of pain and death that clearly comes from no mundane beast.

According to legend, Darkhounds are taken on nighttime hunts by the Dark One himself, and the recent spotting of several of these creatures suggest that the Shadow is closer to escaping its prison than anyone would have believed possible a few short years ago. They are certainly agents of the Dark One, and are sent to find and kill his enemies. Only a single pack of Darkhounds is ever seen at once, as two different packs would set upon one another. Darkhounds do not generally work with other Shadowspawn, nor do they need to. They are relentless hunters that never tire and rarely lose a track.

Darkhounds dislike rain and thunderstorms, rarely venturing into them, but once a pack has spotted its prey, rain is not enough to dissuade it from attack. Darkhounds never cross running water, however—

Darkhound, Greater

CE Medium shadowspawn (CR 9)

Init +2; Senses darkvision 60'; Perception +13

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 84 (8d10+40)

Fort +10, Ref +7, Will +4

OFFENSE

Speed 60'

Melee: bite +13 (2d6+7 + poison)

Space 5'; Reach 5'

SA: Poison

STATISTICS

Str 20, Dex 15, Con 20, Int 8, Wis 14, Cha 16

Base Atk +8; CMB +13; CMD 25

Feats: Dodge, Mobility, Run, Spring Attack

Skills: Intimidate +14, Perception +13, Survival +13

SQ: Scent, poisonous blood, regeneration 5 (*balefire*)

ECOLOGY

Environment: Any

Organization: Pack (2-8)

Treasure: None

escaping across a river or stream will save a victim no matter how close a Darkhound is. Darkhounds always attack at night and there are no reported cases of them being seen during the day—but there is no guarantee that a pack would flee from the dawn.

Combat: Only the most competent of warriors should risk fighting a Darkhound. They are extremely difficult to kill and often slay their opponents with a single bite. Darkhounds are smart enough to concentrate their attack on more dangerous combatants and use their speed to make swift strikes—moving in to bite one target, then running on to a second victim.

Poison (Ex): Injury; *save* DC 18 (19 for Greater); *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poisonous Blood (Ex): Contact; *save* DC 18 (19 for Greater); *frequency* 1/round for 6 rounds; *effect* 1d4 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Draghkar

CE Medium shadowspawn (CR 3)

Init +3; Senses darkvision 60'; Perception +7

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 11 (2d10)

Fort +3, Ref +6, Will +2

OFFENSE

Speed 30', fly 40' (poor)

Melee: 2 talons +2/+2 (1d6)

Space 5'; Reach 5'

SA: Captivating song, kiss

STATISTICS

Str 10, Dex 17, Con 11, Int 15, Wis 14, Cha 26

Base Atk +2; CMB +2; CMD 15

Feats: Flyby Attack

Skills: Escape Artist +5, Intimidate +13, Perception +7,
Perform (Sing) +10, Stealth +8, Survival +7

ECOLOGY

Environment: Any

Organization: Solitary

Treasure: None

Favored Class: Woodsman

Draghkar are Shadowspawn created during the Age of Legends from human stock to serve as scouts and outdoor assassins.

Draghkar are roughly human in appearance, often resembling overly tall, gaunt men draped in thick black cloaks that are in fact bat-like wings. Upon closer inspection, a Draghkar's frail, taloned hands and oversized black eyes betray its inhumanity.

What makes a Draghkar dangerous is not its talons or flying attack, but its ability to entrance a being with its song and steal the victim's soul with a kiss. This horrid embrace is not immediately fatal, but even those only briefly affected by a Draghkar's touch are rarely quite the same. Those rescued too late are so dulled as to be worse than dead.

Combat: Draghkar are dangerous combatants only when able to use their kiss. In general, a Draghkar seeks a target who is alone and unprepared for combat. It then uses its song to lull the victim into a stupor, attempting its kiss only after there is no further resistance. Draghkar

often act in tandem with Myrddraal and Trollocs, taking advantage of distractions caused by those violent Shadowspawn to catch a single target unaware.

Captivating Song (Su): The song of a Draghkar is capable of dulling the keenest mind. The song must be directed at a specific target within 120 feet of the Draghkar. Using the song is a free action, though the draghkar can affect only one creature at a time. The target must succeed at a Will save (DC 19) or become utterly captivated. If the save is successful, that creature cannot be affected again by that Draghkar's song for one day.

A captivated creature becomes completely docile and moves toward the Draghkar, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, etc.), that creature gets a second saving throw. The target is unable to take any action other than approaching the Draghkar. A victim within 5 feet of the Draghkar stands helpless, offering no resistance to the Shadowspawn's kiss. The effect continues as long as the Draghkar sings.

Kiss (Su): The most fearsome attack of a Draghkar is its soul-stealing kiss. It must make a melee touch attack to kiss its victim, which provokes an attack of opportunity. Thus, Draghkar generally only use their kiss against targets they have already lulled with their song.

A target kissed by a Draghkar must succeed at a Fortitude save (DC 19) each round the kiss is held or be permanently drain of 1d6 points of Wisdom. A target whose Wisdom is reduced to 0 is killed, its soul completely destroyed.

Gholam

CE Medium shadowspawn (CR 12)

Init +9; Senses darkvision 60'; Perception +15

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)

hp 105 (10d10+60)

Fort +12, Ref +12, Will +5

OFFENSE

Speed 30'

Melee: longsword +15/+10 (1d8+5)

Space 5'; Reach 5'

STATISTICS

Str 20, Dex 20, Con 20, Int 15, Wis 15, Cha 14

Base Atk +10; CMB +15; CMD 30

Feats: Combat Expertise, Disruptive, Improved Initiative, Toughness, Weavebreaker

Skills: Acrobatics +15, Climb +18, Intimidate +15, Perception +15, Stealth +26, Survival +15

SQ: Boneless, damage reduction 5/—, One sense, regeneration 5 (see text), weave immunity

ECOLOGY

Environment: Any

Organization: Solitary

Treasure: Standard (longsword)

Favored Class: Armsman

Very little is known about the Shadowspawn called *gholam*. The *gholam* served the Dark One as warriors of great skill, hunting down and killing many of the powerful Aes Sedai of that age. Only six were ever made—three men and three women—and none are known for certain to have been killed. At least one managed to survive to the current Age.

Gholam are especially dangerous Shadowspawn for several reasons. They are extremely strong and fast, and extremely resistant to damage. A single *gholam* is more than a match for dozens of typical armsmen. More importantly, however, *gholam* are immune to weaves. This allows them to ignore most channeler's attacks and defenses, making it easy for them to kill any student of the One Power.

It is unknown how *gholam* receive their orders from the Dark One. They do not seem to work together or with any other Shadowspawn, and little is known of their lifestyle or habits. *Gholam* subsist purely on blood, often the blood of humans, and can sometimes be tracked to a

city by following trends of sudden disappearances.

Combat: A *gholam* is a vicious and skilled fighter. When faced with both channeling and nonchanneling targets, it generally moves to kill nonchannelers first, since it does not consider channelers a threat. *Gholam* are arrogant in their ability to defeat nearly any foe, and they are not intimidated when outnumbered. If a *gholam* does find itself in trouble during a fight, however, it flees and seeks some other way to achieve its objectives.

Boneless: Despite their human appearance, *gholam* are boneless. A *gholam* is capable of slithering through small cracks and under doorways. Any opening at least 1/16 of an inch thick is large enough for it to move through easily (though not necessarily any equipment it is holding).

Their boneless anatomy also makes *gholam* immune to extra damage dealt by sneak attacks and critical hits.

One Sense: *Gholam* can sense when a character embraces the One Power or casts a weave within 60 feet of them.

Regeneration: Although *gholam* have very few weaknesses, they seem vulnerable to certain *ter'angreal* that protect the wearer from the One Power. Using such a *ter'angreal* as a weapon against a *gholam* requires a melee touch attack to deal 1d8 points of damage. Doing so will cause the *gholam*'s regeneration to stop functioning for the round following the attack. The *gholam*'s damage reduction is useless against this attack.

Weave Immunity: No weave of any kind can affect a *gholam*. Attacks involving the One Power slide uselessly off it, such defenses fail to protect against it, and it moves through such barriers as though they did not exist. Secondary effects can still harm a *gholam*, however: if the One Power is used to hurl a rock at it, the rock can still deal damage (although its damage reduction would apply).

Skills: *Gholam* are exceedingly stealthy. They receive a +8 racial bonus on Stealth checks.

Gray Man

NE Medium shadowspawn (CR 5)

Init +2; Senses darkvision 60'; Perception +9

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 34 (4d10+12)

Fort +7, Ref +6, Will +1

OFFENSE

Speed 30'

Melee: shortsword +8 (1d6+3)

Space 5'; Reach 5'

SA: Death attack, sneak attack +3d6

STATISTICS

Str 16, Dex 15, Con 16, Int 10, Wis 10, Cha 2

Base Atk +4; CMB +7; CMD 19

Feats: Alertness, Weapon Focus (short sword)

Skills: Climb +10, Knowledge [Local] +5, Perception +9,
Sense Motive +4, Stealth +29

SQ: Beneath notice

ECOLOGY

Environment: Any

Organization: Solitary or band (2-4)

Treasure: Standard (short sword)

Favored Class: Wanderer

Unlike most Shadowspawn, Gray Men are not specially bred creatures twisted by the One Power. Instead, they are once-normal men and women who have given away their souls to the Shadow.

Although they are capable of thought and movement, Gray Men are essentially dead. As a result of their soulless state, they are completely ordinary-looking and can be overlooked even by dedicated searchers. Gray Men are therefore excellent assassins, able to kill both peasants and kings in their homes with ease.

It is not known what promise the Dark One uses to convince anyone to become a Gray Man, but they exist in sufficient numbers to threaten any of his enemies. Against common targets, a single Gray Man is generally sufficient, but bands of up to four may be sent against more powerful individuals. If one group fails in its mission, the Dark One seems to assume others will fail as well, and more Gray Men are rarely sent.

Combat: A Gray Man is an assassin more than a warrior.

Typically, a Gray Man stalks its prey in plain sight, then attacks without warning, trying to catch its target flat-footed. If spotted, a Gray Man fights to the death, but it has no special combat abilities in a stand-up fight.

Sneak Attack: This ability works in the same manner as a wanderer's sneak attack and stacks with that ability if the Gray Man takes levels as a wanderer. See the *Pathfinder™* core rules for details.

Death Attack: If a Gray Man studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly killing the target. Studying the victim is a standard action. The death attack fails if the target detects the Gray Man or recognizes him as an enemy. If the victim of such a death attack fails a Fortitude save (DC 14) against the kill effect, he dies. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the Gray Man has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes his save) or if the Gray Man does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Beneath Notice (Su): Somehow, the Gray Man's lack of a soul makes it beneath the notice of everyone around it. As long as it does nothing out of the ordinary, a Gray Man can use the Stealth skill even in the open, with no need to have anything to hide behind. Even guards do not usually notice a Gray Man walking past them into a restricted area.

Once a Gray Man takes an overt action, such as making an attack, its presence becomes much more obvious. Any further Stealth checks incur a -10 penalty until the Gray Man manages to escape any immediate observers.

Skills: Gray Men are virtually undetectable. They receive a +20 racial bonus on Stealth checks.

Grolm

N Medium exotic (CR 3)

Init +1; Senses low-light vision; Perception +8

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 19 (3d10+3)

Fort +3, Ref +4, Will +1

OFFENSE

Speed 40'

Melee: bite +8 (1d8+5 + trip), 2 claws +8 (1d4+5)

Space 5'; Reach 5'

SA: Trip

STATISTICS

Str 20, Dex 12, Con 10, Int 2, Wis 10, Cha 4

Base Atk +3; CMB +8; CMD 19

Feats: Improved Natural Armor, Toughness

Skills: Acrobatics +5 (+9 to jump), Perception +8, Sense Motive +12, Survival +4

SQ: Damage reduction 8/—, scent

ECOLOGY

Environment: Any forest, hill, and plains

Organization: Solitary or pack (2-11)

Treasure: None

Although they appear related to *torm* (see below), *grolm* lack the intelligence of that exotic beast. However, their keen senses and territoriality make them excellent guard animals.

A *grolm* is roughly the same shape as a frog, but weighs between 300 and 500 pounds. It has three fierce eyes protected by a horned ridge, a horny beak, and clawed, six-toed feet. *Grolm* have an awkward, lumbering gait when walking but move very quickly when running, making tremendous jumps that cover distance at high speed.

Trained *grolm* can be taught who is allowed into a guarded area and can identify nervous or frightened creatures by their scent. They are also used by the Seanchan in battle, though only against lightly armored enemies. The most common tactic is to have a pack of *grolm* charge an enemy formation, allowing other Seanchan forces to take advantage of breaks in the enemy line.

Trained *grolm* are controlled with spoken commands, hand signals, and notes from a small, shrill flute. Expert

morat'grolm use only hand signals and the flute to control their charges.

Combat: A *grolm* attacks primarily with its bite, attempting to drag down opponents and then rend their flesh. Packs of *grolm* often single out an individual creature to attack together, concentrating their efforts until they rip it to shreds. Packs sometimes turn on one another as well, especially if one of their number is seriously injured; they attack a wounded packmate until it is killed.

Grolm hides are thick enough to deflect most attacks from swords, axes, and arrows. Only a critical hit is likely to injure a *grolm*, often striking an eye or similar vulnerable spot.

Trip: A *grolm* that hits with its bite attack can attempt to trip the opponent as a free action without provoking an attack of opportunity.

Skills: *Grolm* have great leaping ability, keen vision, and an excellent sense of smell. They receive a +4 bonus on Acrobatics and Perception checks. Their ability to smell fear grants them a +8 racial bonus on Sense Motive checks.

Lopar

N Large exotic (CR 7)

Init +1; Senses low-light vision; Perception +10

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 92 (8d10+48)

Fort +10, Ref +6, Will +4

OFFENSE

Speed 40' (5' when standing)

Melee: 2 claws +16 (1d10+8 + grab)

Space 10'; Reach 5' (10' when standing)

SA: Grab

STATISTICS

Str 27, Dex 13, Con 20, Int 4, Wis 14, Cha 12

Base Atk +8; CMB +17; CMD 28

Feats: Alertness, Run, Toughness, Weapon Focus (Claws)

Skills: Climb +17, Perception +10, Survival +8

ECOLOGY

Environment: Any forest, hill, mountains, and plains

Organization: Solitary or pair

Treasure: None

Lopar are the most dangerous of the Seanchan exotics. They are used as watch animals and bodyguards.

A *lopap* is a large, stout creature weighing between 1,500 and 2,000 pounds at adulthood and standing up to 10 feet tall on its hind legs. It has two eyes set in a squarish head and no visible ears. Although its legs are long in proportion to its body, they are also very thick and bowed when the creature is on all fours, giving it a squat appearance. A *lopap's* hide is tough, hairless, and leathery, ranging in color from pale red to dark brown.

Lopap are easily handled by their trainers and are often calm or even friendly until ordered to fight. Important families in Seanchan often guard their children with *lopap*, who grow very protective of their young charges. A *lopap* that forms an emotional attachment is loath to leave that person and, if taken away, may refuse to eat for several days.

Lopap are fiercely competitive among their own kind. If two *lopap* meet, they both rise up to their full height in displays of power. The smaller of the two then immediately drops to its belly in a sign of submission. If the two are close to the same size, they may fight to

determine dominance unless carefully controlled by their *morat*. *Lopap* mating rituals are always violent, often resulting in serious injury to both beasts. Births are always in pairs, although with the high infant mortality rate common to all exotics, often only one of a pair survives the first few months of life.

Combat: *Lopap* fight both on all fours and on their hind legs. When fighting from a crouch, they have less reach but can move at their full speed. A *lopap* that rears up on its hind legs cannot move very far, but is able to strike over nearby opponents or even sweep a rider off a horse.

When used for battle, *lopap* are normally fitted with a kind of leather coat (leather barding, 20 mk cost) or barding made of overlapping plates (scale mail barding, 100 mk cost) that protects the creature's spine, chest, and belly. War-trained *lopap* are proficient with these armors.

Grab: If a *lopap* successfully hits a Large-size or smaller creature with a claw attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: The powerful legs and claws of *lopap* grant them a +4 racial bonus on Climb checks.

Myrddraal

LE Medium-size shadowspawn (CR 8)

Init +6; Senses blindsight (see text); Perception +14

DEFENSE

AC 23, touch 17, flat-footed 16 (+4 armor, +6 Dex, +1 dodge, +2 natural)

hp 85 (9d10+36)

Fort +10, Ref +12, Will +5

OFFENSE

Speed 40'

Melee: Shadow-blade +15/+10 (1d10+5 + disease)

Space ; Reach

SA: Gaze, shadow-blade

STATISTICS

Str 18, Dex 22, Con 18, Int 15, Wis 14, Cha 16

Base Atk +9; CMB +13; CMD 29

Feats: Armor Proficiency (Light)^B, Cleave, Dodge, Exotic Weapon Proficiency (Shadow-blade)^B, Iron Will, Power Attack, Weapon Focus (Shadow-blade)

Skills: Intimidate +15, Knowledge [The Blight] +11, Perception +14, Ride +18, Sense Motive +11, Stealth +18

SQ: Black plate, blindsight, dark vitality, One sense, Trolloc link, shadow walk

ECOLOGY

Environment: Any land

Organization: Solitary or band (1, + 11-20 Trollocs)

Treasure: Standard (black plate, shadow-blade)

Favored Class: Commander

Also known as the Eyeless, Shadowmen, Halfmen, Lurks, Fetches, and Fades, Myrddraal are horrifying opponents. They exist only to serve their masters and inflict suffering on creatures within their reach.

Sometimes the offspring of Trollocs are throwbacks to their animal or human ancestors. The former inevitably die, but human throwbacks are generally viable, though polluted by the touch of Shadow. It is these perversions of humanity that are known as Myrddraal. They are able to fight with great skill, cause fear with their gaze, walk through shadows, and direct large numbers of Trollocs.

A Myrddraal looks like a tall, muscular, well-formed man with a sinuous grace. It has no eyes, nor even an indentation to suggest where eyes should be. Despite this, Myrddraal see as far as a human can on a clear day, even through pitch blackness. A Myrddraal's skin is a

pale fish-belly color and dull black hair covers the top of its head. Myrddraal all seem to be cast from the same mold, each one's appearance identical to all others of their kind. They appear as no more than a hazy mist when seen in a mirror, and they are unaffected by wind, no matter how strong. It is possible that Myrddraal do not truly exist fully in the world, though this is no more than theory.

Myrddraal have no sense of humor, do not breed, and avoid all social interaction. They all seem to be loyal agents of the Dark One, though many have served specific Forsaken as well, and if forced may accept another powerful being as a master.

One of the few weaknesses of Myrddraal is their dislike of running water. They hate to cross it in any form and go to some lengths to avoid doing so. A Myrddraal won't give up pursuit of a target that flees over a bridge, but will avoid crossing a river for the mere possibility of finding prey on the far side.

Combat: Myrddraal are cunning and dangerous. As generals they can show great patience, though they have no concern for the lives of the creatures under their command (generally Trollocs). Myrddraal do not work together unless ordered to do so by the Dark One or some other powerful master. They are extremely dangerous in a fight, generally picking out and killing the most powerful opponent first. Their shadow-blades and great speed make them more than match for most armymen, and even Warders often cannot endure their ferocity. Myrddraal are also smart enough to know when stealth is more appropriate than force, and are perfectly capable of lying in wait to ambush dangerous opponents.

Gaze (Su): The sightless gaze of a Myrddraal can cause fear in the most steadfast of opponents. Anyone within 30' of the Myrddraal must succeed at a Will save (DC 17) or be shaken for 1d6 minutes. Succeeding on the Will save makes a target immune to the fear gaze of that Myrddraal for one day. This is a gaze effect.

Shadow-blade: Myrddraal usually carry special shadow-blades crafted in the forges at Thakan'dar on the slopes of Shayol Ghul, within sight of the very Pit of Doom. These blades, created by animated shadow-forgers seemingly carved from the mountain itself, are quenched in water tainted by Shayol Ghul and finished with the sacrifice of a human soul. These blades are equivalent to Power-wrought blades (and are often called Thakan'dar-wrought or Thakan'dar-forged blades) and, though most Myrddraal carrying +1 weapons, +2 and even extremely rare +3 blades can be found.

They do wear out after a time, though, and there is always greater demand for blades than victims to use in their making. As a result, some Myrddraal must make do without their special weapons.

Wounds delivered by a shadow-blade never heal naturally; only the One Power can restore hit points lost in this way.

Shadow-blade disease: injury; *save* Fort DC 18; *onset* 1 day; *frequency* 1/day; effect 1d6 Con; cure —

Wounds caused by a shadow-blade fester easily. Anyone (other than a Shadowspawn) foolish enough to use or carry a shadow-blade is also subject to the disease, and must make a Fortitude save each day he carries the weapon.

Black plate: Myrddraal wear articulated black plate armor designed to provide maximum protection without restricting mobility, as well as enhancing their serpent-like aura. This light armor adds a +4 armor bonus to AC, allows a maximum Dexterity bonus of +6, and has no armor check penalty. Each suit of black plate is individually fitted to the Myrddraal who wears it, although with a Craft [Armorsmithing] check (DC 20) it could be fitted to another Medium-size creature of slender build and humanoid shape. Such a suit of resized armor would be worth 110 gc, though it would still plainly be of Myrddraal origin and mark whoever wore it as a Darkfriend, at the very least.

Blindsight: Myrddraal have blindsight out to the

limits of normal human vision, regardless of the conditions.

Dark vitality: A Myrddraal does not die, even if reduced to -10 or fewer hit points, until the next setting of the sun. A Myrddraal in this state cannot recover on its own but could be rescued from near death if brought about -10 hit points by a Healing weave. Once the sun sets, a Myrddraal below -10 hit points is truly dead.

One sense: Myrddraal can sense when a character embraces the One Power or casts a weave within 60 feet of them.

Trolloc link: The psychic link between a Myrddraal and its Trollocs gives it limited control over them. A single Myrddraal can link to up to 10 Trollocs per Hit Die (including class levels). Although the Myrddraal cannot direct the specific actions of an individual Trolloc through this link, it does make the linked Trollocs more amenable to its orders. However, should the Myrddraal be killed, all Trollocs linked to it fall to the ground in convulsions and die within 1d4 rounds.

Shadow walk: A Myrddraal can travel through shadows as a swift action, entering one shadow to appear instantly in another many miles away. It is unknown how this ability works—even to the Myrddraal themselves—but with it they can travel vast distances very quickly. A Myrddraal cannot enter its own shadow.

Raken

N Huge exotic (CR 4)

Init +7; Senses low-light vision; Perception +17

DEFENSE

AC 14, touch 11, flat-footed 11 (+3 Dex, +3 natural, -2 size)

hp 37 (5d10+10)

Fort +6, Ref +7, Will +2

OFFENSE

Speed 10', fly 180' (good)

Melee: 2 claws +6 (1d6+3) or tail +6 (1d4+4)

Space 15'; Reach 10'

STATISTICS

Str 16, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Base Atk +5; CMB +8; CMD 21

Feats: Alertness, Endurance, Improved Initiative

Skills: Climb +16, Perception +17

ECOLOGY

Environment: Any hill, plains, and mountains

Organization: Solitary or flight (2-4)

Treasure: None

Raken are flying lizard-like creatures that the Seanchan use as scouts and messengers.

A *raken* has roughly the same mass as a horse but is considerably longer. It has large, leathery wings similar to a bat's, a long neck, and an extremely long, though thin, tail. The head is about the same size as a horse's, with two eyes set forward (giving it excellent vision) and a horny snout with ridges that serve as both lips and teeth. A *raken's* hide is hairless, leathery, and gray, and it has two thin legs ending in six long, clawed toes. These claws provide excellent purchase, allowing *raken* to perch in very large trees or even on cliff faces.

A *raken* is awkward on the ground, normally moving its graceful neck and head to look around while leaving its body in a crouch. It sends erect only if alarmed or about to take flight. *Raken* are easily mounted when crouched, with a saddle normally set between the wings.

Morat'raken, also called "fliers," are always smaller Seanchan, often women. A *raken* sent out on a scouting mission carries two fliers, but when it is delivering messages, only one flier rides the beast. With just one flier, a *raken* can fly as far as four hundred miles, though that is its maximum range without resting. A *raken* will

fly even if injured or ill, and can be ridden to death if care is not taken.

Combat: A *raken* on the ground may strike a creature with its tail, though it does not normally attack intentionally in this manner. A *raken* usually fights only when airborne, raking with its claws (its tail is used for balance when flying). *Raken* normally hunt only small prey but can be directed by a well-trained *morat'raken* to attack any target.

Skills: *Raken* receive a +8 racial bonus on Climb and Perception checks.

Shadow-Linked Rat

NE Tiny shadowspawn (CR 1/4)

Init +2; Senses darkvision 60'; Perception +1

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 5 (1d10)

Fort +2, Ref +4, Will +1

OFFENSE

Speed 15', climb 15'

Melee: Bite +4 (1d2)

Space 2 1/2'; Reach 0'

STATISTICS

Str 2, Dex 15, Con 10, Int 4, Wis 12, Cha 2

Base Atk +0; CMB +0; CMD 6

Feats: Weapon Finesse

Skills: Acrobatics +10, Climb +10, Stealth +18

SQ: Scent

ECOLOGY

Environment: Any land and underground

Organization: Solitary or swarm (10-100)

Treasure: None

Shadow-linked vermin are agents of the Dark One and his minions. It's impossible to tell them from normal vermin by appearance, but they are more intelligence and fierce than their common cousins.

These creatures act as spies for the Dark One. They can report what they see to a master, usually a Myrddraal or Forsaken. Of course, not every rat or raven is an agent of the Shadow, but many nations offer bounties on such creatures, assuming it is best to kill them all.

Shadow-Linked Raven (or Crow)

NE Tiny shadowspawn (CR 1/4)

Init +2; Senses darkvision 60'; Perception +10

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 5 (1d10)

Fort +2, Ref +4, Will +1

OFFENSE

Speed 15', fly 40' (average)

Melee: Bite +4 (1d2)

Space 2 1/2'; Reach 0'

STATISTICS

Str 1, Dex 15, Con 10, Int 4, Wis 14, Cha 6

Base Atk +0; CMB +0; CMD 6

Feats: Skill Focus (Perception)^B, Weapon Finesse

Skills: Perception +10

ECOLOGY

Environment: Any forest, hill, plains, and mountains

Organization: Solitary, flock (2-9), or swarm (10-100)

Treasure: None

Combat: A single Shadow-linked vermin is little threat to a well-armed opponent, but a swarm of a hundred of the creatures can overpower even a prepared opponnet. However, Shadow-linked vermin are most often spies, rather than soldiers, and rarely attack opponents other than small animals and other vermin.

Skills: Shadow-linked rats get a +4 racial bonus on Stealth checks and a +8 racial bonus on Acrobatics checks. They use their Dexterity modifier for Climb checks.

S'redit

N Huge animal (CR 7)

Init +0; Senses low-light vision; Perception +21

DEFENSE

AC 17, touch 8, flat-footed 17 (+9 natural, -2 size)

hp 93 (11d8+44)

Fort +13, Ref +7, Will +6

OFFENSE

Speed 40'

Melee: gore +16 (2d8+10) or slam +16 (2d6+10)

Space 15'; Reach 10'

SA: Trample (2d8+15, DC 25)

STATISTICS

Str 30, Dex 10, Con 19, Int 2, Wis 13, Cha 7

Base Atk +8; CMB +20; CMD 30

Feats: Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

Skills: Perception +21

ECOLOGY

Environment: Warm forest and plains

Organization: Solitary or herd (6-30)

Treasure: None

A large herbivore native to the warmer regions of the Seanchan lands, domestic *s'redit* are used as beasts of burden by the Seanchan. Those that have made their way to the westlands are known by many names, one of the more common being "boar-horse."

Combat: Despite their size, *s'redit* are generally docile, but they can be unpredictable and dangerous when agitate.

To'raken

N Gargantuan exotic (CR 6)

Init +1; Senses low-light vision; Perception +20

DEFENSE

AC 15, touch 7, flat-footed 14 (+1 Dex, +8 natural, -4 size)

hp 59 (7d10+21)

Fort +8, Ref +6, Will +2

OFFENSE

Speed 10', fly 120' (poor)

Melee: 2 claws +9 (1d8+6) or tail +9 (1d6+9)

Space 20'; Reach 15'

STATISTICS

Str 22, Dex 12, Con 17, Int 2, Wis 10, Cha 6

Base Atk +7; CMB +17; CMD 28

Feats: Alertness, Endurance, Flyby Attack, Skill Focus (Perception)

Skills: Climb +20, Perception +20

ECOLOGY

Environment: Any hill and mountains

Organization: Solitary

Treasure: None

To'raken are flying lizard-like creatures similar to, but much larger than, *raken*. They have much the same appearance as *raken* except that their coloration tends toward brown rather than gray.

Like *raken*, a *to'raken* is awkward on the ground, and stretches its graceful neck to look around, leaving its body in a crouch. Even when crouched, a *to'raken's* back can be 9 or more feet above the ground. They are normally mounted with the aid of a small ladder.

Unlike *raken*, a *to'raken* will not fly if badly injured or ill. If injured while flying, it ignores its rider's commands and lands at the nearest safe piece of ground. *To'raken* prefer to land on the tops of cliffs or hills, in part because they cannot simply jump into flight but must either fling themselves off a high point or run as far as 300 feet to gather speed before lifting off.

The great value of *to'raken* to the Seanchan is in their range and strength. One with a single

morat'to'raken on board can carry as much as 1,000 pounds of cargo as far as two hundred miles without resting. Without additional cargo, a *to'raken* can carry a single rider as far as one thousand miles in a single flight. Despite this ability, *to'raken* are not as highly regarded as *raken*, and a *morat'raken* would lose much honor if forced to ride one.

Combat: A *to'raken* on the ground may strike a creature with its tail, though it does not normally attack intentionally in this manner. A *to'raken* usually fights only when airborne, raking with its claws (its tail is used for balance when flying). *To'raken* normally hunt only Medium-size or smaller prey but can be directed by a well-trained *morat'to'raken* to attack any target.

Seanchan sometimes use *to'raken* in battle, mounting crossbowmen behind the *morat'to'raken*, but this is rarely done. Crossbows tend not to be effective unless the *to'raken* is in range of enemy archers on the ground.

Skills: *To'raken* receive a +8 racial bonus on Climb and Perception checks.

Torm

N Large exotic (CR 5)

Init +2; Senses low-light vision; Perception +9

DEFENSE

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)

hp 57 (6d10+24)

Fort +8, Ref +7, Will +3

OFFENSE

Speed 50'

Melee: bite, +13 (2d6+7), 2 claws +12 (1d8+7)

Space 10'; Reach 5'

STATISTICS

Str 25, Dex 15, Con 17, Int 4, Wis 12, Cha 6

Base Atk +6; CMB +15; CMD 27

Feats: Endurance, Toughness, Weapon Focus (Bite)

Skills: Climb +16, Perception +9, Stealth +10, Survival +10

SQ: Frenzy, scent

ECOLOGY

Environment: Temperate and warm desert, forest, hill, plains, and mountains

Organization: Solitary

Treasure: None

Most intelligent of the Seanchan exotics, *torm* are large, powerful lizard-like creatures with more grace than their size would suggest. They are excellent riding animals, due to their great speed and endurance.

A *torm* has three eyes, bronze-colored scales, and six-toed, clawed feet capable of gripping rocky or earthen surfaces. Despite their reptilian appearance, *torm* are born live, always singly, and nurse until their eyes open. The young have a high mortality rate, in part because they often fight for dominance among themselves.

Torm are excellent trackers, but cannot be trained to hunt specific creatures—they hunt only when hungry and always seek the nearest food. They are used as steeds for scouting units, rather than as cavalry animals, because of their tendency to enter a frenzy if exposed to prolonged combat. *Torm* are extremely particular about accepting riders, though no one knows why. A beast may refuse dozens of *morat'torm* before choosing one and, once having chosen, accepts no other until its rider's death.

Combat: *Torm* are fierce and cunning fighters. When hunting, they get as close as possible before attacking and often seek weak and easy prey. If a *corlm* is present, a *torm* always moves to attack it first (for this reason, the Seanchan do not deploy *corlm* and *torm* in the same unit).

Frenzy: A *torm* that remains in combat too long eventually succumbs to blood lust. A trained rider can hold off this frenzy with a successful Handle Animal check (DC 10, +2 for each round of sustained combat), but only for a time.

A frenzied *torm* attacks the nearest target to it (friend or foe), other than its trainer or rider, until one or the other is killed. During this time, the *torm* gains a +4 enhancement bonus to its Strength and Constitution and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. Once in a frenzy, a *torm* does not calm down until 3d6x10 minutes after all fighting ends. During this time, it paces uncontrollably and attacks any creature that comes near it.

Skills: *Torm* are excellent climbers and trackers, as well as being very stealthy. They receive a +4 racial bonus on Climb, Perception, Stealth, and Survival skill checks.

Trolloc

CE Large shadowspawn (CR 2)

Init +1; Senses darkvision 60'; Perception +8

DEFENSE

AC 15, touch 10, flat-footed 14 (+4 armor, +1 Dex, +1 natural, -1 size)

hp 19 (3d10+3)

Fort +4, Ref +4, Will +1

OFFENSE

Speed 30'

Melee: Trolloc scythesword +4 (2d4+3)

Ranged: large shortbow +3 (1d8)

Space 10'; Reach 10'

STATISTICS

Str 15, Dex 12, Con 13, Int 9, Wis 10, Cha 9

Base Atk +3; CMB +6; CMD 17

Feats: Alertness, Endurance

Skills: Climb +8, Sense Motive +2, Perception +8, Stealth +7

SQ: Light sensitivity, Myrddraal link

ECOLOGY

Environment: Any land

Organization: Gang (2-6), band (11-20, + 1 Myrddraal), or fist (100-200, + 5 2nd-level sergeants, 1 3rd to 5th-level leader, 1-4 Myrddraal).

Treasure: Standard (Trolloc scythesword, large shortbow, large chainmail shirt)

Favored Class: Armsman

Powerful soldiers of the Dark One, Trollocs originate in the Blight, venturing forth on missions for the Forsaken. They are often led by Myrddraal, who control them through fear and some sort of psychic link.

These creatures are constructs created millennia ago by combining humans with aggressive animals such as boards, goats, wildcats, and eagles. They are large, strong, hard to kill, and somewhat cunning. A Trolloc stands 8 to 10 feet in height, with the body of an oversized, muscular man and some features of the animal used to create it. Trollocs are ferocious and enjoy a lust for killing, often making it difficult for their Myrddraal masters to control them when restraint is a preferred tactic.

Trollocs are naturally nocturnal and dislike bright light, although they are active during daylight hours when necessary.

Combat: Trollocs are impatient and bloodthirsty. While they possess reasonable tactical ability—they especially enjoy setting ambushes—they have little patience for sophisticated preparation or any plan that significantly delays the action. Indeed, they can overturn their own victories by dissolving into random violence just when their masters' carefully implemented battle plans are coming to fruition.

When traveling through hostile territory or preparing to attack an enemy position, Trollocs frequently send small patrols to scout or probe. Their orders are generally to return, report, and bring up reinforcements, but overeager patrols have been known to attack on their own.

Light sensitivity: Trollocs suffer a -2 circumstance penalty on attack rolls in bright light.

Myrddraal link: The psychic link between a Myrddraal and its Trollocs gives it limited control over them. A single Myrddraal can link to up to 10 Trollocs per Hit Die (including class levels). Trollocs with class levels take up a number of additional slots equal to their class level. Although the Myrddraal cannot direct the specific actions of an individual Trolloc through this link, it does make the linked Trollocs more amenable to its orders. However, should the Myrddraal be killed, all Trollocs linked to it fall to the ground in convulsions and die within 1d4 rounds.

Skills: Trollocs are cunning if not subtle. They receive a +4 racial bonus on Stealth checks.

Wolf

N Medium exotic (CR 1)

Init +2; Senses; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 15 (2d10+4)

Fort +5, Ref +5, Will +2

OFFENSE

Speed 50'

Melee: bite +4 (1d6+1)

Space 5'; Reach 5'

STATISTICS

Str 13, Dex 15, Con 15, Int 8, Wis 14, Cha 10

Base Atk +2; CMB +3; CMD 15

Feats: Awaken Lost Talent (dreaming)^B, Weapon Finesse (bite)

Skills: Dreaming +15, Perception +6, Stealth +6, Survival +7

SQ: Scent, wolfspeech

ECOLOGY

Environment: Any forest, hills, plains, or mountains

Organization: Solitary, pair, or pack (7-16)

Treasure: None

Wolves are more than the simple beasts most humans consider them to be. They are more intelligent than humans give them credit for; far more intelligent than most animals. They have a culture of their own—one based on their ability to communicate mentally.

Wolves do not trust humans, whom they call "two-legs" in their telepathic speech, and avoid them wherever practical. Wolves welcome wolfbrothers (see Archetypes in Chapter 5), however, and think of them as oddly shaped wolves rather than any kind of human. Wolves earn names based on what they do and how they act, and are likely to give any wolfbrother they meet a

wolf-name as well.

Wolves live in harmony with the world around them, hunting only what they need to survive. Most are territorial, but a pack will move on if an area becomes overhunted or if two-legs become too common. Perhaps because of their strong ties to nature, wolves hate Shadowspawn, especially Trollocs and Myrddraal.

Unlike humans and other animals, when wolves die they go to *Tel'aran'rhiod* (known to them as the "wolf dream"). There they await rebirth into the natural world.

Combat: Wolves normally fight in pairs or packs, flanking enemies and making hit-and-run attacks. Their excellent night vision gives them an advantage if facing humans at night, and they avoid fighting two-legs during the day. Normally, wolves attack only when hunting food or protecting their territory, but wolves have a great hatred of Trollocs and Myrddraal, and often attack such creatures on sight. So great is their hatred of Myrddraal, known to them as the "Neverborn," that an entire pack will fight to the death to bring one down.

Wolfspeech: A wolf can converse telepathically with other wolves, speaking mind to mind with them over a distance of up to 100 miles. Wolfspeech is both simpler than human communication (wolves simply lack certain two-leg concepts) and richer, since their thoughts include motion and memory. A wolf's name might translate to a human as "River Run" but in wolfspeech the name also conveys that particular wolf's love of splashing in a cool stream and his memory of once being swept away in a swift river, along with the fear and exhilaration he experienced during the wild ride.

Skills: Wolves, because of their connection with the mystical "wolf dream," have a +8 racial bonus to Dreaming checks.