

The Wheel of Time Role Playing Game For the Fuzion System

Based on Robert Jordan's The Wheel of Time novels.
Fuzion RPG conversion by Mark Stout, Eric Foster and Dawn Foster.

The Wheel of Time turns, and Ages come and pass, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth comes again. In one Age, called the Third Age by some, an Age yet to come, an Age long past, a wind arose. The wind was not the beginning. There are neither beginnings nor endings to the turning of the Wheel of Time.
But it was *a* beginning...

DISCLAIMER

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Chapter 1: Character Creation

Select your race: either Human or Ogier (Ogier with GM permission, as it requires a different lifepath and character development).

Part One: Lifepath

Roll	Hairstyle
1	Long and Ratty
2	Short and Curly

Roll	Hair Color
1	Blond
2	Dirty Blond

Roll	Eye Color
1	Gray
2	Blue

3	Long and Straight
4	Long and Wild
5	Long in Ponytail
6	Shaved
7	Long with bangs
8	Bald
9	Thick and Matted
10	Wild and Unkempt

3	Lt. Brown
4	Med. Brown
5	Dark Brown
6	Auburn
7	Red
8	Black
9	Gray
10	White

3	Blue
4	Lt. Green
5	Green
6	Hazel
7	Lt. Brown
8	Brown
9	Brown
10	Dark Brown

Roll Personality Type (1D10) to determine the character's inherent personality. This also gives the PER number, which is added to the Philosophy Roll, to weigh it appropriately.

Roll	Personality	PER
1	Extraverted; silly and fluffheaded	1
2	Extraverted; friendly and outgoing	1
3	Casual and carefree	2
4	Moody, rash and headstrong, but friendly	2
5	Introverted; stable and serious	3
6	Introverted; arrogant, proud and aloof	3
7	Introverted; intellectual and detached	4
8	Scheming, sneaky and deceptive	4
9	Cold, arrogant and ruthless	5
10	Antisocial, violent, sadistic and cruel	5

Going along with Personality Type is the character's Philosophy of Life. It should be weighted toward the Personality Type by rolling 1D10 and adding the Personality Number (PER) given above (1D10 + PER), resulting in a set of numbers between 2 and 15. This also gives the PHILO number, which is added to all following Trait Tables to weigh them appropriately.

Roll	Philosophy of Life	PHILO
2	Light and love are the greatest virtues.	1
3-4	Just have a good time!	1
5	Friendship is everything.	2
6	Honesty is purity.	2
7-8	Honor is everything.	3
9	Money, money, money!	3
10-11	Power governs all things.	4
12	Revenge is sweet.	4
13-14	Survival of the fittest.	5
15	The Shadow shall prevail!	5

Who You Value Most

The person most value in your life has a big effect on your personality, and the reverse is true as well. Are you friendly and outgoing to other people, or are you hostile and spiteful to all? This table is weighted by your Philosophy or Personality by rolling 1D10 and adding your PHILO (or PER) number given above (1D10 + PHILO) or (1D10+PER), giving a number between 2 and 15.

Roll	Who do you value most?
2	You value everyone.
3	Everyone you know is a valuable person.

4	Your parents.
5	Sibling.
6	Close personal friend.
7	A lover.
8	A certain public figure.
9	Favorite teacher/mentor.
10	A hero or legend.
11	You value no one, or just don't care.
12	Only you are important.
13	You don't even value yourself.
14	You dislike everyone, even yourself.
15	You hate everyone and everything.

What You Value Most

What do you value most in life? Do you value freedom, honesty, or money and power? This table is weighted by your Philosophy or Personality by rolling 1D10 and adding your PHILO (or PER) number given above (1D10 + PHILO) or (1D10+PER)

Roll	What do you value most?
2	The whole world.
3	All life.
4	The truth.
5	Wisdom above all.
6	A sense of justice.
7	Your honor.
8	Your freedom.
9	Your looks and reputation.
10	Wealth and money.
11	That others respect you.
12	Your strength.
13	Attaining power.
14	Greater conquest.
15	Killing.

Most Valued Possession

What is your most valued possession? A picture? A book? A weapon? This table is weighted by your Philosophy or Personality by rolling 1D10 and adding your PHILO (or PER) for (1D10 + PHILO) or (1D10+PER).

Roll	What is your most valued possession?
2	Beautiful memories.
3	A flower.
4	A family heirloom.
5	A memento.
6	A pet.
7	A childhood toy.
8	Your favorite book.
9	A valuable collectable.
10	A tool.
11	All your personal possessions!
12	Money and wealth.
13	A weapon.

14	Something taken from an enemy.
15	The Dark One's Handbook.

Your World View

How do you feel toward other people? Are you friendly? Hostile? This table is weighted by your Philosophy or Personality by rolling 1D10 and adding your PHILO (or PER) number given above (1D10 + PHILO) or (1D10+PER).

Roll	Your World View
2	I love everyone.
3	People are wonderful!
4	Every person is a valuable individual.
5	I like most everyone.
6	I'm neutral to most people.
7	No one can hurt me!
8	Yeah, whatever...
9	No one ever understands me...
10	You're born, you live, you die.
11	People must earn my respect! No free rides here.
12	Everyone is deceitful and untrustworthy.
13	People are tools. Use them and discard them.
14	People are sheep, born to be led!
15	All will bow before the Dark One!

Early Background

Everyone has a childhood, unless there is some unusual circumstance (if this is so, or if the childhood is forgotten, this can be skipped). Otherwise, roll 1D10 to start the chain of events!

Early Background	Siblings
1-2 Poor: just managing; poor farmers, beggars.	Roll 1d10. 1-6 is the number of siblings you have,
3-5 Middle: making it; farmers, traders.	7-10 you're an only child. Roll 1d10 for each:
6-7 Well off: Wealthy merchants, inn owners.	1-2 Sibling hero worships you.
8-9 Wealthy: Never wanted; minor nobility.	3-4 Sibling likes you.
10 Rich: Have everything; nobility, royalty.	5-6 Sibling is neutral.
Go to Siblings next...	7-8 Sibling dislikes you.
	9-10 Sibling hates you.
	Go to Parents (below)

Parents and Family Status

Parents (Roll 1d10)	Family Status (Roll 1d10)
1 to 5: Both parents are living. (Go to Family Status next)	1 to 5: Family status is in danger and you risk losing it all. (Go to Family Tragedy below)
6 to 10: Something has happened to one or both. (Go to Family Events below)	6 to 10: Family status is okay. (Go to Childhood Events below)

Family Events and Tragedies

Family Events	Family Tragedies
1 Parent(s) died in a war (Aiel war, skirmish).	1 Family was betrayed.
2 Parent(s) killed in an accident.	2 Family lost all money and holdings.
3 Parent(s) were murdered (Daes Dae'mar?)	3 Family was exiled from home area.
4 Parents want nothing to do with you.	4 Family was imprisoned.

5	You never knew your parents.	5	Family vanished.
6	Your parents are in hiding.	6	Entire family murdered.
7	You lived with your relatives.	7	Family involved in conspiracy.
8	You were adopted.	8	Family scattered by war, threats, etc...
9	You grew up as an orphan on the streets.	9	Old feud with another family.
10	You were sold into servitude for money.	10	You inherited the family debt.
Go to Family Status (above)		Go to Childhood Events (below)	

Childhood Events

Roll 1d10: Odd go to **Childhood Trauma**, Even go to **Childhood Fortune**

Childhood Trauma		Childhood Fortune	
1	You were in a terrible accident.	1	You had a caring family.
2	You were abused by your parent(s).	2	You were an apt pupil.
3	Your parent(s) lost their livelihood.	3	You were a popular kid.
4	You had a terrible disease.	4	You received attention for something you did.
5	You were horribly humiliated.	5	You had lots of friends.
6	Your home was destroyed.	6	You learned a vital secret that helped people.
7	You were tormented by other children.	7	You discovered something important.
8	You saw a close friend die.	8	You did something heroic.
9	You were held hostage.	9	You saved a friend's life.
10	You were attacked by an animal/bandit.	10	You were a celebrity for a day.
Go to Where You're From		Go to Where You're From	

Where You're From

Roll to see what land, town or city (or Stedding for Ogier) you were raised in.

Roll 2d10	Where You're From	
	Once country is rolled, you may roll or choose a city or village of origin (* = Capital)	
2	Altara	Ebou Dar* Ionin Spring Marella Mosra Remen Salidar So Eban
3	Amadicia	Amador* Bellon Fyall Mardecin Samaha Sienda Tallan Willar
4	Andor	Arien Aringill Baerlon Breen's Spring Caemlyn* Carysford Comfrey Deven Ride Emond's Field Four Kings Kore Springs Market Sheran New Braem Roundhill Taren Ferry Watch Hill Whitebridge
5	Arad Doman	Bandar Eban* Katar
6	Arafel	Shol Arbela* Tifan's Well
7	Cairhein	Cairhein* Eianrod Jurene Maerone Morelle Selean Taien Tremonsien
8	Ghealdon	Boannda Cormaed Jarra Jehannah* Samara Sehar Sidon
9	Illian	Illian*
10	Kandor	Chachin*
11	Mayene	Mayene*
12	Murandy	Lugard* Minde
13	Plains of Maredo	Far Madding
14	Saldaea	Maradon*
15	Shienar	Ankor Dail Camron Caan Fal Dara Fal Moran* Fal Sion Medo Mos Shirare
16	Tar Valon	Darein Tar Valon*
17	Tarabon	Elmora Tanchico*
18	Tear	Godan Tear*
19	Toman Head/ Almoth Plain	Falme

20	Elsewhere	Aiel Waste, Seanchan, Shara, Sea Folk
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Roll	Ogier Stepping	Roll	Ogier Stepping
1	Spine of the World	5	West of the Dragonwall
	Stepping Qichen		Stepping Nurshang
	Stepping Sanshen		Stepping Tsofu
	Stepping Handu		Stepping Cantoine
	Stepping Chanti		Stepping Jenshin
	Stepping Lantoine	6	Borderlands
	Stepping Yongen		Stepping Chosium
	Stepping Mashong		Stepping Jongai
	Stepping Sintiang		Stepping Saishen
	Stepping Taijing		Stepping Chiantal
	Stepping Kolomon		Stepping Shanjing
	Stepping Daiting		Stepping Tanhal
	Stepping Shangtai		Stepping Sholoon
2	Kinslayer's Dagger	7	Black Hills
	Stepping Yontiang		Stepping Feindu
3	Mountains of Mist		Stepping Shajin
	Stepping Chinden		Stepping Jentoine
	Stepping Tsofan	8	North of River Ivo
	Stepping Yandar		Stepping Shamendar
	Stepping Madan		Stepping Taishin
	Stepping Jinsium		Stepping Tsochan
	Stepping Shangloon		Stepping Leitiang
4	North of River Dhagon	9	Shadow Coast
	Stepping Mintai		Stepping Shadoon
	Stepping Wenchen		Stepping Mardoon

Part Two: Assign Attributes, Skills, Talents and Perks

At this point you will decide on the type of character you want, and build your attributes around that. You may do this entirely as you see fit, or you may opt to use a **character template**, which is a generic template that outlines certain types of characters. I recommend sticking to the templates initially, to avoid oddly balanced characters. Go through Part Three: Finish Lifepath as you determine your skills, perks and talents to help mesh your character generation with his or her background and life up till now.

Characters in the Wheel of Time are given **50 Character Points (CP)** to assign to their statistics, which are as follows.

Characteristics (also called Statistics) are NUMBERS that describe your character's ability as compared to everyone else in the universe. All people and creatures can be described (or written up) using Characteristics; this lets you compare one person to another, which is often important in the game. For instance, a person with a Strength Characteristic of 5 is stronger than a person with a Strength Characteristic of 4, but not as strong as a person with a Strength Characteristic of 6.

PRIMARY vs. DERIVED CHARACTERISTICS

There are two kinds of Characteristics in Fuzion. Primary Characteristics are "bought", using a pool of points which we'll discuss below. A good example of a Primary Characteristic would be a character's BODY characteristic, used to judge how tough he is. Derived Characteristics are created by applying a simple mathematical formula to a specific Characteristic. A good example of a Derived Characteristic would be a character's STUN, which is figured by multiplying his BODY by 5.

Buying Characteristics

Primary Characteristics are purchased at a ratio of 1 Characteristic Point [CP] for one level of ability. You must put at least one Characteristic Points in each Characteristic; the maximum level you can buy in any one Characteristic is seven (7).

PRIMARY AND DERIVED CHARACTERISTICS

In the Wheel of Time campaign, characters have 11 Primary Characteristics, arranged into four groups:

Mental Group

- **Intelligence (INT):** How generally bright you are. As a rule, this is more than sheer intelligence, but also cleverness, awareness, perception, and ability to learn; mental deficiencies don't become apparent until you hit 1.
- **Willpower (WILL):** Your determination and ability to face danger and/or stress. This Characteristic represents your courage and cool.
- **Presence (PRE):** Your ability to impress and influence people through your character and charisma; how well you get along with others; how you interact in social situations.
- **Power (POW):** Your ability to touch and use the One Power. Most characters will have a score of zero in this stat unless they are playing a channeling character (Aes Sedai or Asha'man).

Combat Group

- **Technique (TECH):** Your ability to manipulate tools or instruments. This is not the same as reflexes, inasmuch as this covers the knack of using tools. One character might have a high Technique, but might not be able to fence or juggle. On the other hand, another might have high Reflexes, but only a fair level of Technique.
- **Reflexes (REF):** Your response time and coordination, as used in aiming, throwing, juggling. A stage magician, for example, would have a high Reflex Characteristic. Most importantly, this is the Characteristic that shows your chance to hit things.
- **Dexterity (DEX):** Your overall physical competence, as pertains to balancing, leaping, jumping, combat and other athletic activities. A gymnast would have a high Dexterity. Most importantly, this Characteristic is used to avoid being hit.

Physical Group

- **Constitution (CON):** How healthy you are. How resistant to shock effects, poisons and disease. You can be a really big, tough, strong guy and still get floored by a head cold!
- **Strength (STR):** Your muscle mass and how effective it is for exerting force. The higher your strength, the more you can lift, drag, etc., and the more powerful the blows from your fists and other body parts.
- **Body (BODY):** Your size, toughness, and ability to stay alive and conscious due to physical mass, sheer bloody-mindedness and structure or other qualities. How much damage you can take is derived from this.

Movement Group

- **Movement (MOVE):** Your speed of movement; running, leaping, swimming, etc. There is only one Primary Characteristic in this group; the rest are Derived (pg. 115)

DERIVED CHARACTERISTICS

Derived Characteristics are characteristics that are created by performing some kind of simple mathematical operation on a character's already existing Primary Characteristics. The following Derived Characteristics are used in the Wheel of Time campaign.

- **Stun [BODY x 5]:** How much stunning/brawling damage you can take before you are battered into unconsciousness, calculated as points. Important: At the start, you may elect to move points from Stun into Hits or vice versa, as long as the total moved is limited to 1/2 of the starting Stun

Value. Example: with 35 Stun and 35 Hits, I could move up to 17 points from Stun into my Hits or up to 17 points from Hits into my Stun. NOTE: This is allowed, but not recommended.

- **Hits [BODY x 5]:** How much killing damage you can take before you are dying. Any Armor you have may be subtracted from any Killing damage you take. You may move Hit points into Stun and vice versa (see above).
- **Stun Defense (a.k.a. SD) [CON x 2]:** How resistant you are to Stun damage; your SD is subtracted from any Stun damage you take.
- **Recovery (REC) [STR+CON]:** This Characteristic determines how fast the character recovers from damage. You get back this many Stun points each turn when you rest, and this many Hits back for each day of medical attention.
- **Run (a.k.a. Combat Move) [MOVE x 2 paces]:** How far the character runs, at a rate allowing dodges and evasions, in 1 phase (3 seconds).
- **Sprint (a.k.a. Non-combat Move) [Move x 3 paces]:** How far the character sprints, in a flat-out run without trying to evade, in 1 phase (3 seconds).
- **Swim [MOVE x 1 pace]:** How far the character swims in 1 phase (3 seconds).
- **Leap [MOVE x 1 pace]:** How far the character leaps.
- **Luck [INT+REF]:** Fate acting on your behalf. Each game session you may take points from this Derived Characteristic and use them in other places; to add to important die rolls or subtract from damage. When you have used up all of these points, they are gone until the next game session. You've "run out of Luck."
- **Endurance (END) [CON x 10]:** This Characteristic represents how long the character can expend energy, whether in physical endurance or in the use of a special ability (like the One Power, but see Mana Points below). It is spent in the same way as Hits or Stun points. When it runs out, you are exhausted and cannot do anything more except rest and recover. Generally, 1-2 points of effect, 1 minute or hour of time (or 1 point of "power" used) spends 1 END point. END returns whenever you take a Recover Action, which restores as much END as your REC (see above).
- **Mana Points (MP) [POW x 5]:** This Characteristic represents how long a channeling character can tap the One Power before becoming fatigued. Every One Power weave takes a certain amount of MP. When the channeler is out of MP, they are fatigued, with a -2 penalty to all actions. They may still tap the One Power to weave, but will burn END and risk insanity, death or burn-out (All these effects are covered in the One Power chapter).
- **Flowstrengths – Air, Water, Fire, Earth and Spirit [POW x 5]:** Flowstrengths are measures of how strong a channeler is with the 5 basic elements of the One Power: Air, Water, Fire, Earth and Spirit. Your POW times 5 gives you a pool of points that you allocate to your flowstrengths as you wish. Generally speaking, female channelers are stronger in Air and Water while male channelers are stronger in Fire and Earth and both are equally strong in Spirit. However this is not always the case, so you can tailor your flowstrengths to the type of channeler you wish to play. Flowstrengths dictate how powerful a weave you can generate as well as which weaves you can form.
- **Resistance (RES) [WILLx3]:** Your ability to resist mental or psychological attacks or stress.
- **Humanity (HUM) [PRE x10]:** Your basic morality and humanity. Used often in games where the character faces dehumanization, extreme horror or the unearthly. This Derived Characteristic loses points by receiving "humanity" damage; seeing horrible events, doing very bad things or (in the case of male channelers) falling victim to the Taint. For every 10 points lost from this Derived Characteristic, a corresponding one point is lost from your Presence Characteristic; when it is reduced to 0, the character becomes technically insane and his actions are taken over by the GM to reflect this.

Skills

Everyman Skills

Everyman skills are skills known by everyone: Perception, Concentration, Persuasion, Athletics, Teacher, Riding, Local Expert (Knowledge of your area), Hand to Hand, and Evasion. These are given free to all characters and have an automatic starting level of 2; about what the average person would know

about his world. Each can be improved by adding Skill levels on an individual basis. Certain Wheel of Time cultures may have slightly different Everyman skills, these will be covered individually later (For example: Aiel will have Running, instead of Riding; while Sea Folk will have Sailing instead of Riding). Note that Education is NOT an everyman skill, as not everyone can read and write or has any kind of formal education. Any character may take Education if they so wish. There is no restriction on it, it simply isn't automatically possessed by everyone. Also, everyman skills may be improved at character generation at a cost of 1 OP per additional 1 level.

General Skills

Unlike Everyman Skills, General Skills are purchased at the cost of one Option Point for every level of skill; for example, to have 4 levels in Stealth would cost 4 OP.

Buying a skill generally gets you the ability to do pretty much everything described by that skill. However, some skills require that you specify how it will be used (for example, picking what kind of Melee Weapon (Sword, Spear, etc.) you intend to use. In these cases, you may need to take additional "specializations" of that skill to be able to use it in other ways (for example, Melee Weapon: Sword and Melee Weapon: Spear. Skills that require specializations are noted in the individual skill descriptions.

Characters in the Wheel of Time are given **50 Option Points (OP)** with which to buy skills, talents and perks. Up to **30 OP** may be gained from taking Complications, but more Complications than that will not give back any **OP**. A skill marked with **(sp)** requires that you select a specialization: For example, Melee Weapon requires you select a specific weapon, such as sword.

ACROBATICS The ability to perform flips, jumps, and rolls like a circus acrobat. You can also jump and flip over an obstacle, landing on your feet, ready to fight. (DEX)	LOCAL EXPERT (sp) Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. (INT)
ACTING The ability to act; to assume a role or character. Someone who is skilled in this can fake moods or emotions, or hide his true identity. (PRE)	LOCKPICKING This skill allows the character to open key, combination, electronic, and magnetic locks. (TECH)
ANIMAL HANDLER (sp) The skills of animal handling, training, and care as applicable. Select animal type. (INT)	MARTIAL ARTS Aiel hand to hand fighting, not available to non-Aiel. (REF)
ATHLETICS Basic Athletics skills; dodging, escaping, throwing, swimming. (DEX)	MECHANICS Skill with mechanical devices and the knowledge of how to repair, replace, and build them. Choose one area. (TECH)
BRIBERY A character with this skill knows when to bribe someone, how to approach him, and how much to offer. (PRE)	MEDICAL This skill enables the character to stop bleeding, repair damage and generally keep someone alive. Expert-Herbs allows character to treat poisoning and diseases as well. (TECH)
BUREAUCRATICS You know how to deal with bureaucrats, cut out red tape, who to talk to, how to reach them, and how to extract information from bureaucracies. (PRE)	MELEE WEAPON (sp) Select one: Knife, Sword, Axe, Mace, Hammer, Spear, Polearm. (REF)
BUSINESS Knowledge of basic business practices, laws of supply and demand, employee management, accounting, procurement, sales, marketing. (INT)	MIMICRY The ability to perfectly imitate someone else's voice. (PRE)

CLIMBING Ability to climb unusually difficult walls, trees, and buildings, as long as there are handholds. The basic climbing speed is 2 m/y per phase. (STR)	NAVIGATION (sp) Select one: Land or Sea. Knowing how to take sightings, use maps and charts, plot courses, etc. (INT)
CONCEALMENT You can hide things and find things that other people have hidden - like important papers, weapons, jewels, artifacts, drugs, and so forth. (INT)	ORATORY The ability to speak to an audience and to deliver a convincing presentation. (PRE)
CONCENTRATION The abilities of focus and mental control. This would encompass feats of memory, recall, physiological control, and Mental Powers. (WILL)	PERCEPTION The skill of observation, perception and spotting hidden things (like clues), detecting lies and emotions. (INT)
CONSPIRACY Knowledge of how to influence individuals and organizations secretly, and how to plan and orchestrate such plans. (INT)	PERFORMANCE The skills of acting, some stagecraft, singing and musicianship. (PRE)
CONTORTIONIST The ability to manipulate your body to get out of ropes and similar bonds. You may also contort your body to fit into generally inaccessible places or spaces. (DEX)	PERSUASION The ability to convince, persuade, or influence individuals. (PRE)
CONVERSATION This ability allows you to extract information from people with careful conversation. The use of this skill takes time, and if the roll is missed, the subject realizes he is being pumped for information. (PRE)	PROFESSIONAL (sp) The ability to perform a certain profession (such as artist, carpenter, stonemason, farmer, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. (INT)
CRYPTOGRAPHY The ability to solve simple ciphers and encrypt or decode messages. (INT)	RANGED WEAPON (sp) Select one: Bow, Crossbow, Throwing Axe, Throwing Knife. (REF)
DEDUCTION This is the art of taking several facts and leaping to an inobvious conclusion. This skill should be used sparingly. (INT)	RESEARCH Skills in using libraries, records, as well as uncovering information from obscure or uncommon sources. (INT)
DEMOLITIONS The ability to properly use, handle, set, and defuse explosives. This skill is only available to Illuminators. (TECH)	RIDING (sp) This skill enables a character to ride a living creature under difficult circumstances. The type of animal (usually horse) must be specified when this skill is purchased. (DEX)
DISGUISE The ability to change a character's appearance through makeup, costumes, body language, and facial expression. (TECH)	SEDUCTION The ability to gain others' trust by offering companionship or favors. (PRE)
DRIVE Driving carts, wagons and coaches. (REF)	SINGING The skill of using your voice for performance and entertainment. (PRE)
EDUCATION General knowledge, such as math, history, science, trivia, or current events. (INT)	SHADOWING The ability to subtly follow someone. Also the ability to spot and lose a tail. (INT)

ESPIONAGE Gathering and assessing intelligence and orchestrating spy operations. (INT)	SLEIGHT OF HAND The ability to palm items, fool the eye, perform magic tricks, etc. (REF)
EVASION Basic skill at getting out of the way of someone who is trying to hit you. This skill is used for defense when you are being attacked by someone using natural, melee or ranged weapons. (DEX)	SMITH (sp) Select one: Mundane, Armor, Weapon. The ability to create forged metal items. (TECH)
EXPERT (sp) Any one field of knowledge: herbs, farming, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. (INT)	STEALTH The ability to hide in shadows, move silently or avoid detection in combat situations. (DEX)
FORGERY The ability to create false documents, identification, currency, and so forth. (TECH)	STREETWISE This skill gives the character knowledge of the seamy side of civilization: he knows how to find the black market, talk to thugs, gain information, and so on. (PRE)
GAMBLING The ability to win gambling games that require some skill, such as poker, and more exotic games. A character may also use this skill to cheat. (TECH)	SURVIVAL (sp) Select one: Wilderness, mountain, desert. This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. (INT)
HAND TO HAND Basic skill at fighting with your hands. (REF)	SURVEILLANCE The ability to set up a static surveillance of a subject without having it detected. (INT)
HIGH SOCIETY The knowledge of upper-class culture: what clothes to wear, what are considered sophisticated drinks, and how to mingle with royalty and other VIPs. (PRE)	TACTICS A character with this skill is an expert at combat, and usually knows what must be done to win a battle. (INT)
INTERROGATION The ability to forcibly extract information from people. The character knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing desired information. (PRE)	TEACHING The ability to impart information or skills to other. (PRE)
INVENTOR This skill enables the character to design and construct new devices. To use Inventor, the character needs the science skills in the field he is working in. (TECH)	TRACKING The ability to follow a trail by observing tracks, marks, broken twigs, and so forth. (INT)
JACK OF ALL TRADES Assorted (and rather limited) skills in tinkering, fixing, craftsmanship, first aid and other handicrafts. (TECH)	TRADING The ability to strike a good bargain with a merchant or customer. (PRE)
LANGUAGES Must specify one particular language (or dialect). (INT) Languages: Common, Old Tongue, Ogier, Trolloc.	VENTRILOQUIST The character can make his voice sound as if it's coming from somewhere other than himself. (PRE)
LEADERSHIP The skill of leading and convincing people to follow you. (PRE)	WARDROBE AND STYLE A grasp of fashion, wardrobe, and personal grooming. A character with this skill knows how to show off clothes and look his best. (PRE)
LIP READING This skill enables the character to read someone's lips in order to tell what he is saying. The character must be able to see his target's mouth clearly and the target must be speaking a language the character knows. (INT)	WEAVES Weaves are the "spells" of Wheel of Time. They are treated as skills with their own levels and are covered in Chapter 3: The One Power.

Weapon Forms

Weapon forms are specialized stances and maneuvers used during battle. A weapon form is simply bought with **3 OP**, then it is known. To be used in combat, a character has to declare which form they will be using that combat phase. The effects of the form will then apply throughout that phase: adjustments to attack and defense values, initiative, etc. Also, weapon forms usually require more than the standard 1 END per combat round and are noted on the table below.

Weapon Form	AV	DV	END	Notes
Apple Blossoms in the Wind	-1	+3	1	No penalty vs. multiple opponents
Arc of the Moon	-3	+1	2	+1 DC, automatic head hit
Boar Rushes Downhill	+2	+1	2	
Boar Rushes Down the Mountain	+3	+1	3	
Bundling Straw	+1	+1	4	2 attacks/phase, hits locs. 7-13

Weapon Form	AV	DV	END	Notes
Cat Crosses the Courtyard	--	--	1	+2 Presence, +1 Perception
Cat Dances on the Wall	+1	+2	2	
Cat on Hot Sand	+2	+3	3	
Courtier Taps His Fan	-4	-2	3	+1 DC, automatic head hit, +2 initiative
Creeper Embraces the Oak	+1	+1	2	
Folding the Fan	--	--	1	+1 Presence
Grapevine Twines	--	--	2	+3 AV for disarm only
Heron Spreads Its Wings	-4	-1	3	Hits locations 3-12
Heron Wading in the Rushes	-6	-6	3	For practice only, automatic head hit
Hummingbird Kisses the Honeyrose	-3	-3	2	+3 initiative, automatic head hit
Kingfisher Takes a Silverback	-2	+0	3	Hits locations 13-16
Leaf Floating on the Breeze	+0	+3	2	
Leopard in the Tree	--	--	1	+2 initiative
Lightning of Three Prongs	+3	+3	3/6/9	1-3 attacks or 1-3 parries per phase
Lion on the Hill	+1	+1	1	
Lizard in the Thornbush	+1	+0	4	2 attacks, No penalty vs. multiple opponents
Low Wind Rising	+1	+1	2	Usable from any position, including sitting, crouched and prone
Moon on the Water	+1	+1	3	Opponent is -3 to Parry
Moon Rises Over the Water	+1	+0	1	
Parting the Silk	-4	+0	2	+1 to Parry, automatic abdomen hit
Ribbon in the Air	+0	+0	2	Opponent is -2 to Parry
River Undercuts the Bank	+2	+1	3	+1 DC
Sheathing the Sword	--	--	--	A concept, not a true form
Stone Falls From the Mountain	+2	+0	4	+2 DC
Stones Falling Down the Mountain	+3	-2	6	2 attacks, +2 DC
Stones Falling From the Cliff	+2	+2	3	Hits locations 12-18
Striking the Spark	-3	-2	4/6/8	+1 initiative, 2-4 attacks per phase
Swallow Rides the Air	+0	+2	1	
Swallow Takes Flight	+1	+1	6	2 attacks, +2 Parry on first attack
The Falcon Stoops	-3	-1	2	+2 initiative, hits locations 7-13
The Falling Leaf	-1	+2	2	No penalty vs. multiple opponents
Thistledown Floats on the Whirlwind	-5	-2	2	+2 DC, automatic head hit
Tower of Morning	+3	+1	3	

Twisting the Wind	-2	+2	3	
Unfolding the Fan	-3	+0	2	+2 initiative, Draw weapon and strike
Water Flows Downhill	+3	+1	4	Opponent is -2 to Parry
Watered Silk	+3	-3	3	+3 initiative
Whirlwind on the Mountain	-3	-1	4	+3 DC
Wind and Rain	+1	+1	2/4/6	1-3 attacks, +1 initiative
Wind Blows Over the Wall	+0	+0	3	Bypasses shields, no shield DV
Wood Grouse Dances	+1	+2	2	May opt to do Stun damage

Weapon Form	Can Be Used With
Apple Blossoms in the Wind	Any
Arc of the Moon	Sword or Axe
Boar Rushes Down the Mountain	Sword
Boar Rushes Downhill	Sword, Axe, Mace, Hammer
Bundling Straw	Sword, Spear, Staff, Polearm
Cat Crosses the Courtyard	Any
Cat Dances on the Wall	Any one-handed weapon
Cat on Hot Sand	Any one-handed weapon
Courtier Taps His Fan	Any except knife
Creeper Embraces the Oak	Any except polearm and knife
Folding the Fan	Sword
Grapevine Twines	Sword
Heron Spreads Its Wings	Any except polearm and knife
Heron Wading in the Rushes	Any except polearm and knife
Hummingbird Kisses the Honeyrose	Any thrusting weapon
Kingfisher Takes a Silverback	Any thrusting weapon
Leaf Floating on the Breeze	Any except polearm and knife
Leopard in the Tree	Sword
Lightning of Three Prongs	Sword, Spear, Knife
Lion on the Hill	Sword
Lizard in the Thornbush	Sword or spear
Low Wind Rising	Sword, Axe, Knife
Moon on the Water	Sword
Moon Rises Over the Water	Sword
Parting the Silk	Any except polearm
Ribbon in the Air	Sword, Knife
River Undercuts the Bank	Any
Sheathing the Sword	Any
Stone Falls From the Mountain	Sword
Stones Falling Down the Mountain	Sword
Stones Falling From the Cliff	Any except polearm
Striking the Spark	Any except polearm and knife
Swallow Rides the Air	Sword, Spear
Swallow Takes Flight	Sword, Spear
The Falcon Stoops	Any thrusting weapon
The Falling Leaf	Sword
Thistledown Floats on the Whirlwind	Sword or Axe
Tower of Morning	Sword, Axe, Mace, Hammer

Twisting the Wind	Sword, Spear, Knife
Unfolding the Fan	Sword
Water Flows Downhill	Sword
Watered Silk	Sword
Whirlwind on the Mountain	Sword, Axe
Wind and Rain	Sword
Wind Blows Over the Wall	Any except knife
Wood Grouse Dances	Any except polearm

TALENTS

Talents are an innate ability, (but not necessarily superhuman) that cannot normally be learned or taught, such as a bump of direction or the ability to see in the dark. The list of Talents below is a general one; which ones are available depends on each GM's decisions about the campaign setting. Each one of these Talents costs **3 OP** each. If levels (indicated by a +) can be taken in the Talent, each additional level will cost another **3 OP**. Finally, there are special Talents for the Wheel of Time campaign, list below the standard talents.

Talent	Description
Acute Senses:	One of your five senses (sight, sound, smell, touch, taste) is extremely acute. If the sense is touch, you can read print with your fingertips, feel tumblers moving in a lock, and determine subtle differences in materials by feel. If the sense is smell, you can instantly detect people or substances by scent alone and can track them like a bloodhound. If the sense is sight, you automatically gain a +1 bonus in all sight related Perception checks, and treat all ranged attack modifiers as being 2 points less than normal. If the sense is taste, you can perceive subtle additions to food and detect harmful substances with the barest taste.
Ambidexterity:	You can use tools and weapons with either hand at no penalty (normally -3 for using off-hand).
Animal Empathy:	Animals like you; they will never harm or attack you unless severely provoked. You always seem to attract whatever animals are common to the area, and they will immediately gravitate to your side, although they may not necessarily do what you ask them to.
Beautiful/ Handsome:	You are extremely good looking; people will automatically stop and stare at you when you pass, and you are generally surrounded by admirers. In addition, you automatically have a +1 bonus to your Persuasion, Performance, and Wardrobe/Style skills for each level taken. +
Blind Reaction:	You can counterattack (in hand to hand only) with no negative modifiers for darkness or being obscured (-4), even if you can't see or hear your opponent.
Combat Sense:	Your reflexes are keyed for danger; you automatically react faster to danger than anyone else; for every level taken (up to 5) you may add +1 to your Initiative rolls (in combat only). +
Common Sense:	You always look before you leap; the GM must give you warning whenever you're about to do something particularly foolish, even if there are no perceptible clues present. He doesn't have to specify the danger, just that "this might not be a smart idea..."
Direction Sense:	You are never lost; always know where North is and can orient yourself easily without any external cues.

Double Jointed:	You can bend your limbs and joints in impossible ways. You can fit into any space equal to half your height and width and it is impossible to tie you up or entangle you with a single rope; you can only be restrained using restraints like cuffs, shackles, or nets.
Eidetic Memory:	You never forget anything you have read, seen, heard, smelled, or touched.
High Pain Threshold:	You are especially resistant to pain and shock. When wounded, you will reduce the amount of STUN taken by 2 points each time and the effects of Impairing wounds (when used) by -2.
Immunity:	You are immune to the effects of one specific poison or disease group (must specify).
Intuition:	You have an uncanny feel for hunches; the GM will give you a chance to make a Perception roll whenever he thinks you might get a hunch, even if there are no perceptible clues present.
Lightning Calculator:	You can automatically do complex mathematical operations in your head without using any aids.
Light Sleeper:	You wake instantly from even the lightest touch or smallest sound (no Perception check required).
Longevity:	You are extremely long lived, but do not show any appreciable signs of aging. No matter how old you are, you always look and feel as a person half your age.
Night Vision:	You can see in all but absolute darkness.
Perfect Pitch:	You always know if something's in tune, and automatically gain at +3 bonus in any musically related task (singing, playing instruments, etc).
Rapid Healing:	You heal extremely fast, recovering an extra 3 Hits per time unit in addition to your normal healing rate.
Schtick:	A schtick is a special habit or personal affectation that has little or no actual effect on skills or combat abilities. Examples might be: always having a wind wafting your hair or cape dramatically, always having dramatic lighting striking your face, being able to toss your hat on a hook when you walk in; always having a cigar hidden somewhere on your person, etc. Schticks must be okayed by the GM and should never have an important combat or skill application-always shooting the gun out of the bad guy's hand would be a very dangerous schtick to allow.
Speed Reader:	You can read one page of any normal text that you are familiar with in three seconds (you can read a 200 page book in 10 minutes).
Time Sense:	You always know what time it is, always know how much time has elapsed between the present and the last time you checked.

Talents specifically for the Wheel of Time campaign

Channeling Talents	Description
	All Channeling talents cost 5 OP .
Aligning the Matrix:	The ability to strengthen metals and create new alloys using the One Power.
Cloud Dancing:	The ability to utilize weather controlling weaves, you cannot control weather without this talent.
Delving:	The ability to sense and remove ore deposits from the earth with the One Power.
Earth Singing:	The ability to control earth movements. Needed for certain Earth weaves.
Foretelling:	The ability to foretell future events with certainty, however this talent is uncontrollable and while the event is certain, the time it will occur is unknown.
Healing:	The ability to fully utilize healing weaves. Without this talent, healing weaves only heal Stun damage, and poisoning and diseases cannot be healed.

Sense Residue:	The ability to sense the aftereffects of channeling. The more powerful the channeling that occurred in a specific area the easier it may be sensed.
Travelling:	The ability to Travel using the One Power. Travelling is not possible without this talent.

Other Talents	Description
Dreamer:	The ability to enter Tel'aran'rhiod, the World of Dreams. See chapter 2: Special Talents. Cost: 15 OP
Iron Will:	This character's mind is very strong. They gain +5 to all rolls to resist Compulsion, Presence attacks and the Taint. Cost: 5 OP
Listen to the Wind:	The ability to sense major changes. This includes natural changes such as extreme weather and social-political changes, such as impending war. The character with this talent only gets a "feeling" that something is going to happen. Cost: 5 OP
Lucky:	The character is very, very lucky. Double their Luck stat. Cost: 15 OP
Past Life Memory:	Memories from past lives come to the character. Usually this gives them access to skills they wouldn't normally have. Cost: 10 OP
Sense Taveren:	The ability to see Taveren on sight. People who are Taveren will have a glowing white aura surrounding them – the brighter the glow, the stronger Taveren they are. Cost: 5 OP
Sniffer:	The ability to sense violence. This ability lets the character tell when violence has taken place somewhere, and what level of violence took place (brawl, killing, etc). The character can also track people who have committed violence. The trail they leave cannot be obscured by weather or other means, except time. See chapter 2: Special Talents. Cost: 15 OP
Taveren:	This character is not just part of the Pattern, the Pattern moves itself around them. They are certainly great people (or will be) and marked by destiny. Cost: 10 OP
Treesinging:	This ability is only available to Ogier. It is the ability to make plants respond to singing. The Ogier could make the plant grow, twine around something, or naturally split off part of itself without hurting the plant. See chapter 2: Special Talents. Cost: 10 OP
Viewing:	The ability to see images circling around people's heads. The images vaguely indicate things about the person or things that will happen to them. It is a constant talent – the character will always see images around people. The more important the person is to the Pattern, the more images can be glimpsed around them. Taveren and Aes Sedai always have a blur of images around them. Interpretation of the images is always risky as the image may not mean what the character thinks. Cost: 10 OP
Wolfbrother:	The character is connected to wolves at a spiritual level. The character can mentally communicate with wolves, sense their presence and enter Tel'aran'rhiod with them. See chapter 2: Special Talents. Cost: 20 OP

PERKS & PRIVILEGES

Perks are useful items, privileges, or contacts a character has access to in a campaign. Perks can be special licenses or symbols of authority, friends, favors or fringe benefits accruing from a profession. They are purchased with Option Points just like any Skill, and function as a value gauge of how powerful the Perk is (1 being lowest, 10 being best-the GM is the final arbiter of a Perk's worth on the 1~10 scale); level 8 or 9 should really mean something!

Once the GM has established the level of the Perk, he must decide just how much impact that perk has on the world. The impact is matched to the chart below and the basic cost for the Perk (listed below) is multiplied by the value indicated. This will be the final cost. Impact of most Perks in the Wheel of Time campaign is Moderate (x2) or High (x3).

Perk	Cost	Description
Membership	1 per level	You can call upon the resources of an organization, person, government, or group-but you also have responsibilities. The level of Membership represents your character's status in the organization, not the influence of the group (that's what the multipliers above are for). For example: A Membership of 1 at the White Tower may make you a maid, but at 10 you're the Amyrlin Seat. A version of this is Authority, in which the character is an agent of the law and has the power to arrest, detain and use deadly force.
Contact	1 per level	You know someone who can (and generally will) help you through money, power or sheer skill, and this help is usually "off the record." A mercenary who'll occasionally back you up in a fight costs 3, a local criminal head costs 6, the Lord-Captain Commander of the Children of the Light costs 10. Remember that the level of the contact is based on several factors: a student's not much, but a student who's willing to die for you is.
Favor	0.5 per level	A one shot Contact; you can make use of this contact only once, but they MUST do what you ask (as long as its appropriate). <i>Note: that it's often useful to have favors from a lot of people in different areas rather than one contact who does everything.</i>
Renown	1 per level	Your reputation, usually in a favorable light. People go out of their way to curry favor with you, or to at least avoid getting on your bad side. At 3, most local people know you; at 6 you're nationally known; at 9 you're an international figure.
Wealth	1 per level	Characters are assumed to be lower middle class, but wealth boosts your lifestyle. Spending 1 OP places you comfortably in the middle class, capable of buying common things and living in a decent place. Level 2 is upper middle class; you can buy most everyday things and live in a very nice place. At levels 3~4, you are well to do and have more than enough money to support yourself; you need work only occasionally, can afford costly hobbies, and have an expensive home. At 6 you're a noble; you don't have to work at all, can afford large purchases, throw lavish parties and live in a mansion. At 9, you're rich enough to be the ruler of a city-state or small country.

COMPLICATIONS

One way to get more Option Points when creating a character is to take on a few Complications - social, mental, physical, or emotional situations/problems that define and enhance your character; they can also be linked to various Lifepath events to add to a character's background. Characters in the Wheel of Time are limited to **30 OP** worth of Complications. The Value of a Complication is based on its Frequency, Intensity and Importance:

Frequency

Just how often does your problem impact your life? The answer is the problem's Frequency; how often the GM can inflict it upon you as part of the trade for those extra OP. This table works for all complications.

Frequency	Value	Guideline
Infrequently	5	Once every few gaming sessions
Frequently	10	Once every gaming session
Constantly	15	More than once every gaming session

Intensity

Intensity reflects how hard it is to overcome the complication, or just how much it affects

you. Overcoming a complication requires a WILL + Concentration roll. Each Complication has its own Intensity rating written in parenthesis () right after it, but we also provide you with a handy table of general roleplaying guidelines:

Intensity	Value	Guideline
Mild	5	May role-play, or make Everyday roll to overcome
Strong	10	Must role-play and make Exceptional roll
Severe	15	Must role-play and make Incredible roll
Extreme	20	Must role-play and make Legendary roll

Importance

Importance rates how important the Complication is to the character and the campaign. For example, taking Foreigner in a place where everyone is from another place is pretty valueless, but in a xenophobic environment, it takes on major importance. Another measure of Importance is its effect on your character's survival; if it can kill you, it's generally more important than something that may complicate your role-playing. The final application is up to the GM.

Importance	Value	Guideline
Minor	Divide by 5	Minor effect (-1) on combat, skills or reaction.
Major	Divide by 2	Major effect (-3) on combat, skills, reaction or 1.5 times damage or puts character in danger.
Extreme	Multiply by 1	Extreme effect (-5) on combat, skills, reaction or 2 times damage or puts character in extreme danger.

To Determine a COMPLICATION'S Value

To determine the value of a Complication, add together the Frequency Value, the Intensity Value, and multiply the resulting total by the Importance. Example: I take Responsibility as a Complication. I decide that this affects me Frequently (10), and I decide I'm responsible for the care of my aged Aunt Meg. Since she is very old, she's considered to be Challenged (Intensity 10), but since I'm not in any danger and my skills aren't affected (divide by 5), taking care of my aged aunt is worth $(10+10)/5 = 4$ Points. But if Aunt Meg was constantly exposed to extreme danger that I had to rescue her from, I could milk the situation for up to 20 points! Good old Aunt Meg!

PSYCHOLOGICAL COMPLICATIONS	
<i>These involve your Mental Problems and flaws:</i>	
Absent Minded	You have strange lapses of memory. You often: Forget generally known facts (5). Forget friends, family (10). Forget your own identity (15).
Amnesia	You can't remember: A few hours time (5). A day of time (10). A week or two of time (15). A month or more of time (20).
Bipolar	You are a classic manic/depressive, prone to fits of erratic, up moods punctuated with severe terrifying depressions. You are often: Moody (5). Liable to lie around and mope (10). Liable to run around frenetically risking life and limb or sink into a miserable stupor (15). Suicidal (20).
Delusions	You believe things that are not real. You may hear voices, think aliens are after you, or that you are God. You will: Risk ostracism, embarrassment (5). Risk hospitalization, bodily harm or financial/social ruin (10). Risk life & limb (15).

Masochist	You hate yourself, and will go out of your way to injure yourself. To do this, you may: Seek verbal abuse (5). Seek minor physical abuse (10), Seek major physical abuse (15). Seek life threatening abuse (20).
Phobia	You have a phobia; and unreasoning fear of some common thing, such as aliens, heights, or telepaths. When faced with your phobia, you feel: Discomfort (5). Paralyzing Fear (10). Berserk Terror (15). Catatonic (20).
Paranoia	You think you have enemies, everywhere. Sometimes you are focussed on one foe, other times, there may be legions. You react to your paranoia by: Incoherently ranting (5). Compulsively working on defenses against Them (10). Risking incarceration, bodily harm, social or financial ruin to stop Them (15). Risking life & limb (20).
Split Personality	You're two, two, TWO people in one! [GM controls this personality, has character sheet for it, etc.]. Your other self: Likes you (5). Is neutral to you (10). Hostile to you (15). Dangerous to you in actions (20).

PERSONALITY TRAITS <i>It's the little things that count; your good & bad habits, basic traits and characteristics.</i>	
Airhead	Oh Wow! You're just naturally spacy. In general, you: Misplace minor, trivial things (5). Misplace or forget to do important things (10). Misplace or forget to deal with dangerous things (15). Dangerously oblivious to everything; the GM never asks you to make a perception roll unless you request it (20).
Bad Tempered	You're just irritable, all the time. When your temper flares: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).
Coward	You lack nerve, especially in combat. When faced with danger: You tremble at anything you imagine as danger (5). You freeze up and can't react (10). You try to run as far away as possible (15).
Obsessed	You just can't get that special (to you) person or thing out of your mind. You: Talk about it all the time and will risk embarrassment, or financial loss over it (5). You'll risk incarceration, bodily harm or financial/social ruin over it (10). You'll risk life & limb over it (15).
Shy	You hate dealing with others. You: Refuse to speak to new people (5). Avoid all interactions with new people (10). Will physically remove self from situations involving new people (15).
Stubborn	You just hate to give in-to anyone. To prove you're right: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).

Berserker	You can't control your fighting rage- you rabidly: Attack whatever set you off (5). Attack anyone within range except friends (10). Attack anyone in range (15). Attack anyone in range and won't stop until subdued forcibly or exhausted/stunned (20).
Unlucky	Things never go your way; you have constant disasters. Travel and adventure only hold for you: Inconvenient misfortunes (5). Costly or dangerous misfortunes (10). Very costly or dangerous misfortunes (15). Deadly, life threatening dangers (20)

PHYSIOLOGICAL LIMITATIONS <i>These are Physical problems you must cope with:</i>	
Age	You are either younger than usual or older; this is reflected in your characteristics: Very old/young: Reduce any 2 Characteristics (except Mental Group) by 2 (10). Extremely old/young: Reduce any 3 Characteristics (except Mental Group) by 3 (15).
Dyslexia	You see letters and numbers as a jumble, or reversed. This means you: Read very slowly (5). Cannot read or write (10).
Epilepsy	You fall into convulsive fits that incapacitate you. What sets off the fit (as determined by the GM) is: Uncommon (5). Common (10). Very Common (15).
Missing Limb	Ouch! That hurt! You're missing: 1 or more fingers (5). A hand (10 each). An arm (15 each).
Reduced Hearing	You are hard of hearing. Generally, to make a hearing based Perception check, you will need: To beat a Target Number 4 points higher than everyone else's (5). A Hearing aid just to hear at all (10). New ears; you're totally deaf (15).
Reduced Mobility	You are unable to get around normally. Your Movement: Is reduced by quarter (5). Is reduced by half (10). Is reduced to dragging by arms at a MOVE of 1 (15). Nonexistent; you're a total quadraplegic; unable to move below the neck (20).
Reduced Sight	your eyesight is impaired in some way. You: Are color blind (5). Need glasses (10). Are nearly blind or one-eyed (15). Are totally blind (20).
Uncontrollable Change	You are prone to uncontrollable changes; these may be physical or mental (depending on what you negotiate with the GM). What sets off the change is: Uncommon (5). Common (10). Very Common (15).
Vocal Impairment	Your voice is somehow damaged. When you speak, you can: Only whisper, stammer or stutter (5). Only make sounds, but cannot speak (10). Cannot make a sound (15).
Vulnerability	You're susceptible to a certain situation or substance and take extra damage when exposed to it. The substance or situation is: Uncommon (5). Common (10). Very Common (15).

Susceptibility	You are harmed or take damage from a certain situation or substance that is harmless to most people. The substance or situation is: Uncommon (5). Common (10). Very Common (15)
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SOCIAL COMPLICATIONS <i>These are things with serious Social and Societal consequences for you:</i>	
Public Figure	You are a figure in the media limelight; you can't make a move without getting attention: You are newsworthy and your activities rate an article if a reporter is nearby (5). You frequently make headlines and people always notice your actions on the street (10). Your every action makes news and you have reporters following you everywhere (15).
Bad Rep	People "know" about you. At least, everyone's heard a story or two, even if untrue. When you are mentioned or seen, you are: Frequently recognized (5). Always recognized (10).
Secret Identity	You are trying to hide your activities under a secret identity or other smokescreen. You currently are: Living a normal life, unnoticed by anyone (5). Are bothered by a single person trying to uncover your real identity (10). Everyone's trying to uncover your real identity (15).
Poverty	Money is hard to come by for you, harder than for most. You are, financially- wise: Poor, with just enough for a bed and a few meager meals (5). Dead Broke and probably on the street with barely enough to eat (10). In debt, with others actively seeking to collect what little you have (15).
Personal Habits	People just can't stand you. Maybe it's the bad breath or the nose picking, but they find you: Annoying (5). Disgusting (10). Horrible (15).
Oppressed	You are part of an oppressed or otherwise downtrodden group. In your society, you are: Snubbed; others ignore or refuse to deal with you (5). Oppressed; there are laws controlling where you live, work or can travel (10). Outcast; you're a total non-person (15). Enslaved; you're treated as property and can be sold or mistreated at will (20).
Distinctive Features	You stand out and are noticed in any crowd, with features that are: Easily concealed (5). Concealable with Disguise or Performance skills (10). Not concealable (15).
Outsider	You're not a local, and stand out like a sore thumb, attracting attention both unwelcome and possibly dangerous. You are obviously: From distant place (5). From very distant place (10). Never before seen in these parts (15).

ENEMIES: Hunted and Watched <i>These are forces which are actively working against you. Your Enemy's value is determined by three things: their Capabilities, their Extent, and their</i>	
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<i>Intensity of enmity against you:</i>	
Capabilities	What can they do to you? Are they: Less powerful than you? (5). As powerful as you? (10). More powerful than you? (15). Have access to powerful weapons, powers or hardware? (20).
Extent	How far can they reach? Are they: Limited to single town or area? (5). Limited to a single country? (10) Worldwide in their influence? (15) Interdimensional or Galactic (20)
	<i>Note: Instead of using the normal Intensity table, use the following scale:</i>
Intensity	What do they want from you? Are you: Being watched? (divide by 5). Being hunted for capture or imprisonment? (divide by 2). Marked for death? (1).

RESPONSIBILITIES <i>These are things you have chosen to deal with, no matter how much trouble they cause. Codes of Honor, Family Matters:</i>	
Code of Honor	These are the personal rules you will not break, no matter what. A Code of Honor might be a code against killing, never attacking from behind, or never suffering an insult without an answer in blood. To keep your Code, you will: Risk expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).
Sense of Duty	You always do the Right Thing, and follow a higher Moral Code towards those you feel responsible for. You will do this: For your friends (5). For a special group/organization (10). For all Humanity (15). For all Life Itself (20).
Vow	This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, or just get that stupid Ring into that distant volcano. To fulfill this promise, you'll: Risk Expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).
Dependents	These are those who need your protection and help. They could include children, family, or friends. Generally, they are: Equal to you in abilities (5). Challenged, or otherwise weaker than you (10). Have special problems, requirements or dangers associated with them (15).

COMPULSIVE BEHAVIORS <i>These are behaviors you must act upon; you just can't help yourself.</i>	
Addiction/dependence	You must have a particular substance or situation or you will suffer severe mental or physical duress. The substance/situation you need is: Common (5). Uncommon (10). Rare (15). Very Rare (20).

Honesty	You always tell the truth, even if it hurts. To be honest, you'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).
Impulsiveness	You just can't help yourself; you always jump into things without thinking. To follow a whim, you'll: Risk expulsion or embarrassment (5). Risk bodily harm, social or financial ruin (10). Risk life & limb (15).
Intolerance	You're bigoted and intolerant of those who are different from you. When you encounter them, you are: Civil but distant (5). Rude and verbally abusive (10). Violently abusive (15). Abusive even at risk of life and limb (20).
Jealousy	You are jealous to the extreme. Towards the one you "love", you are: Obsessed and watchful (5). Confrontational and accusatory (10). Physically violent (15).
Kleptomania	You steal things compulsively. You can't help it; you'll even: Risk arrest or embarrassment (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).
Lecherous	You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments. You'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial or social ruin (10). Risk life & limb (15).

Part Three: Character Types and Templates

All characters will have some kind of cultural “quirk”, depending on where they come from. Below is a list of automatic Complications and Perks based on country and race of origin:

Altara

Dueling Code (Infrequent, Severe, Major) = +10 OP

Amadicia

Distrust of Aes Sedai (Infrequent, Severe, Minor) = +4 OP

Andor

Animosity toward Cairhein (Infrequent, Strong, Minor) = +3 OP

Arad Doman

Men: Reputation – Bad Tempered (Infrequent, Strong, Minor) = +3 OP

Women: Reputation – Seductive (Infrequent, Strong, Minor) = +3 OP

Arafel

Sense of Duty – Protect the Border (Infrequent, Strong, Major) = +7 OP

Cairhein

Animosity toward Andor (Infrequent, Strong, Minor) = +3 OP

Ghealdon

Wary of strangers (Infrequent, Strong, Minor) = +3 OP

Illian

Hatred of Tear (Infrequent, Strong, Major) = +7 OP

Kandor

Sense of Duty – Protect the Border (Infrequent, Strong, Major) = +7 OP

Mayene

Reputation – Secrecy (Infrequent, Strong, Minor) = +3 OP

Murandy

Reputation – Thievery (Infrequent, Strong, Minor) = +3 OP

Saldaea

Reputation – Seductive (Infrequent, Strong, Minor) = +3 OP

Sense of Duty – Protect the Border (Infrequent, Strong, Major) = +7 OP

Shienar

Honor Code (Frequent, Strong, Minor) = +4 OP

Sense of Duty – Protect the Border (Infrequent, Strong, Major) = +7 OP

Tar Valon

Reputation – Aloofness (Infrequent, Strong, Minor) = +3 OP

Tarabon

Code – Veiling (Frequent, Strong, Minor) = +4 OP

Tear

Hatred of Illian (Infrequent, Strong, Major) = +7 OP

Hatred of the One Power (Infrequent, Strong, Minor) = +3 OP

Two Rivers

Stubborn (Frequent, Strong, Minor) = +4 OP

Aes Sedai

Enemy – Whitecloaks (Less Powerful, Countrywide, Death) = + 15 OP

Vow – Three Oaths (Frequent, Extreme, Major) = +12 OP

Ogier

Distinctive Appearance (Frequent, Not Concealable, Major) = +12 OP

Vow – Peace loving (Frequent, Strong, Major) = +10 OP

Big and Strong (+1 STR, +1 CON, +2 BODY) = -20 OP

Aiel

Code of Honor – Ji'e'toh (Infrequent, Severe, Major) = +10 OP

Mistrust of Wetlanders (Infrequent, Strong, Minor) = +3 OP

Seanchan

Outsider (Frequent, From Very Far Away, Minor) = +4 OP

Illuminator

Vow – Secrecy (Infrequent, Severe, Major) = +10 OP

Whitecloak

Hatred – Shadow (Infrequent, Severe, Major) = +10 OP

Character Templates

Aiel Warrior	<i>“Till Shade is gone, till water is gone, into the Shadow with teeth bared, screaming defiance with the last breath, to spit in Sightblinder's eye on the Last Day.”</i>	
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Str, Con, Body, Ref and Dex and less in Int, Tech and Will.	Melee Weapon: Polearm (Spear)	Blind Reaction
	Melee Weapon: Knife	Combat Sense
	Ranged Weapon: Bow	High Pain Threshold
	Stealth	Rapid Healing
	Martial Arts: Aiel	Direction Sense
	Expert: Long Distance Running	Membership-Aiel Clan: 1 (3 OP) (Required, at least 1 level)
	Navigation: Land	
	Survival: Desert	
	2-4 Weapon Forms	

Aiel Wise One		
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put points in Pow if channeler. Put more points in Will, Int, Pre and Dex; and less in Str, Con, Body, Tech and Ref.	Conversation	Beautiful
	Melee Weapon: Knife	Common Sense
	Survival: Desert	Intuition
	Expert: Long Distance Running	Channeling Talents (if channeler)
	Stealth	Dreamer
	Martial Arts: Aiel Leadership	Membership-Aiel Clan: 5 (15 OP) (Required)
	Oratory	

Aes Sedai of the Blue Ajah	<i>“The champions of worthy causes”</i>	
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put points in Pow. Put more points in Int, Will, Pre and Dex; and less in Str, Con, Body, Tech and Ref.	Conversation	Beautiful
	Bureaucratics	Common Sense
	Wardrobe & Style	Intuition
	Espionage	Channeling Talents
	Cryptography	
	Conspiracy	Membership-White Tower: 3 (9 OP) (Required)
	Illusion weaves	
	Offensive & defensive weaves	
	Spying weaves	

Aes Sedai of the Brown Ajah	<i>“The preservers and discoverers of knowledge”</i>	
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put points in Pow. Put more points in Int, Will, Pre and Dex; and less in Str, Con, Body, Tech and Ref.	Conversation	Beautiful
	Bureaucratics	Common Sense
	Wardrobe & Style	Intuition
	Research	Channeling Talents
	Expert: Various Fields of study	
		Membership-White Tower: 3 (9 OP) (Required)
	Investigative weaves	

	Some offensive/defensive weaves	
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Aes Sedai of the Gray Ajah	<i>“The diplomats and mediators”</i>	
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put points in Pow. Put more points in Int, Will, Pre and Dex; and less in Str, Con, Body, Tech and Ref.	Conversation	Beautiful
	Bureaucracies	Common Sense
	Wardrobe & Style	Intuition
	Leadership	Channeling Talents
	Oratory	
	Expert: Diplomacy	Membership-White Tower: 3 (9 OP) (Required)
	Expert: Negotiation	
	Illusion weaves	
	Some offensive/defensive weaves	
	Some spying weaves	

Aes Sedai of the Green Ajah	<i>“The battle sisters who stand against the Dark One”</i>	
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put points in Pow. Put more points in Int, Will, Pre and Dex; and less in Str, Con, Body, Tech and Ref.	Conversation	Beautiful
	Bureaucracies	Common Sense
	Wardrobe & Style	Intuition
	Survival: Wilderness	Channeling Talents (Healing good)
	Melee Weapon: Knife	
	Expert: One Power Battle Tactics	Membership-White Tower: 3 (9 OP) (Required)
	Many offensive weaves.	
	Many defensive weaves.	
	Misc. weaves for battle use.	

Aes Sedai of the Red Ajah	<i>“The sisters who protect the land from male channelers”</i>	
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put points in Pow. Put more points in Int, Will, Pre and Dex; and less in Str, Con, Body, Tech and Ref.	Conversation	Beautiful
	Bureaucracies	Common Sense
	Wardrobe & Style	Intuition
	Shadowing	Channeling Talents
	Cryptography	
	Expert: Male Channelers	Membership-White Tower: 3 (9 OP) (Required)
	Offensive/Defensive weaves.	
	Capturing weaves.	
	Shielding/stilling weaves.	

Aes Sedai of the White Ajah	<i>“The philosophers and thinkers”</i>	
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put points in Pow. Put more points in Int, Will, Pre and Dex; and less in Str, Con, Body, Tech and Ref.	Conversation	Beautiful
	Bureaucracies	Common Sense
	Wardrobe & Style	Intuition
	Research	Channeling Talents
	Expert: Logic	

	Expert: Philosophy	Membership-White Tower: 3 (9 OP) (Required)
	Expert: Meditation	
	Few offensive/defensive weaves.	
	Some spying weaves.	
	Investigative weaves.	

Aes Sedai of the Yellow Ajah	<i>“The healers of injury and illness”</i>	
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put points in Pow. Put more points in Int, Will, Pre and Dex; and less in Str, Con, Body, and Ref.	Conversation	Beautiful
	Bureaucratics	Common Sense
	Wardrobe & Style	Intuition
	Medical	Channeling Talents
	Expert: Herbs	(Healing required)
	Expert: Diseases	Membership-White Tower: 3 (9 OP) (Required)
	Expert: Poisons	
	All healing weaves.	
	Some offensive weaves.	
	Many defensive weaves.	

Asha'man	<i>“The protectors of the Dragon”</i>	
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put points in Pow. Put more points in Str, Dex, Ref and Will; and less in Tech and Pre.	Melee Weapon: Sword	Combat Sense
	Navigation	High Pain Threshold
	Stealth	Iron Will
	Conversation	Channeling Talents
	Expert: One Power Battle Tactics	
	Tracking	Membership-Black Tower: 3 (9 OP) (Required)
	Shadowing	
	2-4 Weapon Forms	

Farmer		
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Str, Con, Body, and Tech, and less in Int, and Will.	Melee Weapon: Knife or Polearm	Acute Sense
	Ranged Weapon: Bow	Common Sense
	Professional: Farmer	Direction Sense
	Expert: Animal Herding	Contacts or Favors
	Animal Handling: Sheep or Cow	
	Drive Wagon	

Gleeman	<i>“Entertainers for the common man, nobility and royalty.”</i>	
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Ref, Tech, Dex and Pre, and less in Str, Con and Will.	Singing	Ambidexterity
	Performance: Juggling	Perfect Pitch
	Performance: Dancing	Eidetic Memory
	Mimicry	Time Sense
	Sleight of Hand	
	Oratory	Contacts (Nobility, royalty)
	Acting	Renown
	Ranged Weapon: Throwing Knife	
	Acrobatics	

Kindred	<i>“The lost Aes Sedai”</i>	
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put points in Pow. Put more points in Int, Will, Pre and Dex; and less in Str, Con, Body, Tech and Ref.	Conversation	Beautiful
	Survival: Wilderness	Common Sense
	Wardrobe & Style	Intuition
	Survival: Wilderness	Channeling Talents
	Melee Weapon: Knife	
	Cooking Trading	Membership-Kindred Circle: 1 (3 OP) (Required, at least 1 level)
	Some offensive weaves.	
	Some defensive weaves.	
	Many utility weaves.	

Mercenary		
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Str, Con, Body, Ref and Dex and less in Int, Tech and Will.	Melee Weapon: Sword	Blind Reaction
	Melee Weapon: Knife	Combat Sense
	Melee Weapon: Polearm or Bow	High Pain Threshold
	Melee Weapon: Other (Axe, Spear)	Rapid Healing
	Expert: Armor and weapon care	
	Animal Handler: Horse 2-4 Weapon Forms	Membership-Merc Band: 1 (3 OP) (Required, at least 1 level)
	Navigation: Land	
	Survival: Wilderness	

Merchant		
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Int, Will and Pre, and less in Str, Dex and Ref.	Melee Weapon: Knife or Sword	Eidetic Memory
	Business	Direction Sense
	Trading	Lightning Calculator
	Conversation	
	Local Expert: Business Areas	
	Expert: Products	

Sea Folk Sailor		
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Str, Body, Ref and Dex and less in Int, Will and Pre.	Melee Weapon: Sword	Ambidexterity
	Expert: Sailing	Direction Sense
	Climbing	Beautiful/Handsome
	Business	
	Trading	
	Melee Weapon: Knife	
	Local Expert: Trading Ports	
	2-4 Weapon Forms	

Sea Folk Windfinder	<i>“The mistress of the winds”</i>	
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put points in Pow. Put more points in Int, Will, Con and Dex; and less in Str, Body, and Pre.	Conversation	Beautiful
	Bureaucratics	Common Sense
	Expert: Sailing	Intuition
	Melee Weapon: Knife	Channeling Talents

	Climbing	
	Leadership	
	Air/Wind weaves.	
	Some offensive/defensive weaves.	
	Misc. sea-oriented weaves.	

Seanchan Handler		
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Str, Con, Body, Ref and Dex and less in Int, Tech and Will.	Melee Weapon: Sword	Blind Reaction
	Melee Weapon: Knife	Combat Sense
	Melee Weapon: Spear or Bow	High Pain Threshold
	Expert: Armor and weapon care	Rapid Healing
	Navigation: Land	
	2-4 Weapon Forms Animal Handler: Corlm, Lopar or Grolm	Membership – Seanchan Social Structure: 1 (3 OP) (Required, at least 1 level)

Seanchan Rider		
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Str, Con, Body, Ref and Dex and less in Int, Tech and Will.	Melee Weapon: Sword	Blind Reaction
	Melee Weapon: Knife	Combat Sense
	Melee Weapon: Spear or Bow	High Pain Threshold
	Expert: Armor and weapon care	Rapid Healing
	Navigation: Land	
	2-4 Weapon Forms Riding: Torm, Raken or To'raken Animal Handler: As appropriate	Membership – Seanchan Social Structure: 1 (3 OP) (Required, at least 1 level)

Seanchan Soldier		
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Str, Con, Body, Ref and Dex and less in Int, Tech and Will.	Melee Weapon: Sword	Blind Reaction
	Melee Weapon: Knife	Combat Sense
	Melee Weapon: Spear or Bow	High Pain Threshold
	Expert: Armor and weapon care	Rapid Healing
	Navigation: Land	
	2-4 Weapon Forms	Membership – Seanchan Social Structure: 1 (3 OP) (Required, at least 1 level)

Smith		
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Str, Con, Body and Tech, and less in Int, Will and Pre.	Melee Weapon: Hammer	Acute Sense: Touch
	Smith: Mundane	Ambidexterity
	Smith: Weapon	High Pain Threshold
	Smith: Armor	
	Expert: Metallurgy	
	Trading	
	2-3 Weapon Forms	

Shienar Borderman		
	<i>“Death is lighter than a feather, duty heavier than a mountain.”</i>	
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Str, Con, Body, Ref and Dex, and less in Int, Will and Pre.	Melee Weapon: Sword	Blind Reaction

	Melee Weapon: Lance	Combat Sense
	Melee Weapon: Axe, Mace or Hammer	High Pain Threshold Rapid Healing
	Tactics	
	Expert: Shadowspawn	
	Melee Weapon: Spear or Polearm	
	Animal Handler: Horse	

Warder	<i>“Gaidin – Brother to Battle.”</i>	
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Str, Con, Body, Ref and Dex, and less in Int, Will and Pre.	Melee Weapon: Sword	Blind Reaction
	Melee Weapon: Knife	Combat Sense
	Melee Weapon: Select any. Tactics	High Pain Threshold Rapid Healing
	Animal Handler: Horse Navigation: Land	Membership-Warders: 1 (3 OP) (Required, at least 1 level)
	Expert: Shadowspawn	
	Stealth	Warder Bond
	Survival: Wilderness	

Whitecloak Officer		
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Str, Con, Body, Ref and Dex, and less in Int, Will and Pre.	Melee Weapon: Sword	Blind Reaction
	Melee Weapon: Lance	Combat Sense
	Melee Weapon: Knife	High Pain Threshold
	Melee Weapon: Axe or Mace	Rapid Healing
	Animal Handler: Horse	
	Expert: Children of the Light Doctrine	
	Leadership	
	Conversation	
	2-6 Weapon Forms	

Whitecloak Questioner		
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Str, Con, Body, Ref and Dex, and less in Int, Will and Pre.	Melee Weapon: Sword	Blind Reaction
	Melee Weapon: Lance	Combat Sense
	Melee Weapon: Knife	High Pain Threshold
	Animal Handler: Horse	Rapid Healing
	Interrogation	
	Expert: Children of the Light Doctrine	
	Conversation	

Whitecloak Soldier		
Attributes:	Suggested Skills:	Suggested Talents and Perks:
Put more points in Str, Con, Body, Ref and Dex, and less in Int, Will and Pre.	Melee Weapon: Sword	Blind Reaction
	Melee Weapon: Lance	Combat Sense
	Melee Weapon: Knife	High Pain Threshold

Melee Weapon: Axe or Mace	Rapid Healing
Animal Handler: Horse	
Expert: Children of the Light Doctrine	
2-4 Weapon Forms	

Part Four: Finish Lifepath

Every character starts at age 12. Roll 2d6 and add that to 12 to determine the characters final age. For every year rolled on the 2d6, your character has 2 **Life Events**. Roll 1d10 on the table below for each **Life Event**, then roll once on the appropriate table.

Roll	Life Event
1	Major windfall.
2	Disaster strikes!
3	You get lucky.
4	Terrible accident.
5	You make a friend.
6	You make an enemy.
7	Romantic affair.
8	Adventure of a lifetime.
9	Cataclysmic misfortune.
10	Climactic adventure.

Roll	Major Windfall
1	You've made an Underworld Contact. Contact or Favor. Also, shady skills, memberships, incriminating complications.
2	You've made an Official Contact. Contact or Favor. Also, diplomatic & business skills, licenses, memberships, etc.
3	Someone in Power owes you Big Time! Contact or Favor. Also, Renown, and certain social and business skills.
4	You get extra cash! 1D10 x 100 cash. Good time for Gambling skills. You may also use this to take some level of Wealth instead.
5	Groundbreaking Success! Some Expert of Scientific Skill. Also, Professional skills, computer skills, Renown, etc.
6	You have a Renowned Victory. Combat skills, or related skills. Also, Renown, Contact, possible complications from battle or new enemies.
7	Discover Valuable Item. Special starting character item. Or 1D10 x 100 cash, Renown, Research and related skills.
8	You learn a vital clue from your past! You gain knowledge. Also, certain relevant skills used in discovering the clue.
9	Reaping Rewards. You may take cash (1D10 x 100), or use this to obtain special starting items.
10	Life-Altering Experience. You may re-roll your Personality, Philosophy, or Traits (above) to reflect the experience, or use it as a discovery point for something (such as the ability to channel).

Roll	Disaster Strikes!
1	Financial Loss. Lose 1D10 x 100 cash. Possible complications such as Unlucky or Poverty.
2	Falsely Accused. You were set up! May gain an Enemy. Also, Complications such as Vow, Paranoia, Bad Rep, and skills related to clearing your name.
3	You lose your livelihood. May gain a Bad Rep, Unlucky, or take a few skills related to the new

	job, whatever it may be.
4	You are made a scapegoat. May gain an Enemy. Paranoia, Vow, Delusions, and even Sense of Duty could be taken.
5	Imprisoned. Prisoner or hostage. Roll 1D10 number of months. Many Skills, Complications, and Underworld Contacts can come from being imprisoned for a time.
6	Betrayed. You were betrayed by a friend or loved one. May gain an Enemy. Paranoia, and other such complications.
7	Renowned Failure. Bad Rep most often results, but the failure could have left some sort of Physiological Complication.
8	Major Debt. Financial (1D10 x 500), or you owe someone a Favor.
9	Hunted by the Law. Bad Rep, Secret Identity, Enemy (the ruler/law of a certain city or land), and shady skills related to evading capture.
10	Hunted by the Underworld. Enemy (the Underworld). Shady skills related to evading capture

Roll	You Get Lucky.
1	Good Schooling. You have a far better than average education. +1 to two INT related 'ordinary' skills including weaves.
2	Quick Learner! +1 to any skill. You may also relate this to other skills, but there is not additional bonus.
3	Major Score. 2D10 x 200 cash. You may instead take Wealth.
4	You find a teacher. Non-combat. +1 to one skill.
5	Nominated for Membership. +1 Level. You can use this to gain a Membership, Contact, or Favor.
6	You find a combat mentor. +1 to one combat skill. The mentor can teach other combat or clandestine skills as well.
7	Out of the Frying Pan. You clear your name of some crime, if you had no crime re-roll.
8	You find a Sensei. +2 OP for unarmed/weapon skills or weaves. The Sensei can teach other combat or clandestine skills as well.
9	Acquire a Talent. Through practice, accident, or personal growth you can directly relate some Talent to your lifepath.
10	Acquire Secret Knowledge. Arcane or unusual skills. With GM's permission, this can be used to take certain normally unavailable skills, such as weaves or One Power talents.

Roll	Terrible Accident
1	Long Term Illness. Incapacitated for 1D10 months, but you may take Immunity to that disease, for free, as a result!
2	Comatose for 1D6 months. You have no memory of that time.
3	Laid up 2D6 months. You may buy High Pain Threshold.
4	Laid up 1D6 months. You may buy High Pain Threshold.
5	Lost 1D6 months of recent memory. May pick up Amnesia.
6	Mental Breakdown! You may take related Complications.
7	You cause an accident that kills others! May pick up Enemy or Psychological Complications.
8	Disfiguring Injury. May not take Beautiful.
9	Crippling Injury. Lost a limb. May be replaced with a wooden prosthesis, take a Physiological Complication.
10	Strange Accident. Struck by lightning, touched by a bubble of evil, etc. Use your imagination.

Roll	You Make a Friend (1d10: Even is male, Odd is female)
1	Like a brother/sister to you. Very close friend, treat as a devoted Contact (buy the level based on

	his/her level of influence).
2	A teacher or mentor. May be able to teach you a few new tricks.
3	A relative. Will often come in a time of need. Treat this as a fairly reliable Contact (buy level based his/her influence)
4	Like foster parents to you. A reliable Contact or Favor.
5	Like a kid brother/sister to you. You'll have to watch out for them and keep them out of trouble. May take Responsibility.
6	Met through common interests/acquaintance.
7	An ex-lover (we can still be friends). You do not need to roll sex.
8	Partner or comrade-in-arms. A reliable friend. Contact or Favor.
9	Reconnected with an old childhood friend.
10	An old enemy or rival becomes a friend!

Roll	You Make an Enemy (1d10: Even is male, Odd is female) All of these grant the Enemy Complication at some level.
1	An old friend becomes an enemy.
2	A childhood enemy returns.
3	An ex-lover becomes an enemy.
4	Someone on the other side.
5	Someone you just ticked off.
6	A person in your team or group.
7	A relative.
8	A criminal.
9	A powerful individual.
10	A noble or ruler.

Roll	Romantic Affair All these can grant Enemies, Contacts, Favors, or certain skills such as High Society, Seduction, and even other skills.
1	Lover died in a tragic accident.
2	Lover committed suicide or was murdered.
3	It just didn't work out for you.
4	You had a kid! You may take a Responsibility.
5	Happy love affair. May be a close friend or Contact.
6	Love on the run. You haven't seen them since.
7	One of you is unhappy.
8	You're professional rivals, but still lovers!
9	One of you is insanely jealous.
10	You have conflicting backgrounds and/or families.

Roll	Adventure of a Lifetime
1	You were caught in the aftermath of a war or conflict. Survival, medical, combat, and related Skills, Talents and/or Weaves.
2	You were on an exploration team. Survival, tracking, medical, languages, seagoing, riding and related skills.
3	You were part of a safari. Tracking, survival, riding, combat, and related Skills and Talents.
4	You took part in an enforcement action (military, city guard, etc.) Contact, Favor, combat skills, streetwise, and related skills
5	You survived through inhospitable conditions (Aiel Waste, Mayene bogs, etc.) Survival, medical, and related Skills and Talents
6	You were in a clandestine activity. Contact, Favor, combat skills, stealth, surveillance, and

	related skills.
7	You traveled the world (Ala Jain Farstrider). Research, languages, science, expert, trading, and related skills.
8	You were in a hostage situation, but won. Renown, Enemy, combat skills, persuasion, and related skills.
9	You were involved in a major heist. 1D10 x 200 cash. Forgery, Lockpicking and related skills.
10	You witnessed an extraordinary event. Up to you and the GM (Battle of Falme, etc).

Roll	Cataclysmic Disaster
1	Incurable Disease. You have a disease or malady which is not curable by modern means. May or may not be incapacitating (Shadar Logoth dagger, etc.)
2	Horribly Wounded. Incapacitated for 1D10 months. You may buy High Pain Threshold or take a Physiological Complication.
3	Psychological Meltdown. You may take a severe psychological or related Complication.
4	Crippling Injury. Lost a limb. Take a Physiological Complication.
5	You are responsible for the death of many people. Hunted, Enemy or Psychological Complication.
6	You were set up! Enemies, paranoia, delusions, and the like.
7	Into the Fire! A previous disaster or misfortune from your past returns to haunt you, or doubles in effect!
8	Imprisoned. For a crime you did not commit for 1D10 months.
9	You Lose Everything! You lose all your wealth, property possessions, or 1D10 x 1000 cash, whichever is less
10	Conspiracy! Events from the past come together in a major plot.

Roll	Climactic Adventure
1	The Dogs of War. You played a major role in a war or conflict (Battle of Falme, Tarwin's Gap, etc). Combat skills, Renown, and related Skills and Talents.
2	Triumphant Victory. Against a powerful enemy.
3	World Shaking Discovery. (Find the Great Horn of the Hunt, the Eye of the World, etc). You make a discovery that could change the world. Renown, and related skills
4	Rattling World Powers. (Declaration of the Dragon Reborn, etc). You cause a social-political uproar that throws the world powers into chaos. Renown, Enemies, Favors, diplomatic and social skills, etc.
5	Rebel with a Cause. You start or take part in a major rebellion. Enemies, Contacts, Favors, Combat skills.
6	Forged in Fire. You hit the major turning point in life amidst the fires and fury of war. Related Skills and Talents.
7	Coup de tat. You help to overthrow a government. Enemies, Contacts, Renown, and related skills.
8	Heist of the Century. 1D10 x 1000 cash, Renown, Enemies, etc.
9	Legendary Showdown. You fight with or against legendary individuals (Forsaken, etc.) Renown, Contacts, combat skills.
10	You saved the world! Can cover just about anything.

Congratulations!

Your character is now complete and ready to play! ☺

Chapter 2: Special Talents

This chapter covers some of the special talents that characters in the Wheel of Time may possess.

Dreaming

The talent of Dreaming is an ancient one. Everyone has dreams, but not everyone knows there is an entire world of dreams. Known as Tel'aran'rhiod, the World of Dreams, it is a wondrous but dangerous place. Normal people may touch upon Tel'aran'rhiod or even enter it for brief periods of time, but they cannot distinguish between it and normal dreams and cannot affect anything there. Dreamers however, may enter Tel'aran'rhiod, travel within and affect the dream while there. Tel'aran'rhiod is not safe, however. Unlike a normal dream, what affects a character in Tel'aran'rhiod will affect them in the real world! If a character gets cut in Tel'aran'rhiod, they will wake up with that cut. And if they die in Tel'aran'rhiod, they die in the real world. This is why a Dreamer must know what they are doing, if they hope to survive their journey in Tel'aran'rhiod. The most experienced Dreamers or Dreamwalkers are the Aiel Wise Ones, who have been passing down the skills of Dreaming to those able to perform it for generations. The modern Aes Sedai have not had a viable Dreamer for over 400 years, at least until the appearance of Egwene al'Vere. A player character Dreamer must either take the chance of figuring out Dreaming on his or her own, or try to find a mentor.

The skill of Dreaming is based on Will: WILL + Dreaming + modifiers + roll vs. Difficulty. Dreaming is a skill that starts at level one when the Dreaming talent is taken. The Dreaming skill may be increased as any other typical skill. The Dreamer will be able to enter Tel'aran'rhiod while asleep (and perhaps even while partially awake), can manipulate the dream environment to travel to other places, change what clothes they wear and even create their own dream environment. They can also enter the plane of Dreams and view the dreams of other people, unless their dreams are shielded. They can also draw another person into their dream, although this is considered a very immoral thing to do. Also, they themselves could be drawn into the dream of someone close to them if they get too close to their dream. All Dreamers are to learn to shield their dreams, to lock out other Dreamers and prevent other influences (such as the Shadow) from affecting their dreams. Finally, the most dangerous thing of all, they can ***physically*** enter Tel'aran'rhiod. This is extremely dangerous, as the Dreamer could be forever lost in Tel'aran'rhiod if not careful. The difficulty of performing actions in Tel'aran'rhiod are listed below:

Action	Difficulty Number
Enter Tel'aran'rhiod while fully asleep.	15
Enter Tel'aran'rhiod while half-asleep.	22
Change personal appearance.	16
Make minor change to dream environment (lighting, furniture, temperature, etc).	20
Make major change to dream environment (create own dream).	25
Travel from place to place.	18
Leave Tel'aran'rhiod.	20
Draw another into Tel'aran'rhiod (Target must be currently asleep).	22
Physically enter Tel'aran'rhiod.	25
Non-dreamer using a ter'angreal to enter Tel'aran'rhiod.	+5 to normal Difficulty

All skills and abilities carry over into Tel'aran'rhiod, so if the Dreamer is also a Channeler; then they can channel as normal in Tel'aran'rhiod. The dangers of death and burn-out are the same in Tel'aran'rhiod as in the real world.

Also, you never know who else might be roaming through Tel'aran'rhiod, so guard your dreams. Carefully.

Sniffing

Sniffing is the ability to sense violence, or “smell” violence or things that are wrong. Characters with this talent can sense the presence of violence having taken place at a location, individuals who have recently committed violence and can track those who have committed violence. This makes them very valuable individuals to nobles and rulers. Many find lifetime jobs using their abilities to track killers and

thieves down. The skill of Sniffing is based on Will: WILL + Sniffing + modifiers + roll vs. Difficulty. Sniffing is a skill taken at level one when the talent is gained. It may be increased in level as any other normal skill. Using the Sniffing skill is outlined below:

Action	Difficulty Number
Sensing the presence of violence in a place:	
-Non-lethal fighting, without bloodshed (Practice fighting, capturing prisoners).	25
-Non-lethal fighting, with bloodshed (Bar brawl, fist fight).	22
-Killing with aggression, murder (war, assassination, murder).	18
-Torture, other hideously evil actions (Trolloc camp, torture chamber).	15
Sense of violence dissipates at a rate of:	
-Non-lethal violence.	+1 Diff. per day
-Lethal violence.	+1 Diff. per week
Tracking people who have committed violence or theft:	
Person committed non-lethal violence.	25
Thief.	22
Person who recently killed.	20
Shadowspawn (Trolloc, Myrdraal, etc).	15

Treesinging

Treesinging is an Ogier ability. It is the ability to affect plant life through singing. Treesingers can make plants grow faster or larger than normal, or can create items of “sung” wood, by causing the tree to split off it’s own living wood into the form desired by the treesinger. Treesinging is a relatively rare talent among Ogier, so treesingers are always prized and respected members of their stedding. Treesinging is a skill based on Presence: PRE + Treesinging + modifiers + roll vs. Difficulty. Treesinging is a skill taken at level one when the talent is gained.

Action	Difficulty Number
Singing plants to grow faster or larger.	16
Singing plants to move and wind around something.	20
Singing a simple object out of wood (Staff, bowl)	18
Singing a complex object out of wood (Carved object)	22
Singing a very complex object out of wood (Bed, cabinet)	25

Wolfbrother

Wolfbrothers are humans who have a special connection to wolves. They are able to sense the presence of wolves, mentally communicate with them and a host of other abilities. Wolfbrother is an ancient talent, perhaps even older than Dreaming, from a time when man hunted side by side with wolves. Now only a rare few individuals are Wolfbrothers. Contact with wolves or another Wolfbrother usually triggers the appearance of the talent and the presence of another Wolfbrother can help speed the process along. Wolves in the Wheel of Time are special creatures, living half in the real world and half in the world of dreams (Tel’aran’rhiod). They hate the Dark One and all Shadowspawn and will go out of their way to kill Trollocs. They especially hate Myrdraal and will always try to kill one even if it means sacrificing half the pack to kill it. Because wolves live half in Tel’aran’rhiod, Wolfbrothers have to ability to enter Tel’aran’rhiod as well.

Wolfbrother is a skill based on Will: WILL + Wolfbrother + modifiers + roll vs. Difficulty. Wolfbrother is a skill that starts at level one when the talent is taken, but the talent won’t even be known until it first manifests. The skill is used for tracking as well as entering Tel’aran’rhiod (See Dreaming for Action Difficulties). Wolfbrothers have a number of abilities, listed below:

Wolfbrother Abilities	
Enter Tel'aran'rhiod (As per Dreaming).	Shield dreams.
Heightened smell, track by smell (+3 to Perception checks involving smell).	Sense people's emotions by smell; basic emotions only, subtleties are beyond the ability.
Sense Shadowspawn by smell.	Heightened hearing (+2 to Perception checks).
Night vision, can see as if daylight.	Mentally communicate with wolves.
Sense the presence of wolves within 1 mile.	Develop wolf-like reactions (bare teeth, growl).
Able to partially control dogs. Ability is more like asking a friend to do something, as opposed to complete control.	Character's eyes turn gold in color.

Chapter 3: The One Power

The One Power, also known as the True Source, is the driving power source of the Wheel of Time. The One Power is split into two separate halves: *saidin*, the male half, and *saidar*, the female half. Only men can see and touch *saidin* and only women can see and touch *saidar*; neither sex can see the weaves of another sex being woven. The two halves of the One Power work with and against each other and it is this energy that drives the Wheel of Time. However in this age, only *saidar* can be used with any safety, as *saidin* is tainted with evil and will eventually drive any male channeler insane. A small overview of history is necessary to understand this.

There was a time when the world did not exist, only the Creator and the Dark One and the One Power. Then the Creator created the Wheel of Time which, driven by the One Power, would spin the Pattern that would become the world and the people who inhabited it. The Creator bound the Dark One outside of the Pattern at the moment of creation, so his influence would not pollute the world.

Forward ahead, to over three thousand years before the present time, where there existed a time known as the Age of Legends. It was an age of wonder, where war was an unfamiliar word usually only found in the annals of history. Technological wonders vied with incredible feats accomplished through the use of the One Power. Peace and prosperity flourished, death by any other means than accident or old age was practically unknown and male and female Aes Sedai worked side by side to create wonders never since duplicated. Food and shelter were plentiful, jo-cars and sho-wings took people wherever they wished to go around the world; Aes Sedai with the talent could move even faster by Travelling – opening a gate to a new place and simply stepping through. It was during this time that a group of Aes Sedai researchers at the great college of Collam Daan discovered another source of power outside the Pattern, a source of power mixing both characteristics of *saidin* and *saidar*, but usable by either sex. Thrilled by the prospect of having access to power without the limitations of *saidin* and *saidar*, the researchers proceeded to drill a hole through a weak point in the Pattern, into the new source of power, the hole which would ever after be known as the Bore. Too late did they realize their horrible mistake. The source of power outside the Pattern that they had discovered was the Dark One's prison, where he had been trapped outside of the Pattern at the moment of creation. The resulting backlash destroyed much of Collam Daan and let the Dark One's influence spread throughout the world. The Dark One could not escape, as the Bore was too small, but his influence could get out and flow around the Pattern. Greed, envy and anger came to light. Those who had any reason to be dissatisfied felt that dissatisfaction grow into resentment and anger. Many succumbed to the Dark One's promise of wealth, power and even immortality. The thirteen strongest Aes Sedai that turned to the Dark One became known as the Forsaken. Bitterness and anger sparked arguments which turned into feuds that led to war. Jo-cars and sho-wings were armored and had weapons mounted on them. The world became a bleak place, racked by war. However, there was hope.

The leader of the Aes Sedai at the time was a man known as Lews Therin Telamon, the Lord of the Morning and the man who would be later known as The Dragon. Under Lews Therin's leadership, those people dedicated to the Light began to retake territory lost to the Shadow. However the power of the Dark One rose again, and the Shadow advanced across the land as the Forsaken led armies of Shadowspawn – human-animal hybrids developed by one of the Forsaken – through the land. Trollocs,

Myrdraal, Draghkar and worse took land after land under the leadership of such Forsaken as Sammael and Demandred. As matters began to look very bad, it was a daring plan thought up by Lews Therin that would prove their salvation. Lews Therin proposed a rapid and direct strike against the Bore to seal it before the Dark One or the Forsaken knew what was happening. Lews Therin and his closest confidants, known as the Hundred Companions (although they actually numbered 113), would invade the Dark One's mountain fortress, Shayol Ghul, where the thinness of the Pattern allowed the Bore to be detectable. They would take seven indestructible *cuendillar* seals specially prepared to act as focus points for the weave that would reseal the Bore and block the Dark One's access to the world. With ten thousand soldiers, they made their strike. Upon arriving at Shayol Ghul, they discovered an unexpected bonus. All thirteen of the Forsaken were gathered at Shayol Ghul at the Pit of Doom when Lews Therin and the Hundred Companions arrived. Although thousands of soldiers and 45 of the Hundred Companions were slain, the strike was successful and the Bore was sealed. Once again, the Dark One was imprisoned along with the thirteen Forsaken. But no one expected the Dark One's counterstroke.

Whether or not the counterstroke was deliberate or reflexive is unknown, but at the moment of sealing, a backblast of evil corrupted all of *saidin*. For Lews Therin and the Hundred Companions the effect was instantaneous; they went insane the second the Bore was sealed. For other male channelers in the world, the effect of the Taint was slower. It didn't prevent the use of *saidin*, but *saidin* couldn't be used without touching the Taint, which seemed to coat all of *saidin*, like a slick of rancid oil on top of water. The effect was soon felt. Trapped by the madness of the Taint, male channelers lashed out with the One Power as they went insane, lifting mountains out of ocean, dropping lands into the seas, wrenching the land, sea and sky. This time was known as the Breaking of the World. Some male Aes Sedai sought refuge from the taint by fleeing to Ogier Steddings. It was during this time the Ways were born, created as payment to the Ogier for the refuge they offered. Eventually, unable to stand not sensing or touching the One Power, all male Aes Sedai left the Steddings. All eventually succumbed to the Taint. As the male Aes Sedai died out or were killed, the land began to stabilize. The surviving female Aes Sedai came together to form the White Tower, thus was born the Seven Ajahs – most importantly the Red Ajah who would seek out and gentle male channelers, so the world would never again have to endure another Breaking.

The world slowly reformed after the Breaking, to the modern age. Although still primitive compared to the wonders of the Age of Legends, it is a decent place to live. The terrors of the Shadow and the Breaking are nothing but legend. But the Dark One is stirring once again, Trollocs and Myrdraal stalk the land and rumors say that the banner of Lews Therin Telamon, the Dragon, flies once more.

Using the One Power

As noted under Character Creation, every channeling character has a Power (POW) stat. This is a general indication of how much of the One Power the character can channel. The secondary stats, Flowstrengths shows how well the character can channel the specific flows of *saidin* or *saidar*; Air, Water, Fire, Earth and Spirit. Usually, men are better in Fire and Earth, and women are better in Air and Water with both being equal in Spirit. Also men are usually stronger in the One Power than women. There are exceptions to these rules, but they were considered rare enough so Fire and Earth came to be considered “male” powers while Air and Water came to be considered “female” powers. Most weaves can only be done while awake, but Spirit can be channeled even while asleep, allowing the channeler to shield their dreams, among other things.

Before a weave can be made, a channeler must first grasp the One Power. Grasping the One Power is different for each sex: female channelers embrace the One Power and let it flow through them; while male channelers must reach out and grab it and then wrestle with it to keep it under control. The game mechanics for grasping the One Power are the same for either sex.

POW + roll versus Difficulty 14.

Some modifiers for grasping are:

Situation	Modifier to Difficulty
In a calm, quiet setting	-1

In a noisy place	+1
In a combat situation	+2
Personally in combat	+3
Other players kibitzing	+1

Individual uses of the One Power involve taking segments of OP flows, called **threads** and “weaving” them together to form an effect. This effect is referred to as a **weave**. Many weaves are known, but even more have been lost since the Breaking. Usually once shown a weave (since channelers of the same sex can see each others flows being woven), a channeler will remember how to do it, but it will require practice to perfect (See Learning Weaves, later this chapter). In game terms a weave is treated as a skill, with it’s own level, and can improve as per normal skill improvement. Every weave involves threads from one or more flows that combine to produce the desired weave. Every weave has a **Flowstrength Rating**. This is the minimum score the character must have in the respective flowstrength to be able to use the weave. A character could actually know a weave, but not be powerful enough in one or more flows to actually create the weave! Every weave has a base Difficulty number that must be exceeded to successfully form the weave. The weave skill rolls are made using:

Flowstrength + Weave skill + roll (+ modifiers) versus Weave Difficulty

In the case of weaves that use multiple flows, average all the Flowstrengths used by the weave as the main Flowstrength. If the roll is unsuccessful the weave does not form, but the channeler still **uses one-quarter** the listed MP for the weave.

Optional Rule: On a Critical Success, the weave functions at maximum effect – no need to roll dice!
On a Critical Failure, the weave unravels, causing 2 DC in Killing damage to the Channeler.

Some weaves are instantaneous in effect, such as Fireball. Others may go on continuously. There are two ways for a weave to remain active. First is for the channeler to **maintain** the weave. Maintaining the weave requires the expenditure of 1 MP per round (unless otherwise noted) that the weave is to continue running. While maintaining a weave costs MP, there is no skill roll or concentration required, even if the channeler is distracted or injured. The other method is to **tie off** the weave. Tying a weave is considerably harder, but cost-free if successful. To tie off a weave is:

Flowstrength + Weave Skill + roll versus Duration Difficulty

Duration	Difficulty
POW rounds	18
POW minutes	22
POW hours	26
POW days	30
POW weeks	35

All the weaves, their primary category (Air, Water, etc.) and their Flowstrength ratings are summarized below:

Air Weaves	Flows	Fire Weaves	Flows	Water Weaves	Flows
Light	A1, F1	Flame	F1	Cold	W2
Air Blast	A2	Heat	F2	Dry	W2
Air Club	A3	Fireball	F3, A3	Wet	W2
Move Air	A4	Explosive Fireball	F4, A4	Freeze	W3
Listen	A4, F2	Fireblast	F5	Purify	W3
Erupt	A4, E4	Inferno	F5, A4	Putrefy	W3
Lesser Illusion	A4, F4	Fire Barrier	F6	Strength	W3, E4, S4

Air Shield	A5, S3	Fire Weapon	F6, E4	Weaken	W3, E4, S4
Gag	A5, S3	Ring of Fiery Earth	F7, E5	Refresh	W4, S4
Wrap	A5, S3	Solid Fire	F8	Tire	W4, S4
Amplify Voice	A5, S3	Firestorm	F9, A5	Diagnose	W4, S5, A3
Air Carry	A6			Create Spring	W5, E3
Air Construct	A6			Healing	W5, S5, A4
Disguise	A6, F3			Harm	W5, S5, A4
Greater Illusion	A6, F4			Remove Poison	W5, S5, E4
Air Wall	A7			Cure Disease	W5, S5, F4
Airstorm	A7, S4			Call Lightning	W5, A5, F4
Folding Light	A7, W5, S5			Heal Gentling	W6, S8, F6
Air Spears	A8, S5			Heal Stilling	W6, S8, A6
				Explode	W8, F5
				Lightning Storm	W8, A8, S6
				Control Weather	W8, A8, S6

Earth Weaves	Flows	Spirit Weaves	Flows
Earth Sense	E2	Sense One Power	S2
Mend	E2, S3	Shield Dreams	S4
Earth Shape	E3	Sleep	S4
Weaken	E4	Blindness	S5, W2, F2
Open	E4	Shield Source	S5
Stone Shape	E5	Slice Weave	S5, F4
Delving	E6	Pain	S6, F4
Reinforce	E6, S4	Invert Weave	S7
Rock Storm	E7	Skimming	S7
Poison	E7, S6, W5	Compulsion	S7, A5, W5
Tremor	E8	Still/Gentle	S7
Earthquake	E9	Travelling	S8
		Probe	S8
		Balefire	S8, A5, F6
		Create	S10

Weave Descriptions

Weave Name

Flows: Minimum flowstrengths required

MP: Mana Point Cost

Difficulty: The DV of the weave, must be met or exceeded.

Maintain: Yes or No

Tie: Yes or No

Description of Effect

Air Weaves

Light

Flows: A1, F1

MP: 2

Difficulty: 15

Range: 10 paces per Air flowstrength

Maintain: Yes

Tie: Yes

Description: Create a ball of light that hovers above the channeler's head. It sheds light in a 4 pace radius and lasts as long as maintained or tied off.

Air Blast

Flows: A2

MP: 1 per 1 DC

Difficulty: vs. target DV (15)

Range: 10 paces per Air flowstrength

Maintain: No

Tie: No

Description: Creates a directed blast of air against one target causing 1 DC Stun damage per 1 MP spent, to a maximum number of DC equal to the channeler's Air flowstrength.

Air Club

Flows: A3

MP: 2

Difficulty: vs. target DV (15)

Range: 10 paces per Air flowstrength

Maintain: Yes

Tie: No

Description: Creates a club made out of solid air to strike at a target from a distance. The club strikes once per phase using channeler's Air flowstrength and weave skill as AV, and does 4 DC Stun damage. The weave may be maintained at a cost of 1 MP per round.

Move Air

Flows: A4

MP: 4

Difficulty: 15

Range: 10 paces per Air flowstrength

Maintain: Yes

Tie: No

Description: Move air around (wind) in an area 10 paces in diameter. The channeler can double the diameter of the area affected for an additional 1 MP, maximum extra points equal to Air flowstrength. The speed of the wind is equal to 5 miles per hour per Air flowstrength.

Listen

Flows: A4, F2

MP: 5

Difficulty: 18

Range: Normal hearing range times two

Maintain: Yes

Tie: Yes

Description: Doubles channeler's hearing range and grants +4 to hearing Perception checks while active.

Erupt

Flows: A4, E4

MP: 10

Difficulty: vs. target DV (18)

Range: 10 paces per Air flowstrength

Maintain: No

Tie: No

Description: Causes an explosion of air and earth, causing 6 DC Stun to all targets in a 5 pace diameter area. The Erupt may be avoided as per standard rules on evading area effect attacks.

Lesser Illusion

Flows: A4, F4

MP: 10

Difficulty: 18

Range: 10 paces per Air flowstrength

Maintain: Yes

Tie: No

Description: Allows minor illusions and illusionary changes such as small changes to people's appearances, altering temperature, room furnishings, etc.

Air Shield

Flows: A5, S3

MP: 3 MP / 5 KD

Difficulty: 18

Range: 10 paces per Air flowstrength

Maintain: Yes

Tie: Yes

Description: Create a shield made out of solid air. The shield acts as Killing defense armor and protects against both physical and One Power attacks. The shield can be fashioned to protect one person, or can be combined with other channelers' shields to form protective walls or domes. The maximum size shield a channeler can generate is 1 pace by 1 pace square per point of Air flowstrength. The shield's maximum KD is equal to the channeler's Air Flowstrength times 5.

Gag

Flows: A5, S3

MP: 4

Difficulty: 18

Range: 10 paces per Air flowstrength

Maintain: Yes

Tie: Yes

Description: Gags the target, rendering them unable to speak until the gag is removed.

Wrap

Flows: A5, S3

MP: 10

Difficulty: 18

Range: 10 paces per Air flowstrength

Maintain: Yes

Tie: Yes

Description: Wraps up target in bands of solid air, holding them in place, unable to move at all.

Amplify Voice

Flows: A5, S3

MP: 5

Difficulty: 18

Range: Personal

Maintain: Yes

Tie: No

Description: Projects channeler's voice to tremendous levels, allowing them to be heard up to ¼ mile away.

Air Carry

Flows: A6

MP: 5+

Difficulty: 20

Range: 10 paces per Air flowstrength

Maintain: Yes

Tie: No

Description: Allows channeler to lift and move objects with air. The base 5 MP lets the channeler lift with a STR of 2; every additional 3 MP increases the STR by 2. Maximum STR score is equal to Air flowstrength.

Air Construct

Flows: A6

MP: 5

Difficulty: 20

Range: Melee

Maintain: Yes

Tie: No

Description: Allows channeler to create a tool or weapon made of solid air. A weapon made from solid air will do damage as a normal weapon of the same type, but with a Min Str of 1 less than normal, as solid air is lighter.

Disguise

Flows: A6, F3

MP: 8

Difficulty: 18

Range: Personal

Maintain: Yes

Tie: Yes

Description: Allows channeler to totally change their appearance; height within +/-2 feet of original height and +/-200 lbs. of original weight.

Greater Illusion

Flows: A6, F4

MP: 20

Difficulty: 20

Range: 10 paces per Air flowstrength

Maintain: Yes

Tie: No

Description: Allows channeler to create realistic illusions of virtually any kind. The illusions created cannot hurt living creatures or damage real objects in any way. However, extremely impressive illusions can be used to make Presence attacks. See Presence Attacks for more details. The illusions can only occupy an area equal to 10 paces per Air flowstrength in diameter.

Air Wall

Flows: A7

MP: 15

Difficulty: 20

Range: 10 paces per Air flowstrength

Maintain: Yes

Tie: Yes

Description: Allows channeler to create a wall of solid air 10 paces long. The wall can be battered down; for combat purposes the wall is automatically hit and has 15 KD and 5d6 Hits.

Airstorm

Flows: A7, S4

MP: 15

Difficulty: vs. target DV (20)

Range: 10 paces per Air flowstrength

Maintain: No

Tie: No

Description: Channeler creates a howling vortex of air that whips around a 10 pace radius area, doing 10 DC Stun to all targets in that area. The vortex also throws up dust and dirt in the area, and may obscure the vision of those within it.

Folding Light

Flows: A7, W5, S5

MP: 10

Difficulty: 25

Range: Personal or stationary area

Maintain: Yes

Tie: Yes

Description: Makes the channeler invisible to all forms of vision while they stand still. A channeler who moves may be spotted as a distortion in the air. The draw of One Power used for this weave is very small, and all attempts to locate the channeler with Sense One Power are at a difficulty of 25.

Air Spears

Flows: A8, S5

MP: 20

Difficulty: vs. target DV (22)

Range: 10 paces per Air flowstrength

Maintain: No

Tie: No

Description: Creates sharpened spikes of solid Air that rain down upon all targets within a 10 pace radius area, doing 10 DC Killing damage.

Fire Weaves

Flame

Flows: F1

MP: 3

Difficulty: 15

Range: Personal

Maintain: Yes

Tie: No

Description: Creates a small flame in the channeler's hand. The flame may remain stationary or can be made to dance around the channeler's hand. The flame can be used to light fires in the worst of conditions, although wet or frozen combustibles won't burn any better than normal.

Heat

Flows: F2

MP: 5

Difficulty: 15

Range: 10 paces per Fire flowstrength

Maintain: Yes

Tie: Yes

Description: Allows channeler to raise the temperature by 10 degrees Fahrenheit per point of Fire flowstrength, over a 5 pace diameter area. The spending of 1 additional MP will extend the diameter of the area by 1 pace. This weave can be used to heat the air, water or even earth.

Fireball

Flows: F3, A3

MP: 5

Difficulty: vs. target DV (15)

Range: 10 paces per Fire flowstrength

Maintain: No

Tie: No

Description: Creates a ball of fire that streaks out to strike one target, doing 4 DC Killing damage.

Explosive Fireball

Flows: F4, A4

MP: 10

Difficulty: vs. target DV (18)

Range: 10 paces per Fire flowstrength

Maintain: No

Tie: No

Description: Creates a ball of fire that streaks out to a designated target person or area and explodes, doing 6 DC Killing damage to all targets within a 3 pace radius area.

Fireblast

Flows: F5

MP: 10

Difficulty: vs. target DV (18)

Range: 10 paces

Maintain: No

Tie: No

Description: A blast of fire erupts from the channeler's hands and streams out to a distance of 10 paces, in a bar of fire 1 pace wide. All targets within this line of fire take 6 DC Killing damage. Good for clearing out rooms and hallways. Fireblast will ignite combustibles including cloth, paper and wood.

Inferno

Flows: F5, A4

MP: 10

Difficulty: vs. target DV (20)

Range: 10 paces per Fire flowstrength

Maintain: No

Tie: No

Description: Target bursts into flame, doing 10 DC Killing damage and igniting the target if combustible (people wearing clothes count as combustible). If ignited target will continue to take damage and damage will diminish by 2 DC per phase after the initial attack. Target may extinguish self by dropping and rolling, immersing self in water or having flames extinguished by another using a weave (like Dampen Fire). If this weave is used while it is raining, the weave only lasts one phase and only does 6 DC Killing damage.

Fire Barrier

Flows: F6

MP: 20

Difficulty: 20

Range: 10 paces per Fire flowstrength

Maintain: Yes

Tie: Yes

Description: Creates a wall of fire 10 paces long. The length of the wall may be increased by 2 paces for every 1 MP spent, maximum extra MP equal to Fire flowstrength. Any creature passing through the wall will take 6 DC Killing damage and may combust (1-2 on a 1d6 roll). Creatures that combust will take 1 DC Killing damage per phase for 3 phases or until extinguished.

Fire Weapon

Flows: F6, E4

MP: 15

Difficulty: 20

Range: Personal

Maintain: Yes

Tie: No

Description: Allows channeler to create a melee weapon made of fire. The weapon will do damage as an equivalent melee weapon, has that weapon's Min Str rating and is Armor Piercing. This weave cannot be used to create a ranged weapon.

Ring of Fire and Earth

Flows: F7, E6

MP: 25

Difficulty: 25

Range: Special

Maintain: No

Tie: No

Description: The channeler creates a wave of erupting earth and fire that centers on them and spreads out; either in a 20 pace long wave in front of them, or in a 360 degree area around them. The ring rolls out away from the channeler out to a distance of 200 paces for the wave version and 100 paces for the 360 degree version, and does Killing damage based on the distance the target is away from the channeler. The damage versus distance table is listed below:

Distance from channeler	DC Killing damage
1-10 paces	10 DC
11-20 paces	9 DC
21-30 paces	8 DC
31-40 paces	7 DC
41-50 paces	6 DC
51-60 paces	5 DC
61-70 paces	4 DC
71-80 paces	3 DC
81-90 paces	2 DC
91-100 paces	1 DC
101+ paces	0 DC

Solid Fire

Flows: F8

MP: 20

Difficulty: vs. target DV (20)

Range: 10 paces per Fire flowstrength

Maintain: No

Tie: No

Description: Channeler creates a bar of solid fire that strikes one target, doing 8 DC Killing damage, armor piercing. Solid fire does not ignite fires.

Firestorm

Flows: F9, A5

MP: 30

Difficulty: vs. target DV (25)

Range: 10 paces per Fire flowstrength

Maintain: No

Tie: No

Description: Creates a raging storm of fire centered on a fixed, non-movable point. The firestorm does 10 DC killing damage to all targets in a 10 pace radius area, diminishing by 2 DC per phase. Firestorm will ignite all combustibles in it's area.

Water Weaves

Cold

Flows: W2

MP: 5

Difficulty: 15

Range: 10 paces per Water flowstrength

Maintain: Yes

Tie: Yes

Description: Allows channeler to lower the temperature by 10 degrees Fahrenheit per point of Water flowstrength, over a 5 pace diameter area. The spending of 1 additional MP will extend the diameter of the area by 1 pace. This weave can be used to cool the air, water or even earth.

Dry

Flows: W2

MP: 3

Difficulty: 15

Range: 10 paces per Water flowstrength

Maintain: No

Tie: No

Description: This weave instantly dries out the target completely. The channeler can target themselves.

Wet

Flows: W2

MP: 3

Difficulty: 15

Range: 10 paces per Water flowstrength

Maintain: No

Tie: No

Description: This weave instantly soaks a target. The channeler can target themselves.

Freeze

Flows: W3

MP: 5

Difficulty: vs. target DV (15)

Range: 10 paces per Water flowstrength

Maintain: No

Tie: No

Description: Brings freezing cold down on one target causing 4 DC Killing damage and slowing target (-1 REF and DEX) for 2 phases.

Purify

Flows: W3

MP: 5

Difficulty: 15

Range: 10 paces per Water flowstrength

Maintain: No

Tie: No

Description: This weave purifies stagnant, poisoned or otherwise tainted liquids.

Putrefy

Flows: W3

MP: 5

Difficulty: 15

Range: 10 paces per Water flowstrength

Maintain: No

Tie: No

Description: This weave putrefies liquids, making them unfit to drink. Any creature drinking putrid liquid takes 1 DC Killing damage and is -1 to all actions for 2d6 hours.

Strength

Flows: W3, S4, E4

MP: 8

Difficulty: 18

Range: Touch

Maintain: Yes

Tie: No

Description: This weave enhances the target's strength by 3d6/5 points, dropping fractions. The channeler cannot use this weave on themselves.

Weaken

Flows: W3, S4, E4

MP: 8

Difficulty: 18

Range: Touch

Maintain: Yes

Tie: No

Description: This weave reduces the target's strength by 3d6/5 points, dropping fractions. The channeler cannot use this weave on themselves.

Refresh

Flows: W4, S4

MP: 8

Difficulty: 18

Range: Touch

Maintain: No

Tie: No

Description: This weave restores 50% of the target's END and removes all perception of fatigue (but not actual fatigue) for the next 8 hours. The channeler cannot use this weave on themselves. It is worth noting that while the target cannot feel fatigue, it does occur and a careless person could overexert themselves to death.

Tire

Flows: W4, S4

MP: 8

Difficulty: 18

Range: Touch

Maintain: No

Tie: No

Description: This weave takes away 50% of the target's. The channeler cannot use this weave on themselves

Diagnose

Flows: W4, S5, A3

MP: 5

Difficulty: 20

Range: Touch

Maintain: No

Tie: No

Description: Allows the channeler to diagnose extent of injury, disease or poisoning in a person. The channeler can determine cause and type which will allow them to select the proper kind of healing to administer. The channeler cannot use this weave on themselves. The Healing talent is required to use this weave.

Create Spring

Flows: W5, E3

MP: 8

Difficulty: 18

Range: 10 paces per Water flowstrength

Maintain: Yes

Tie: Yes

Description: Pulls the water out of the ground to form a small, bubbling spring with a flow of about 1 gallon per round.

Healing

Flows: W5, S5, A4

MP: 10

Difficulty: 20+

Range: Touch

Maintain: No

Tie: No

Description: This weave cures 4d6 Hits or 8d6 Stun damage in a person. The healing is permanent, but the recipient will be very hungry and have to eat double the normal amount of food for 1d3 days or risk starving to death; as the healing saps the body of energy. The channeler cannot use this weave on themselves. The Healing talent is required to use this weave effectively, otherwise it heals only 4d6 Stun.

Harm

Flows: W5, S5, A4

MP: 10

Difficulty: vs. target DV (20)

Range: Touch

Maintain: No

Tie: No

Description: Will cause 4 DC Killing damage or 8 DC Stun damage to target. Armor DOES NOT prevent this damage, although SD will count if Stun damage is being inflicted. This is an extremely evil weave to know, let alone use. The Healing talent is required to use this weave effectively, otherwise it only inflicts 4 DC Stun.

Remove Poison

Flows: W5, S5, E4

MP: 10

Difficulty: 20

Range: Touch

Maintain: No

Tie: No

Description: Removes all traces of one toxin from target. Multiple toxins will require multiple uses. The channeler cannot use this weave on themselves. The Healing talent is required to use this weave.

Cure Disease

Flows: W5, S5, F4

MP: 10

Difficulty: 20

Range: Touch

Maintain: No

Tie: No

Description: Removes all traces of one disease or infestation from target. Multiple diseases will require multiple uses. The channeler cannot use this weave on themselves. The Healing talent is required to use this weave.

Call Lightning

Flows: W5, A5, F4

MP: 10

Difficulty: vs. target DV (18)

Range: 10 paces per Water flowstrength

Maintain: No

Tie: No

Description: Calls a bolt of lightning down from the sky onto the target, doing 8 DC Killing damage.

Armor counts against this, although if it is metal armor then the lightning bolt is considered Armor

Piercing. Channeler must be outside to use this weave, but storms or even clouds are not a requirement.

Heal Gentling

Flows: W6, S8, F6

MP: 20

Difficulty: 25

Range: Touch

Maintain: No

Tie: No

Description: This weave will restore a gentled male channeler to full channeling strength. It will also work on a stilled female channeler, but will only restore her to half strength. The Healing talent is required to use this weave.

Heal Stilling

Flows: W6, S8, A6

MP: 20

Difficulty: 25

Range: Touch

Maintain: No

Tie: No

Description: This weave will restore a stilled female channeler to full channeling strength. It will also work on a gentled male channeler, but will only restore him to half strength. The Healing talent is required to use this weave.

Explode

Flows: W8, F5

MP: 20

Difficulty: vs. target DV (20)

Range: 10 paces per Water flowstrength

Maintain: No

Tie: No

Description: This weave superheats the water in a target's body causing the target, at the very least, if not exploding the target outright. The target takes 8 DC Killing damage that bypasses ALL defenses.

Lightning Storm

Flows: W8, A6, F5

MP: 25

Difficulty: vs. target DV (25)

Range: 10 paces per Water flowstrength

Maintain: No

Tie: No

Description: Calls down a rain of lightning bolts over a 10 pace radius area, doing 10 DC Killing damage to all targets within. The bolts are Armor Piercing versus any targets wearing metal armor.

Control Weather

Flows: W8, A8, S6

MP: 30

Difficulty: 28

Range: Special

Maintain: No

Tie: No

Description: Allows the channeler to influence the weather over a 1 mile radius area. The area can be increased at a cost of 5 MP per additional 1 mile radius. Once the weave is used, the weather will proceed in the direction influenced by the channeler and will play itself out in 1d6 days. The Cloud Dancing talent is required to use this weave.

Earth Weaves

Earth Sense

Flows: E2

MP: 3

Difficulty: 15

Range: 10 paces per Earth flowstrength

Maintain: Yes

Tie: No

Description: Allows channeler to sense faults in the earth, large ore deposits, caves and caverns underground and other underground features.

Earth Shape

Flows: E3

MP: 5

Difficulty: 15

Range: 10 paces per Earth flowstrength

Maintain: Yes

Tie: No

Description: Allows channeler to move and shape earth. The channeler can affect a volume of earth in cubic paces equal to their Earth flowstrength. This weave only works on loose or packed earth or sand.

Mend

Flows: E3, S3

MP: 5

Difficulty: 18

Maintain: No

Tie: No

Description: This weaves fixes rips and tears in cloth and leather, small breaks and cracks in wood and small holes in metal.

Weaken

Flows: E4

MP: 10

Difficulty: 20

Maintain: No

Tie: No

Description: Remove 3d6 Hits or 2 KD from an inanimate object, does not work on living beings.

Open

Flows: E4

MP: 5

Difficulty: 18

Range: Touch

Maintain: No

Tie: No

Description: Allows channeler to pick any lock as if they had the Lockpicking skill at level 5.

Stone Shape

Flows: E5

MP: 10

Difficulty: 18

Range: 10 paces per Earth flowstrength

Maintain: Yes

Tie: No

Description: Allows channeler to move and shape stone. The channeler can affect a volume of stone in cubic paces equal to their Earth flowstrength. This weave only works on rock and stone, not metal.

Delving

Flows: E6

MP: 20

Difficulty: 25

Range: 10 paces per Earth flowstrength

Maintain: Yes

Tie: No

Description: Allows channeler to detect concentrations of gems and ores of any size, determine what kind they are and remove them from the ground without mining. The Delving talent is required to use this weave.

Reinforce

Flows: E6, S4

MP: 10/50

Difficulty: 20/30

Range: Touch

Maintain: Yes

Tie: Yes

Description: Allows channeler to add 3d6 Hits or 3 KD to an inanimate object. The weave costs 10 MP and has a Difficulty of 20 if the enhancement is temporary; and costs 50 MP and has a Difficulty of 30 if the enhancement is permanent. The Aligning the Matrix talent is required to use the Permanent version of this weave.

Rock Storm

Flows: E7

MP: 25

Difficulty: vs. target DV (25)

Range: 10 paces per Earth flowstrength

Maintain: No

Tie: No

Description: Creates a hail of rocks that pelts all targets in a 10 pace radius area, doing 10 DC Killing damage.

Poison

Flows: E7, S6, W5

MP: 10

Difficulty: vs. target DV (18)

Range: Touch

Maintain: No

Tie: No

Description: Allows the channeler to poison the target on touch. The poison does 1 DC Killing damage per minute for 1d6 minutes. The poison ignores any armor, SD or natural KD. The use of this weave is a very evil act. The Healing talent is required to use this weave.

Tremor

Flows: E8

MP: 20
Difficulty: 25
Range: Special
Maintain: No
Tie: No

Description: Causes a light earthquake (tremor) to occur at the channeler's location and radiate out to a distance of 1 mile from their location. The channeler defines the size of a "safe zone" around them that is unaffected by the tremor. All targets within the tremor area must make a Knockdown check as if versus a 6 DC attack, but no actual damage is inflicted. Animals will automatically panic and bolt and intelligent beings that realize the source of the tremor may make a Will test versus Difficulty 15 to avoid routing. The Earth Singing talent is required to use this weave.

Earthquake
Flows: E9
MP: 30
Difficulty: 30
Range: Special
Maintain: No
Tie: No

Description: Causes an earthquake to occur at the channeler's location and radiate out to a distance of miles equal to the channeler's Earth flowstrength, from their location. The channeler defines the size of a "safe zone" around them that is unaffected by the earthquake. All targets within the earthquake area must make a Knockdown check as if versus a 10 DC attack, but no actual damage is inflicted. Animals will automatically panic and bolt and intelligent beings that realize the source of the tremor must make a Will test versus Difficulty 20 to avoid routing. The Earth Singing talent is required to use this weave.

Spirit Weaves

Sense One Power
Flows: S2
MP: 3
Difficulty: See below
Range: Special
Maintain: Yes
Tie: Yes

Description: Allows a channeler to sense the presence of another channeler or active channeling. The ranges and difficulties associated with sensing are listed below:

Situation	Detection Range	Difficulty
Channeler not grasping	1 pace	22
Channeler grasping	10 paces	20
Channeler weaving < Flow 5	10 paces/POW	18
Channeler weaving > Flow 5	20 paces/POW	15

Shield Dreams
Flows: S4
MP: 3
Difficulty: 15
Range: Personal
Maintain: Yes
Tie: Yes

Description: Allows channeler to shield their dreams from dreamers, wolfkin, Shadowspawn or others. If maintained, weave takes 1 MP per 2 hours.

Sleep

Flows: S4

MP: 10

Difficulty: vs. Will + Concentration + roll (15)

Range: 10 paces per Spirit flowstrength

Maintain: Yes

Tie: No

Description: If weave skill roll is higher than target's Will + Concentration + roll, then target falls asleep. Target remains asleep for 5d6 minutes minus target's Resistance after maintenance is ended.

Blindness

Flows: S5, W2, F2

MP: 10

Difficulty: vs. Will + Concentration + roll (15)

Range: 10 paces per Spirit flowstrength

Maintain: Yes

Tie: No

Description: If weave skill roll is higher than target's Will + Concentration + roll, then target is blinded. Target remains blinded for 5d6 minutes minus target's Resistance after maintenance is ended.

Shield Source

Flows: S5

MP: 10

Difficulty: 20

Range: 10 paces per Spirit flowstrength

Maintain: Yes

Tie: Yes

Description: This weaves cuts the target off from the One Power, rendering them unable to channel. Roll 1d6/5 per point of Spirit flowstrength and subtract from target's POW stat. If target's POW is reduced to zero or less, the target is shielded and can no longer channel. If the target's POW is not reduced to zero or below on the initial phase, they may counter with Slice Weave before the reduced POW takes effect.

Slice Weave

Flows: S5, F4

MP: 5

Difficulty: vs. target weave's roll

Range: 10 paces per Spirit flowstrength

Maintain: No

Tie: No

Description: This weaves slices apart and destroys other weaves. The channeler using Slice Weave must make a skill roll equal to or higher than the opposing weave to destroy it. If the Slice Weave is 1-2 points less than the opposing weave, the opposing weave is still weakened to half effect. Three points or less and the opposing weave is unaffected.

Pain

Flows: S6, F4

MP: 5

Difficulty: vs. target DV (15)

Range: Touch

Maintain: No

Tie: No

Description: Creates an instant, agonizing pain in target. Target takes 6 DC Stun damage which only lasts that phase and is used to determine if target is stunned or knocked out.

Invert Weave

Flows: S7

MP: 10

Difficulty: 25

Range: Personal or area

Maintain: Yes

Tie: Yes

Description: Hides an active weave so it cannot be detected. All rolls to Sense One Power on an inverted weave are at Difficulty 30. Invert Weave can be used to mask all weaves on one channeler, or one weave operating in an area.

Skimming

Flows: S7

MP: 10

Difficulty: 20

Range: Special

Maintain: Yes

Tie: No

Description: Allows channeler to open a doorway to another dimension, where a platform of a size the channeler decides is waiting. The channeler and all comers step onto the platform and the channeler wills a destination. The platform will then “skim” to the desired destination, taking 2d6 minutes per 50 miles traveled. Maintaining only keeps the doorway open until the channeler is ready to depart. Maintenance is not necessary during skimming. The Travelling talent is required to use this weave.

Compulsion

Flows: S7, A5, W5

MP: 15

Difficulty: 25

Range: 10 paces per Spirit flowstrength

Maintain: No

Tie: No

Description: Roll a number of D6 equal to channeler’s Spirit Flowstrength versus target’s resistance to implant a suggestion in the target’s subconscious. The type of suggestion dictates how long it will last: something normally against a person’s beliefs will fade within a few days, while something they’re inclined to do anyway may stay with them for life. This is a very tricky weave to use, as many of its uses would be considered evil. GM’s discretion applies.

Still/Gentle

Flows: S7

MP: 200

Difficulty: 200

Range: 1 pace per Spirit flowstrength

Maintain: No

Tie: No

Description: This weave cuts a channeler off from the One Power permanently. Difficulty of this weave is 200, beyond that of one channeler, it always requires a linked circle of channelers to perform, with all skill rolls cumulative. Stilling/gentling is permanent barring unusual healing (Heal Stilling/Gentling). Stilled/gentled channelers become depressed and/or suicidal and usually don’t live for more than 5 years beyond their stilling/gentling.

Travelling

Flows: S8

MP: 20

Difficulty: 22

Range: Special

Maintain: Yes

Tie: Yes

Description: Allows the channeler to open a gate to another place. Anyone can then step through the gate and be at that place instantly. The gate opens within 2 paces of the channeler, who can hold it open by maintaining it or tying it off. The maximum size of the gateway is a number of paces high and wide equal to the channeler's Spirit flowstrength. The Travelling talent is required to use this weave.

Probe

Flows: S8

MP: 10

Difficulty: See below

Range: Touch

Maintain: Yes

Tie: No

Description: Allows channeler to detect angreals, sa'angreals, ter'angreals and other Power-wrought items by touch, and possibly even determine their function(s) and trigger(s). Failures and Critical Failures may mean the channeler accidentally activates the item or overloads themselves or does something else bad.

Difficulties for probing are listed below:

Action	Difficulty
Detecting an angreal or Power wrought item.	15
Determining the general function of an item.	20
Determining how to trigger an item.	25
Determining the specific function of an item.	30

Balefire

Flows: S8, A5, F6

MP: 20

Difficulty: vs. target DV (20)

Range: 10 paces per Spirit flowstrength

Maintain: No

Tie: No

Description: Balefire is the most destructive weave ever formulated from the One Power. Balefire instantly and completely annihilates the target, not just killing them but actually erasing them from the Pattern! The widespread use of Balefire during the Breaking is partly to blame for the damage caused during that time, as overuse of Balefire —before it's exact effect was understood – nearly shattered reality, erasing whole cities from the Pattern. Both sides, without meeting, simply decided to stop using Balefire, else there would be no world left to fight over. However, this horrible weave is still known to many. No known weave, except Slice Weave, can block or deflect Balefire. The more power put into the weave, the further back the effect the target had on the Pattern is erased. The effect is 5 years per additional 1 MP. If the target was balefired back beyond their birth, everything they did could be annulled, as if it never happened – people killed by them would be alive, etc. Needless to say, this weave is best off never used.

Create

Flows: S9

MP: See below

Difficulty: See below

Range: Touch

Maintain: No

Tie: No

Description: This weave allows the channeler to create items of the One Power, such as angreal, sa'angreal, ter'angreal, Power-wrought armor and weapons, etc. The Difficulty is such that it would take one channeler days, if not weeks, to make a simple ter'angreal. The MP expenditure is based on what the item is to do – most ter'angreal are simply endowed with a function, and it takes a channeler to use power it. This kind of item is useful in that the channeler would not have to know how to use the weave to use the ter'angreal. Power-wrought items are much more difficult and angreal and sa'angreal are beyond a single channeler's ability, they take a linked circle of channelers to create, all of whom must know what they are doing. The most any player character should be allowed to do is make simple ter'angreal or maybe a mild

Power-wrought item. The GM should heavily monitor the use of this weave, or simply not give it out. Some Difficulty numbers and MP costs are listed below. Since most of the Difficulties and MP costs are beyond the channeler's ability, they can be split into separate sessions – for every week of time spent on the creation (beyond one week), take off 20% of the original difficulty, to a minimum of Difficulty 25. If one roll is failed, the creation must begin anew.

Action	MP Cost	Difficulty
Making a simple, single function ter'angreal (Example: To allow a non-dreamer channeler to enter Tel'aran'rhiod).	50	50
Make a basic Power-wrought sword (+1 DC damage)	100	100
And they only go up from there.....		

Wards

There is a special subset of weaves, known as wards. Wards are a weave that are set up in a location to do certain things when certain circumstances trigger the ward. Common wards include wards to shield everyone's dreams in the area, to warn against Shadowspawn entering the warded area or even to trigger killing weaves when the ward's trigger conditions are met. Some wards function by themselves, and some are prepared with other weaves to be triggered by the ward. Active wards can be seen by channelers of the same sex, unless inverted.

Alarm Ward

Flows: S4

MP: 5

Difficulty: 18

Range: 1 pace radius per Spirit flowstrength

Maintain: Yes

Tie: Yes

Description: This ward alerts the channeler when someone or something crosses the boundary of the ward. The channeler will be alerted whether awake or asleep and will know in general who or what broke the ward, type and numbers.

Illusion Ward

Flows: A4, F4, S4

MP: 10

Difficulty: 18

Range: 1 pace radius per Spirit flowstrength

Maintain: Yes

Tie: Yes

Description: This ward cloaks the area with an illusion of something else. A camp site could be warded to look like a tangle of brambles or an alley filled with people could be made to look empty. The ward is visual only, although it counts against all kinds of vision. Anyone passing through the boundary of the ward will seem to disappear into or appear out of thin air.

Repulsion Ward

Flows: S6

MP: 10

Difficulty: 20

Range: 1 pace radius per Spirit flowstrength

Maintain: Yes

Tie: Yes

Description: This ward repels or keeps out specified creatures such as Shadowspawn, rats, insects, etc. The channeler specifies one particular kind of creature the ward repels when the ward is created. The specified creature cannot pass the ward boundary and animals won't even notice it, however Shadowspawn may...

Trigger Ward

Flows: S6

MP: 10

Difficulty: 20

Range: 1 pace radius per Spirit flowstrength

Maintain: Yes

Tie: Yes

Description: This ward doesn't do anything by itself, except trigger weaves imbedded in it. The channeler sets the trigger conditions (they may set up to 3 conditions) and the ward will activate all imbedded weaves when the conditions are met. The channeler may imbed up to five weaves into the trigger ward; each one requires a successful skill roll to implant, with a +2 difficulty for each weave beyond the second.

Ward Against Eavesdropping

Flows: S4

MP: 5

Difficulty: 18

Range: 1 pace radius per Spirit flowstrength

Maintain: Yes

Tie: Yes

Description: This ward blocks all outgoing noise, so observers outside the ward hear nothing that is said by those inside the warded area. The ward blocks both normal hearing and the Listen weave.

Recovering Mana Points

Mana Points (MP) may be recovered by rest or sleep. Rest is defined as sitting or lying while undertaking no strenuous physical activity. Walking wouldn't count as rest, but sitting at a table reading, or riding a horse (trot or slower, No running!) would. Sleep is self-explanatory. While resting, a channeler will recover 5% of their total MP per hour, dropping fractions. While asleep, a channeler will recover 12.5% of their total MP per hour, dropping fractions – and will be fully rested and recovered after 8 hours of sleep. MP cannot be regained any other way.

Overexertion and Burnout

Every channeler has a limit to the amount of the One Power they can safely channel. In the Wheel of Time campaign, this is represented by **MP**. When the channeler runs out of MP, they are fatigued (but not totally exhausted) and have a –1 penalty to all actions. They can still channel, but it will draw more of their energy to do it. In game terms, the channeler can still use weaves, but they will draw from **END**. As the channeler's reserve of END drops, they become more and more exhausted, and risk permanent damage such as burnout, insanity or even death. The channeler suffers a cumulative –1 penalty for every 25% drop in END; this penalty applies to all rolls including weaving. At 10% or less of their END reserve, the channeler begins to be in danger of burnout. The chance is equal to 1% per MP of the weave used while END reserve is at or below 10% of normal. This can be rolled on percentile dice (2 ten-sided dice) or on 3d6, with every number equaling increments of 5%, starting at 3. If the die roll is equal to or lower than the target chance, then the channeler has burnt themselves out. This is functionally the same as stilling/gentling; the channeler can still sense the One Power, but cannot grasp it. Burnout can be healed the same way stilling/gentling can, if those weaves are available. Optionally the GM could impose some type of insanity upon the channeler, or Humanity Point loss, if the GM feels that burnout would be unfair. If the channeler keeps channeling, to below the limit of their END reserve, they begin to burn Hits equal to the MP cost of the weave. Upon hitting zero END, the channeler must make a Con + roll versus Near Heroic (20) Difficulty to remain conscious, otherwise they pass out and cannot be revived for 10d6 minutes. If the channeler is actually desperate enough to go this far, they are putting their very life in danger. For every Hit lost due to channeling, the channeler has a 2% chance per MP of the weave that they die on the spot! Also, the chance of burnout is increased to 3% per MP of the weave, making burnout

much more likely. Also, every 20% of Hits lost results in another cumulative –1 penalty to all actions. Any channeler that reduces their Hits to zero or less from channeling is automatically dead, with no chance of recovery – the Dying rules are suspended in this case. Channelers, you have been warned.

Summary of Burnout Rules	
Channeler runs out of Mana Points completely.	-1 to all actions.
For every 25% of END burned while channeling.	-1 to actions, cumulative.
Channeler reaches 10% or less of END reserve.	Chance of burnout or insanity equal to 1% per MP of weave used.
Channeler hits zero END from channeling.	Con + roll versus 20 Difficulty, or pass out for 10d6 minutes.
For every 20% of Hits burned while channeling.	-1 to actions, cumulative with previous penalties.
For every Hit lost due to channeling.	2% per MP of weave used that channeler dies immediately; 3% per MP of weave used that channeler suffers insanity or burnout.
Channeler reduced to zero Hits from channeling.	DEAD!

The Taint

As if the dangers of burnout and death aren't already enough, male channelers face an additional threat to their sanity and very life, the Taint. The Taint is a "coating" of evil which pervades *saidin*, the male half of the One Power and is the direct result of the Dark One's counterstroke during the sealing of the Bore by Lews Therin and the Hundred Companions. *Saidin* cannot even be grasped without feeling the Taint, which covers *saidin* like a layer of rancid oil. The Taint slowly affects male channelers, usually driving them insane within 3-5 years of the time they begin to channel. Even if a male channeler can hold on to his sanity, the Taint will eventually cause his flesh to rot off him while still alive. Insanity and death are assured for any male channeler, unless he is gentled. The Taint will no longer affect a gentled male channeler, although any effects that already took place (such as insanity) will remain. However, gentled male channelers don't usually live for more than a few years after their gentling – many take their own lives rather than live without being able to touch *saidin*.

In game terms, grasping and wielding *saidin* results in Humanity Point loss for a male channeler. Once every week (in game time) when the channeler grasps *saidin*, he must make a Will + roll versus a random Difficulty of 1d6 x 5 (the Dark One's influence varies). The Iron Will talent allows the channeler to add +5 to his roll. On a success, the channeler is unaffected by the Taint, this time. On a Critical Success, the channeler does not have to roll for 1d3 more weeks! On a failure, the channeler loses 1 Humanity Point. On a Critical Failure, the channeler loses 1d6 Humanity Points! Humanity Point loss due to the Taint is PERMANENT! There is no way to recover from the effects of the Taint. For every 10 Humanity Points lost, the channeler must take one roll on the Insanity Table. When the channeler reaches zero Humanity Points he goes totally, raving mad and begins to rot alive (losing 1 Body per week until dead). He will be trapped by delusions created by the Taint and will very likely kill everyone near him, including friends and loved ones whom he cannot distinguish from the delusions. The channeler should be taken over as an NPC at this point.

Summary of The Taint	
Once per week (game time).	Will + roll versus Difficulty of 1d6 x 5.
Iron Will talent.	Add +5 to channeler's roll.
Success.	No effect.
Critical Success.	Don't have to check for 1d3 weeks.
Failure.	Lose 1 Humanity Point.
Critical Failure.	Lose 1d6 Humanity Points.
Humanity Point Loss.	For every 10 HP lost, roll once on Insanity Table.
Channeler reaches zero Humanity Points.	Mad, mad, mad – roll up another character.

Insanity Table

Roll 4d6	Insanity	Description and effects
4	Acrophobia	Fear of heights. Person is at ½ their normal WILL and –2 on all actions when in high places.
5	Agoraphobia	Fear of open places. Person is ½ normal WILL and –2 on all actions whenever outside.
6	Alcoholic	Person becomes an alcoholic and must make a WILL roll vs. 15 to avoid drinking. Every 2 drinks reduces the alcoholic's WILL by 1.
7	Amnesia	Person forgets everything before the insanity took hold. Person will still have skills, but will not realize they do until reminded or they use them.
8	Anorexia	Person fears gaining weight and stops eating. Person will lose 1 Body per month to a minimum of ½ their original Body stat. If they can be convinced, or forced, to eat normally, the lost Body points will return within 1 month.
9	Claustrophobia	Fear of closed-in places. Person is ½ normal WILL and –2 on all actions whenever inside.
10	Catatonia	Person will, in times of stress, completely withdraw from reality and curl up into a senseless ball for 1d6 hours.
11	Dementia	Person becomes enfeebled, prone to babbling incoherently. Person must make WILL roll vs. 15 to be able to function normally in stressful situations, otherwise they simply glaze out and ramble around without direction or control until the stress is removed.
12	Depression	Person becomes extremely depressed and cannot be cheered up. Person loses 2 points from PRE.
13	Extroversion	Person is abnormally outgoing and will chatter like a magpie to anyone who will listen. They will also be prone to grabbing hold of people for dancing, or less moral activities. While the person's PRE is actually increased by 1, they do tend to get into a lot of trouble.
14	Introversion	Person is abnormally shy and will not voluntarily interact with anyone. They must make a WILL roll vs. 15 in order to talk to anyone and lose 1 point from their PRE.
15	Kleptomania	Person cannot help stealing regardless of the usefulness of the item. They must make a WILL roll vs. 15 in order to avoid stealing when given the chance (at a market, in a noble's house, etc).
16	Manic	Person is hyperactive. They tend to be everywhere at once and annoy everyone. They gain 1 point to REF, but lose 2 points of PRE.
17	Manic Depression	Person swings between Manic and Depression. At the start of every day roll 1d6: 1-3 the character is manic today, 4-6 the character is depressed today. Adjust stats accordingly.
18	Megalomania	Person becomes convinced of their ability to lead and rule. They will insist on leading even if they are obviously unfit to do so, and will become irritated if not outright hostile towards anyone who challenges their "right" to lead.
19	Paranoia	Person becomes convinced that "THEY" are after them. They see enemies everywhere and will not trust anyone, maybe not even their friends and family. A successful Persuasion test may convince the paranoid to trust them, but it never lasts.
20	Pathological Liar	Person cannot tell the truth, even if faced with overwhelming evidence that they are wrong.
21	Schizophrenia	Split personality. At the beginning of every day, roll 2d6 to see what insanity they have today: 2: Amnesia (temporary), 3: Catatonia, 4: Dementia, 5: Depression, 6: Extroversion, 7: Introversion, 8: Manic, 9: Manic Depression, 10: Megalomania, 11: Paranoia, 12: Pathological Liar.

22	Scotophobia	Fear of the dark. Person is ½ WILL and –2 on all actions while in dark places.
23	Minor Disorder	These are minor disorders that are not as serious. Roll 2d6: 2: Absent Minded – Person constantly forgets small things. 3: Allergy – Person develops allergy to some common substance. 4: Bites Fingernails – Annoying, but not harmful. 5: Narcissism – Person is obsessed with their appearance. 6-7: Nightmares – Person is plagued with nightmares. 8: Rash – Person breaks out in an harmless, but unsightly, rash. 9: Shaking – Person trembles constantly. 10: Stammer – Person develops a stutter when under stress. 11: Talks to Self – Person talks to themselves constantly. 12: Talks in Sleep – Person talks in their sleep constantly.
24	No Effect	Character got lucky. This time.

Note on Insanities

Why should Taint-ridden male channelers have all the fun? If you're feeling especially cruel, you could have characters lose Humanity Points for witnessing horrific or evil things. For every 10 HP lost, they would gain one Insanity. However, unlike Taint HP loss, this HP loss could be restored through therapy or drugs, although the Insanity would remain.

Learning New Weaves

A channeler can learn new weaves several ways. The easiest way is to be shown by another channeler of the same sex. Since a channeler can only see the flows of their own half of the One Power, cross-gender teaching is not possible. If one channeler is shown the creation of the weave by another, they only need make an INT + Concentration + roll versus a difficulty of 15 to learn the weave, although they must have 1 free **OP** in order to do this. If successful, the channeler will then have a skill level of 1 in that weave. If failed, the channeler loses the **1 OP** and may try again in one day. Another way to learn is by reading a description of the weave. Although not nearly as easy as being shown the weave, it is possible to learn a weave this way. The description must have been written by a channeler of the same sex or the weave will not work, or worse, may unravel or backlash causing injury, burnout or death. To learn a weave from a written description, the channeler must roll INT + Concentration + roll versus a difficulty of 22. If successful, the channeler spends **1 OP** and gains the weave at a skill level of 1. On a failure, the channeler loses the **1 OP** and must wait a day to try again. The last, and most dangerous, way to learn a weave is through experimentation. The channeler grasps the One Power, and creates and manipulates flows in new ways in order to create some desired effect. This experimentation can be extremely dangerous to the channeler, as a mistake could set the area on fire, cause tremors or otherwise create random, possibly dangerous effects. The channeler must first state what he or she is attempting to do. They then must describe how they are going to use the flows to pull it off (this is all role-playing). The channeler must then roll POW + Concentration + roll versus a base difficulty of 20. The difficulty is modified by several factors: +2 per additional flow required beyond the first, and +1 per 5 MP (round up) the weave will require. For example: A new weave uses only Spirit and will have a cost of 5 MP. With only 1 Flow and cost of 5 MP, the difficulty would be 21. For a weave that uses Air, Fire and Spirit, and has a cost of 30, the difficulty would be +4 for 2 additional flows, and +6 for 30 MP, giving a difficulty of 30. If the roll is successful, the channeler has figured out how to make a new weave (or just re-discovered a long-lost one). If failed, roll on the Weave Failure table below.

Summary of Learning Weaves	
Being shown a weave by another channeler.	INT + Concentration + roll versus Difficulty 15
Reading a description of a weave.	INT + Concentration + roll versus Difficulty 22
Success on above roll.	Spend 1 OP to gain skill level 1 in weave.
Failure on above roll.	Lose 1 OP and wait one day.
Experimenting with forming weaves.	INT + Concentration + roll vs. Base Difficulty 20.

Base Difficulty is modified by:	
For each Flow used beyond the first.	+2 Difficulty per Flow
For every 5 MP used (round up).	+1 per 5 MP
Success on above roll.	Spend 1 OP to gain skill level 1 in new weave.
Failure on above roll.	Lose 1 OP and roll on the Weave Failure table.

Weave Failure Table	
3-4	Channeler suffers power backlash and burns out, or gains an insanity!
5-7	Weave unravels very violently, causing a 6 DC Killing explosion over a 10 pace area.
8-10	Weave unravels violently, causing a 4 DC Killing explosion over a 3 pace area.
11-13	Weave unravels, causing 3 DC Killing damage to the channeler.
14-16	Weave unravels, causing 6 DC Stun damage to the channeler.
17-18	Weave collapses quickly, harming no one.

Linking

While a channeler alone can be powerful, they are even more powerful when **linked**. Linking merges the power of 2 or more channelers together. Channelers linked in a **circle** (the generic term for any linkage) are able to channel more of the One Power with a greater precision than if separate. Linkage does not combine the power of the linked channelers in an additive fashion, but the controller of the circle can pull power from all the linked channelers and weave it with a greater control. Linking is subject to a number of strictures however:

Only women can initiate a link. Men can join a circle, but cannot initiate one.

One who forms a link starts as controller, but can pass control to anyone in the circle, including a man.

Women can form circles of a maximum of 13, without adding any men.

Adding men to a circle allows the circle to add more women as follows:

Linking in a Circle	
# of MEN	# of WOMEN
0	13
1	26
2	34
3	42
4	50
5	58
6	66

Men can link with women in any numbers, so long as there is one more woman than there is men (example: 8 men, 9 women); except 1 man and 1 woman, and 2 men and 2 women. The maximum number of channelers that may be linked in any fashion is 72 (35 men, 37 women).

Circles with close balances of men and women are stronger than circles of mainly women and few men. A smaller circle of balanced women and men can surpass much larger circles of mostly women.

Linking has the following game effects, based on the type of linkage, subject to the strictures listed above:

Women linking with women, add +1 to all the controller's flowstrengths per 4 additional women in the circle, and the controller has access to a pool of **MP** equal to half the MP of all channelers in the circle added together.

The addition of a man to a predominantly female circle adds an additional +1 to flowstrengths, as well as half the man's MP, in addition to allowing extra women to join the circle. Additional women add to the circle as described above.

In balanced women-men circles, the effects are:

For every 2 channelers in the circle, add +1 to all the controller's flowstrengths and gives the controller access to a MP pool equal to the MP of all channelers in the circle added together.

So, as you see, even a small closely balanced circle of men and women can quickly surpass the power of even large mostly-women circles.

Unraveling a Weave

This paragraph should be untitled "Things to Never Do With a Weave". A weave that can be maintained or tied may be dropped at any time with no consequence to the channeler or anyone in the vicinity. The weave simply collapses upon itself and it gone. However, just as a weave can be woven, so can it be unraveled. Unraveling a weave is exceptionally dangerous and borders on the insane. While dropping a weave is safe, unraveling one can cause any number of lethal things to happen. Unraveling is very hard to do, as once it is started, all the flows will try to fall apart and must all be held onto until the weave is completely unraveled. Letting the flows go before the weave is completely apart is catastrophic. The benefits of unraveling a weave is that it leaves no residue behind that could be detected or traced. On the other hand, it's so ludicrously dangerous that it's almost not worth the risk. The only failed unraveling observed to date, the unraveling of a Gate, caused an explosion that destroyed EVERYTHING within ½ to 1 mile of the gate's location and caused a warping of the One Power for miles around the site of the unraveling. However, if the channeler wishes to ignore sane advice and attempt it, he or she must roll POW + Concentration + roll versus a difficulty of 25. Failure means the weave unravels too quickly and something very bad happens. How bad it is depends on the power of the weave being unraveled. A Heat weave may simply cause things to spontaneously combust around the area of the unravel, while a Travelling gate unraveling may obliterate everything around it. You have been warned.

Objects of the One Power

Many strange and powerful objects have been crafted with the One Power, most of them during the Age of Legends. Most knowledge of creating items with the One Power was lost in the Breaking and never regained. However many of these objects remain to this day. These items can be loosely grouped into one of five categories: Angreal, Sa'angreal, Ter'angreal, Power wrought items and *Cuendillar*.

Angreals

Angreals are items that enhance a channeler's ability to hold and control the One Power. An angreal allows the channeler to draw more of the One Power than they would normally be able to, allowing them to pull off greater feats with it. In game terms, angreals increase the channeler's **MP** and **Flowstrengths** anywhere from 1.5 to 3 times (typically). The Flowstrength increase is used to determine weave area and range only; skill rolls are still made using the channeler's unmodified Flowstrengths. So with a x2 angreal, a channeler with a score 5 in all Flowstrengths, and 25 MP would have 50 MP and a score of 10 in all Flowstrengths (for determining weave effectiveness) while channeling with the angreal, but would still make weave rolls with his unmodified Flowstrength of 5. Regaining MP while resting or sleeping is based on the channeler's unmodified MP total. Angreals are extremely rare and highly coveted by Aes Sedai. Angreals are made for a particular sex; males can't use female angreal, and vice versa.

Sa'angreal

Sa'angreals, just like angreals, enhance a channeler's ability with the One Power, but to a far greater degree. A sa'angreal enhances a channeler's ability almost exponentially compared to an angreal.

A “typical” sa’angreal (if there is such a thing) increases **MP** and **Flowstrengths** anywhere from 10 times to 100 times normal! Sa’angreals, like angreals, are made for a particular sex. Callandor is a good example of a sa’angreal in the upper range; it’s power is enough to allow a male channeler to raze a city with one blast – a Lightning Storm woven through Callandor would have a range of 1 mile and cover an area of 1000 paces (1 mile!) doing 10 KDC to everything within that area! The two great statue sa’angreal, in Tremalking and Cairhein, are off the scale. They could break the world again...

Ter’angreal

Ter’angreal are different from angreal and sa’angreal. Ter’angreal don’t enhance the channeler’s ability in the One Power. Instead ter’angreal perform a specific function when activated, usually with a small flow of the One Power, but not always. Some examples of ter’angreal are: the ter’angreal that produces the fancloth for the Warders’ color-shifting cloaks, the small figurines and disks that allow non-Dreamers to enter Tel’aran’rhiod, the Oath Rod Aes Sedai use to bind them to the Three Oaths, Mat’s foxhead medallion that deflects the One Power and the infamous Seanchan a’dam. Ter’angreal can be made to perform just about any function one can think of, although most knowledge of making them has been lost since the Age of Legends. Some known ter’angreal are listed below:

Ter’angreal	Function
A’dam	Allows a female channeler to completely control another female channeler. The controlled channeler cannot take any action against the controller and must comply or be faced with great pain or even death. The a’dam works automatically and requires no active flows to operate.
Aes Sedai Oath Rod	Binds the Three Oaths to all Aes Sedai. The oath bound Aes Sedai must obey the oaths, they cannot break them; but they may cleverly circumvent them. A trickle of Spirit must be channeled into the Oath Rod to make it work (1 MP).
Testing Arches	Ter’angreal archways which take prospective Aes Sedai to other worlds where they face their fears and desires. No one knows if the worlds are real or illusion, but they are dangerous. A circle of Aes Sedai channel Spirit to activate the arches.
Dream items	Small figurines or simple items that allow any channeler to enter Tel’aran’rhiod, even if they aren’t a Dreamer. They must be activated and maintained with a trickle (1 MP/hour) of Spirit (which can be channeled while asleep).
Bowl of Winds	Allows a circle of channelers to alter the weather worldwide. Requires a controller with knowledge of the Control Weather weave and Cloud Dancing talent. Requires substantial flows of Air and Water to operate.
Foxhead Medallion	Automatically destroys any weave that directly touches it or the person wearing it. The medallion can only stop those weaves that touch the wearer, such as wrap, gag, air carry, compulsion, etc. It won’t stop things created by a weave, such as lightning or fireballs. Also, the medallion will grow cold when it is stopping weaves. The medallion requires no flows to operate.

Power Wrought Items

Power wrought items are items created by or with assistance from the One Power, but don't fall into the above three categories. A typical example is a power wrought sword, fairly common in the Age of Legends. Power wrought weapons always stayed sharp, never rusted and were extremely hard to break. Although undoubtedly rarer, power wrought armor could still exist, that could protect the wearer better than normal armor and would never need repair or maintenance. Other items that don't fit into the first three categories can also be lumped here.

Item	Attributes
Power-wrought sword	+1 WA, +1 DC, never needs sharpened, won't rust
Power-wrought armor	+2 KD, won't rust or corrode

Cuendillar

Cuendillar, also known as Heartstone, is a substance created in the Age of Legends. *Cuendillar* is absolutely indestructible by any means, even Balefire. *Cuendillar* was used to form the seals that acted as the focus point for the weave that sealed the Bore. Many objects of *cuendillar* still exist today, many in mundane forms such as cups, vases or bowls. While not particularly practical, *cuendillar* is extremely valuable, fetching hundreds, if not thousands, of gold pieces for even a small piece of it. Some rare angreal, sa'angreal and ter'angreal (rarer even than normal ones!) are made from *cuendillar*.

Chapter 4: Shadowspawn, Creatures and Animals

Trolloc

INT	1	WILL	2	PRE	4	POW	7	REF	5
DEX	5	TECH	1	STR	6	CON	7	BODY	7
Punch	6D6	Kick	7D6	AV	9	DV	9	MOVE	7
Run	14	Sprint	21	Leap	7	Swim	3*	Stun	35
SD	14	Hits	35	REC	13	RES	6	END	70

Trollocs have various abilities based on their type:

Bear: Bite – 4 DC Killing damage, Claws – 2 DC Killing damage
Boar: Tusks – 2 DC Killing damage, Tough Hide – 2 KD
Eagle: Beak – 2 DC Killing damage
Goat: Horns – 2 DC Killing damage
Great Cat: Bite – 4 DC Killing damage, Claws – 2 DC Killing damage
Ram: Horns – 7 DC Stun damage
Wolf: Bite – 4 DC Killing damage

*Trollocs don't like running water and as a result aren't good swimmers.

Skills of Note: Weapon skill-4, Evasion-4, Stealth-3, Survival-4

Trollocs are bipedal animal-human hybrids of various types created and bred for the Dark One's armies. They are typically armored with leather or chain mail and carry a variety of weapons, most commonly swords or axes. Occasionally a rare Trolloc may carry a Thakan'dar blade (see Myrdraal). Trollocs belong to a warrior clan that serves to keep them organized in a cohesive whole. The Trolloc clans are: Ahr'frait, Al'ghol, Bhansheen, Dhjin'nen, Ghar'ghael, Ghob'hlin, Gho'hlem, Ghraem'lan, Ko'bal, Kno'mon, Dha'vol, Dhai'mon. Trollocs are organized in fighting bands of 100 called Fists. Trollocs stand between 8' to 10' in height, and weigh somewhere between 200 to 300 lbs.

Myrdraal

INT	4	WILL	4	PRE	8	POW	0	REF	7
DEX	6	TECH	2	STR	6	CON	7	BODY	7
Punch	6D6	Kick	7D6	AV	14	DV	11	MOVE	5
Run	10	Sprint	15	Leap	5	Swim	0*	Stun	35
SD	14	Hits	35	REC	13	RES	12	END	70

*Fear of Running Water (Frequent, Strong, Major)

Night vision, enhanced sight +2 Perception

Unaffected by impairing wounds. Myrdraal must be reduced to -7 Hits to die permanently and even then will thrash about until the sun rises or sets.

Communicate with and read the memories of rats, ravens and crows.

Fear Gaze – Presence Attack, 8d6. If 10 or greater than target Resistance, target loses initiative and won't attack unless forced to. If 20 or greater than target Resistance, target is frozen with fear, may not attack and is at half DV.

Shadow Walk – Myrdraal can teleport from one patch of shadows to any other patch of shadows within 50 miles.

Link with up to 50 Trollocs. Linked Trollocs gain the Myrdraal's INT of 4. The Myrdraal can compel the Trollocs even more than normal. However, if the controlling Myrdraal is killed all linked Trollocs immediately die.

Skills of Note: Weapon-6, Evasion-5, Stealth-5, Perception-5

Myrdraal stand about 6' to 6'4" and weigh anywhere from 150 to 180 lbs. They all look exactly alike, as if cut from a mold, and can only pass for human if wearing a hooded cloak. A Myrdraal's face is devoid of eyes, with only smooth, dead white skin where eyes should be. Myrdraal are known by many other names including, Lurk, Fade, Fetch, Eyeless and Neverborn. Myrdraal are always clad in black articulated plate armor (10 KD, locations 9-14), black gambeson (3 KD, locations 6-8) and black breeches and boots (3 KD, locations 15-18). Myrdraal are almost always (80%) armed with Thakan'dar swords. These deadly blades inflict wounds that can only be healed by the One Power, otherwise they fester within 1d6 hours, causing 1 DC killing damage per hour until healed or the victim is dead. Thakan'dar blades deal 3 DC killing damage (6 DC with STR), and have a WA of +1 (AV includes blade's WA).

Draghkar

INT	4	WILL	4	PRE	6	POW	0	REF	6
DEX	6	TECH	2	STR	4	CON	5	BODY	4
Punch	4D6	Kick	5D6	AV	8	DV	10	MOVE	4/9
Run	8	Sprint	12	Leap	4	Swim	4	Stun	20
SD	10	Hits	20	REC	9	RES	12	END	50

Flight – MOVE of 9, large bat-like wings.

Croon – 7d6 versus target Resistance. If 10 or greater than target Resistance, victim willingly approaches Draghkar. They know what is happening, but can't do anything about it.

Kiss – Drains 1 INT point from victim per phase. INT loss is permanent. When INT reaches zero, victim dies.

Skills of Note: HandtoHand-2, Evasion-4, Steath-6

Draghkar can only pass for human at a distance, where they resemble a tall, slender man wrapped in a cloak. When closer, there is no way to mistake their too-large all black eyes, bat like wings and evil beauty. Draghkar are not really suited for physical combat, as their light build is good for flight, no fighting. A Draghkar's main weapons are it's croon and kiss. A Draghkar's croon hypnotizes the victim into walking into it's embrace and than it's horrid kiss drains the victim's soul away. Even a brush of it's lips causes irreparable loss to the victim.

Darkhound

INT	1	WILL	4	PRE	4	POW	0	REF	5
DEX	5	TECH	0	STR	6	CON	7	BODY	8
Punch	N/A	Kick	N/A					MOVE	9
Run	18	Sprint	27	Leap	9	Swim	9	Stun	40
SD	14	Hits	40	REC	13	RES	12	END	70
Bite – 6 DC killing damage.									
Poisonous Bite – 4 DC killing damage per round.									
Dislike rain (Will + roll versus Difficulty 12 to overcome).									
Constantly emit stench of burning sulfur (Constant, Mild, Minor).									
Skills of Note: HandtoHand-5, Evasion-4, Tracking-5									
Darkhounds are pony-size hounds employed by the Dark One to track down his enemies. Darkhounds are almost as fast as a horse and have an extremely poisonous bite that usually kills their victims quickly and painfully. While they don't like running water or rain, it won't stop them if they're already on the trail. They are not good at stealth, as they constantly emit the smell of burning sulfur.									

Gholam

INT	2	WILL	4	PRE	4	POW	0	REF	7
DEX	7	TECH	2	STR	8	CON	8	BODY	8
Punch	8d6	Kick	9d6	AV	14	DV	13	MOVE	6
Run	12	Sprint	18	Leap	6	Swim	6	Stun	40
KD	16	Hits	40	REC	16	RES	12	END	80
Immune to the One Power. No weaves can affect a Gholam.									
Immune to standard (non power wrought) weapons.									
Vulnerable to silver (2 times damage).									
Malleable body – Can squeeze through spaces as small as 4” x 4”.									
Half damage from power wrought weapons; regenerate this damage at a rate of REC per minute.									
Skills of Note: HandtoHand-7, Evasion-6, Tracking-6, Sense OP-6									
Gholams were extremely rare creatures, even in the Age of Legends. They were created for the sole purpose of killing Aes Sedai. Gholams cannot be affected by the One Power in any way, this includes direct effects such as Fireballs or Call Lightning. They are also immune to damage from standard weapons, they simply cut into the Gholam with no effect. Gholams are very good at tracking their targets and can sense the One Power being used.									

Gray Man

INT	-	WILL	-	PRE	-	POW	-	REF	-
DEX	-	TECH	-	STR	-	CON	-	BODY	-
Punch	-	Kick	-	AV	-	DV	-	MOVE	-
Run	-	Sprint	-	Leap	-	Swim	-	Stun	-
SD	-	Hits	-	REC	-	RES	-	END	-

Soulless – The lack of a soul makes a Gray Man appear ordinary. So ordinary, that even the most searching gaze slides right off of them. To spot a Gray Man requires an INT + Perception + Roll versus Difficulty 22. This ability makes them the ideal assassin who can blend into any crowd and fade away quickly after making the strike. Gray Men (and Women) are ordinary people who have completely given away their souls to the Dark One. They have attributes and skills as appropriate for their previous profession.

Badger

INT	1	WILL	4	PRE	3	POW	0	REF	4
DEX	4	TECH	0	STR	2	CON	2	BODY	2
Punch	-	Kick	-	AV	7	DV	7	MOVE	3
Run	6	Sprint	9	Leap	6	Swim	6	Stun	10
SD	4	Hits	10	REC	4	RES	12	END	20
Bite – 1 DC killing damage.									
Bad Tempered (Frequent, Severe, Major)									
Skills of Note: Hand to Hand-3, Evasion-3									

Bear

INT	1	WILL	4	PRE	5	POW	0	REF	4
DEX	4	TECH	0	STR	8	CON	8	BODY	8
Punch	-	Kick	-	AV	11	DV	8	MOVE	7
Run	14	Sprint	21	Leap	7	Swim	7	Stun	40
SD	16	Hits	40	REC	16	RES	12	END	80
Bite – 6 DC killing damage.									
Claw – 4 DC killing damage.									
Tough Hide – 3 KD.									
Skills of Note: Hand to Hand-7, Evasion-4									

Boar

INT	1	WILL	3	PRE	3	POW	0	REF	3
DEX	4	TECH	0	STR	5	CON	5	BODY	4
Punch	-	Kick	-	AV	7	DV	9	MOVE	5
Run	10	Sprint	15	Leap	5	Swim	5	Stun	40
SD	10	Hits	40	REC	10	RES	9	END	50
Tusks – 3 DC killing damage. Tough Hide – 3 KD. Skills of Note: Hand to Hand-4, Evasion-5									

Cat, Domestic

INT	1	WILL	1	PRE	1	POW	0	REF	5
DEX	5	TECH	0	STR	1	CON	2	BODY	2
Punch	-	Kick	-	AV	9	DV	11	MOVE	3
Run	6	Sprint	9	Leap	3	Swim	3	Stun	10
SD	4	Hits	10	REC	3	RES	3	END	20
Bite – 2 points killing damage.									
Claws – 1 point killing damage.									
Skills of Note: Hand to Hand-4, Evasion-6, Climb-8									

Cat, Great

INT	1	WILL	3	PRE	4	POW	0	REF	6
DEX	6	TECH	0	STR	5	CON	5	BODY	5
Punch	-	Kick	-	AV	12	DV	12	MOVE	7
Run	14	Sprint	21	Leap	6	Swim	6	Stun	25
SD	10	Hits	25	REC	10	RES	9	END	50
Bite – 4 DC killing damage.									
Claws – 2 DC killing damage.									
Night Vision, Track by scent (AV-12)									
Skills of Note: Hand to Hand-6, Evasion-6, Climb-8									

Cattle

INT	1	WILL	2	PRE	2	POW	0	REF	2
DEX	2	TECH	0	STR	6	CON	7	BODY	9
Punch	-	Kick	7d6	AV	4	DV	5	MOVE	4
Run	8	Sprint	12	Leap	4	Swim	4	Stun	45
SD	14	Hits	45	REC	13	RES	6	END	70
Stampede – 1 DC killing damage per 2 cows in stampede.									
Skills of Note: Hand to Hand-2, Evasion-3									

Deer (Elk, Stag)

INT	1	WILL	1	PRE	3	POW	0	REF	5
DEX	5	TECH	0	STR	5	CON	5	BODY	5
Punch	-	Kick	-	AV	7	DV	12	MOVE	8
Run	16	Sprint	24	Leap	8	Swim	8	Stun	25
SD	10	Hits	25	REC	10	RES	3	END	50
Horns – 2 DC killing damage (only if really provoked).									
Half terrain movement penalty in woodlands.									
Skills of Note: Hand to Hand-2, Evasion-7									

Dog (Mastiff)

INT	1	WILL	3	PRE	3	POW	0	REF	5
DEX	5	TECH	0	STR	3	CON	4	BODY	4
Punch	-	Kick	-	AV	11	DV	10	MOVE	7
Run	14	Sprint	21	Leap	6	Swim	6	Stun	20
SD	8	Hits	20	REC	7	RES	9	END	40
Bite – 2 DC killing damage.									
Night Vision, Track by scent (AV-12)									
Skills of Note: Hand to Hand-6, Evasion-5									

Elephant

INT	2	WILL	4	PRE	6	POW	0	REF	2
DEX	2	TECH	0	STR	12	CON	15	BODY	15
Punch	-	Kick	-	AV	6	DV	5	MOVE	5
Run	10	Sprint	15	Leap	-	Swim	5	Stun	75
SD	50	Hits	75	REC	27	RES	12	END	150
Stomp/Trample – 12 DC killing damage.									
Prehensile Trunk.									
+20 SD.									
Skills of Note: Hand to Hand-4, Evasion-3									

Horse

INT	1	WILL	2	PRE	3	POW	0	REF	4
DEX	5	TECH	0	STR	8	CON	7	BODY	9
Punch	-	Kick	9d6	AV	7	DV	10	MOVE	10
Run	20	Sprint	30	Leap	10	Swim	10	Stun	45
SD	14	Hits	45	REC	15	RES	6	END	70
Bite – 1 DC killing damage.									
Afraid of fire, loud noises (Frequent, Severe, Minor).									
Skills of Note: Hand to Hand-3, Evasion-5									

Rat

INT	1	WILL	1	PRE	1	POW	0	REF	4
DEX	4	TECH	0	STR	1	CON	1	BODY	1
Punch	-	Kick	-	AV	6	DV	7	MOVE	2
Run	4	Sprint	6	Leap	2	Swim	2	Stun	5
SD	5	Hits	5	REC	2	RES	3	END	10
Bite – 1 point killing damage.									
Skills of Note: Hand to Hand-2, Evasion-3									

Swarm of Insects (Flying)

INT	1	WILL	1	PRE	1	POW	0	REF	2
DEX	2	TECH	0	STR	1	CON	1	BODY	5*
Punch	-	Kick	-	AV	-	DV	-	MOVE	5
Run	10	Sprint	15	Leap	-	Swim	-	Stun	25
SD	2	Hits	25	REC	2	RES	3	END	10
Bite – 1 DC killing damage automatic per <u>round</u> , ignores armor.									
*Swarms can only be driven off or killed by fire and smoke, normal weapons have no effect.									
Skills of Note: None									

Exotic Animals of Seanchan

Corlm

INT	1	WILL	3	PRE	3	POW	0	REF	6
DEX	5	TECH	0	STR	5	CON	5	BODY	5
Punch	-	Kick	-	AV	10	DV	10	MOVE	8
Run	16	Sprint	24	Leap	8	Swim	-	Stun	25
SD	10	Hits	25	REC	10	RES	9	END	50
Beak – 3 DC Killing damage.									
Track by scent (AV-14).									
Skills of Note: Hand to Hand-4, Evasion-5									
The corlm is a man-sized flightless bird trained to track. Since it is a predatory bird, it is quite capable of fighting. Seanchan handlers of corlm are known as morat'corlm.									

Grolm

INT	1	WILL	3	PRE	5	POW	0	REF	5
DEX	5	TECH	0	STR	7	CON	7	BODY	7
Punch	-	Kick	-	AV	11	DV	9	MOVE	8
Run	16	Sprint	24	Leap	8	Swim	8	Stun	35
SD	14	Hits	35	REC	14	RES	9	END	70
Beak – 6 DC killing damage.									
Claw – 3 DC killing damage.									
Tough Hide – 12 KD. A Grolm’s hide is tough enough to deflect even sword hits, and is armored everywhere except the eyes. The eyes may be struck with a called shot at –6 AV.									
Skills of Note: Hand to Hand-6, Evasion-4									
The grolm is a bear-sized creature that looks like a giant frog with claws, a beak and three eyes. It is typically used in battle against lightly armored infantry, both for it’s fighting ability and terror-inspiring appearance. Seanchan grolm handlers are known as morat’grolm.									

Lopar

INT	1	WILL	4	PRE	4	POW	0	REF	5
DEX	4	TECH	0	STR	8	CON	8	BODY	8
Punch	8d8	Kick	-	AV	10	DV	9	MOVE	6
Run	12	Sprint	18	Leap	6	Swim	6	Stun	40
SD	16	Hits	40	REC	16	RES	12	END	80

Punch – 8 DC Stun.

Crush/Rend – 4 DC killing damage.

Sprint +12p for up to 10 phases (total 30 for 10 phases).

Tough Hide – 3 KD.

Skills of Note: Hand to Hand-5, Evasion-4

The lopar is a large gorilla-like creature built very thick and powerful. The lopar is used both in battle against cavalry and as guards for high ranking Seanchan and their families. The lopar mostly moves on all fours but can stand up to 10' high, and can easily drag down mounted riders. Lopar can sprint as fast as a horse for short distances. Seanchan lopar handlers are known as morat'lopar.

Raken

INT	1	WILL	3	PRE	2	POW	0	REF	6
DEX	5	TECH	0	STR	4	CON	5	BODY	6
Punch	-	Kick	-	AV	-	DV	10	MOVE	2
Run	4	Sprint	6	Leap	2	Swim	-	Stun	30
SD	10	Hits	30	REC	9	RES	9	END	50
Flight – 14, 21 ncm.									
Can carry two small human size riders (Body 4 or less).									
Skills of Note: Evasion-5									
The raken is a large bird-like creature used by the Seanchan as flying scouts. A raken can carry 2 small human riders, one controls the raken the other acts as a scout – both are trained to fly the creature. Raken usually aren't used directly in battle as they are considered much more valuable in scouting and reconnaissance roles. A Seanchan raken handler is known as a morat'raken.									

To'raken

INT	1	WILL	3	PRE	2	POW	0	REF	4
DEX	4	TECH	0	STR	5	CON	5	BODY	5
Punch	-	Kick	-	AV	-	DV	8	MOVE	8
Run	16	Sprint	24	Leap	8	Swim	-	Stun	25
SD	10	Hits	25	REC	10	RES	9	END	50
Flight – 12, 18 ncm.									
Carry 2 human riders and 1000 lbs. of cargo.									
Skills of Note: Evasion-4									
The to'raken is a large bird-like creature used by the Seanchan as flying carriers. A to'raken can carry 2 human riders as well as up to 1000 lbs. of people or cargo. To'raken aren't used directly in battle, but are used to drop additional troops and supplies to the battlefield. A Seanchan to'raken handler is known as a morat'to'raken.									

Torm

INT	2	WILL	4	PRE	5	POW	0	REF	5
DEX	4	TECH	0	STR	9	CON	8	BODY	9
Punch	-	Kick	-	AV	10	DV	9	MOVE	10
Run	20	Sprint	30	Leap	8	Swim	-	Stun	45
SD	16	Hits	45	REC	17	RES	12	END	80
Bite – 8 DC killing damage.									
Claw – 3 DC killing damage.									
Scaly Hide – 10 KD.									
Skills of Note: Hand to Hand-5, Evasion-5									
The torm is a large, horse-sized creature that looks like a cross between a great cat and a lizard, with three eyes. The torm is used as a mount by the Seanchan. A torm is very particular about who it lets ride it and usually bonds to a certain rider. Although torm are formidable in battle, they aren't used to directly to attack opponents as they have a tendency to berserk, lashing out all around them. Seanchan torm handlers are known as morat'torm.									

EXPERIENCE

IMPROVING YOURSELF

Sooner or later, you will want to improve your Skills, Characteristics or Powers from the levels at which you purchased them at. There are several ways in which to do this:

Study & Practice:

You get a how-to book and start reading/practicing. Study is the hardest method, you have no idea of where to begin and no one to correct your mistakes. In general, it takes about 1 month of study to gain 1 point. The biggest limit to this method is that you can only improve your skill to a level of 3.

Being Taught:

Superior to book learning. The teacher must have a higher level of skill than the student and must have the time to teach (how long this takes is up to the GM). But even the most knowledgeable teachers may not be any good at transferring their knowledge; that's where the skill of Teaching comes in. The teacher averages his skill in the subject to be taught with his Teaching skill; he may then teach the student up to that level of skill. How long this takes is up to the GM, who can award points over the passage of time (usually 1-2 points per month).

Experience:

Still the best teacher. Whenever you do something really well, the GM may award you with 1-2 Option Points right on the spot. The problem is that these points are applied to the skill you were using to get the award. Therefore, if you want to get better in a skill you should use it very chance you get. Another way to improve Characteristics, Skills and other Campaign Options comes into play AFTER character creation; winning Option Points through adventuring with the character. There are two major ways to gain these points:

Role-playing:

While it isn't exactly part of the game reality, Referees should always reward their players for how well they play the character; after all, that's why we're doing this. Here are a few suggestions:

-Role-playing Award-

Player was clever, inventive, or role-played well 1, 2 pts.

Player solved a mystery or major point of plot 1 pt.
Adventure was resounding success 2,3 pts.
Base points for being in scenario 1, 2 pts.

Assigning Points:

The GM can also give out points for specific skills or attributes, or even assign those points to a particular Skill, Power or Perk as a bonus over and above the regular points for a session. We like to call this the "Radiation Accident Gives Player New Powers Rule," because it is best employed whenever a player undergoes a particularly meaningful adventure that may well change his life

Buying Stuff with Your Points

So the GM just dumped a whole load of points on you-great! But how do you use them? Much like real currency, all Option Points need to be cashed in to buy or improve Skills, Powers and Gear (even Characteristics with your GM's agreement)

To buy up Skills: ONE point for each LEVEL of the new skill . Example: To buy a skill from 3 to 4 would require 4 Option Points.

To buy up Characteristics: FIVE points for every one point of Characteristic improvement, plus the permission of the GM. Example: to improve your REF from 5 to 6 would require 5 Option Points and your GM's agreement. Not recommended for the Wheel of Time campaign.

To generate Cash: 1 Option Point equals \$100 (or other money unit, plus the GM's permission. Example: to gain \$500 would require 5 OP and your Ref's OK.

It's Christmas Time!

Experience is one of the most problematic parts of running a campaign. Too little, and your players become frustrated at not accomplishing anything; too much, and they become jaded because everything is too easy. One trick to maintaining both balance and excitement is to use the "Christmas" theory of experience; keep the awards relatively small from game to game, with a large award at the end of an entire adventure arc. The award should be in a discreet "Christmas Present"-a coveted vehicle (or points which can only be used to create a vehicle), "Special training" (where Skill points must go to a specific Skill area), or a "Radiation Accident" that provides points that create or improve specific powers.

THE RULE OF X

This is a very important option for Referees who want more control over their campaign's growth. The Rule of X is a simple way to set the overall power of the campaign, and to keep it at that level. The Rule of X for the Wheel of Time is **18**.

TIME, TURNS AND SPEED

Now that you've created a character, its time to use him or her in the gaming environment. This means learning how Time (and Turn Order), Facing, Distance and Movement work in the Fuzion system.

It's FUZION TIME!

Fuzion uses two ways of measuring time. The first, Role-playing Time, works just like it does in real life; dividing reality into seconds, minutes, hours, days, weeks, etc.

The Time Table

1 phase = 3 seconds
1 Round=12 seconds
5 Rounds = 1 minute
5 minutes
20 minutes

1 hour
6 hours
1 day

The second way, Combat Time, is far more exacting. In Combat, time is divided into 3 second combat PHASES. (*Note: In HERO, this is roughly equivalent to Speed 4.*) Anything that takes longer than a phase is considered to be a long action, and will take at least 12 seconds to complete. In extreme cases, you may even want to use minutes or hours to describe especially long actions.

Who Goes First?

Each Phase, every player (*who isn't unconscious or otherwise out of the fight*) gets to do something during the phase. But who goes first? This is decided by determining initiative. There are two Switch Positions for determining initiative:

Switch 1: (*better for group of characters vs. Ref-run melees.*) The character with the highest REF always acts first in a phase. They may also be allowed to hold their action (*see Wait under Advanced Actions*) and act later in the phase. The character with the next highest REF score acts next and so on. If the characters are still tied, then roll a die to break ties at the start of combat; the higher number goes first.

Switch 2: (*best for Character vs. Character melees*) At the beginning of each phase, each character rolls 3 dice and adds their REFLEX Characteristic. The character with the highest total acts first for that phase (*they are also allowed to hold their action and act later in the phase.*) The character with the next highest total acts next and so on. Roll an additional die to break ties; high number goes first. Once the phase order has been determined, each character takes their TURN. Then the next character gets a chance to do their action, until all characters have had their chance to act. Then the sequence begins again with a new phase.

So It's My Turn. Now What?

Once your turn comes up in the phase, you can start taking ACTIONS. Actions are basically things you can do within the span of a few seconds, like use a weapon, dodge, or even start an Action that may stretch over several phases (*like picking a lock*).

What Can I Do As An Action During My Turn?

You can do one thing each Phase. This could include:

ATTACK MOVE DODGE NON-COMBAT ACTION

Each one of these things would be considered an Action.

Free Actions

These are things you can do automatically, without spending any of your Actions. An example would be standing up, using Breakfall, maintaining a Power (*Darkness, Telekinesis, Force Field and Invisibility to name a few*) that's already been turned on, or any power that doesn't require a roll. To be sure, ask the GM of your campaign what Actions are free in his game.

DISTANCE AND MOVEMENT

Facing

Facing is the direction you are pointing. Since many Fuzion games are played "in head" (*without maps*), the rule is that you can face anything positioned forward of your shoulders.

When using a standard gaming hex map, characters can normally "face" through any three adjacent sides (*not corners*) of the hex they are standing in.

A Note about Using Figures

One reason we've used the meter-yards formula for computing distances in Fuzion is that it corresponds pretty well with a generic 6 foot character (*ok, a meter isn't exactly 6 feet, but for convenience's sake, it works well enough*). This allows you to use almost any size of figure in play-the actual figure becomes a

useful 2 yard "yardstick" to measure distances. Army men, action figures, even fashion dolls-anything can work with this simple scale system.

Line of Sight and Firing Arc

Facing is only part of the story. The other part is whether or not you can actually see (and attack) your intended target. This is called Line of sight.

Shooting Blind

When something is between you and your target, it blocks your line of sight. You may still shoot at it (assuming your weapon can penetrate the obstacle), but will have to attack blind (making a Perception Roll with a Difficulty Value determined by the GM. A successful roll allows you to shoot at a -2 to your REF; an unsuccessful roll increases this to -4.)

Partial Cover

An obstacle may also only partially block your line of sight, allowing you to try and shoot around it. Determine how much of your target is exposed, then reduce your Attack roll as below:

DISTANCE & MOVEMENT

Distance in Fuzion can be measured in either meters or yards (we admit to fudging the numbers a bit to allow us to use the same values for each; in reality a meter is slightly longer). Measurements will always be listed in both, usually with the abbreviation "m/yds". Either way, you should pick one unit of measure and stick with it.

The Wheel of Time campaign uses a custom set of measurements. The basic unit of distance is the **pace**, which is approximately 1 meter/1 yard. The basic unit of weight is the **pound**, which is the same as the English system pound. The other measurements are listed below:

Distance

1 pace = 1 meter/1 yard
1 span = 2 paces
1000 spans = 1 mile
4 miles = 1 league

Area

1 hide = 100 paces by 100 paces
(standard unit of measurement for land area)

Weight

10 ounces = 1 pound
10 pounds = 1 stone
10 stone = 1 hundredweight
10 hundredweight = 1 ton

Monetary

10 copper pieces = 1 silver piece
10 silver pieces = 1 gold piece

Movement is the distance a character or vehicle can move in a phase-this value is always determined by your MOVE characteristic. As a rule, there are two scales of Movement used in Fuzion. The first scale is Figurative Movement; the raw MOVE score compared to another MOVE to see which is faster overall. This is best for simple speed decisions.

The other is Literal movement; a measurement of actual distance. This is best for realistic distances. As a general rule:

Multiply the MOVE of the character or mecha by 2 m/yds per phase to determine its "combat" or "running" distance. Multiply the MOVE of the character or mecha by 3 m/yds per phase for its non-combat or sprinting distance.

Hint: We don't really recommend even bothering with literal movement above speeds of 50. Most of the time, you'll want to just use a general speed, determined as below:

To get KPH ground speeds, multiply the non combat or combat move of the object by 3 kph. Example: with a non combat move of 18, I run at 54 kph.

To get MPH ground speeds, multiply the non combat or combat move of the object by 2 mph. Example: with a non combat move of 18, I run at 36 mph.

Movement Rules

A few basic rules govern how you move during a phase:

In Fuzion, objects accelerate or decelerate at a rate of 10 MOVE per phase.

You may not move (or shoot) through any solid person, object or thing (see illustration above).

Your movement will be slowed by the type of terrain you cross over. Terrain is rated as Easy, Rough and Very Rough and reduces your overall MOVE characteristic in the following manner:

Note: that the roughness of the terrain doesn't mean that it's full of rocks; just that it's hard to cross. Rough terrain could include choppy waves, turbulent air, or light brush. Very rough might be mud, snow, ice or thick brush. Easy would be grass, sidewalks and open skies.

The terrain type is decided on by the GM, and is based on the majority of terrain you will be crossing over that phase. For example, if you ran over 4 m/yds of Easy terrain and 6 m/yds of Rough, the GM would probably rule that you were moving through Rough Terrain that phase.

TAKING ACTION

Whenever your character tries to do something (called taking an Action), there's always the question of whether he'll succeed or fail. Sometimes the task is so easy that it's obvious; for instance, taking a step forward without falling down. In those cases you'll just tell the GM what you're doing, and no die roll is needed.

But if you're trying to take a step on the deck of a ship pitching wildly in a driving rainstorm, walking might be very difficult indeed. That's where TASK RESOLUTION comes in. All tasks in Fuzion are resolved with the same formula: take the relevant CHARACTERISTIC and add to it the relevant SKILL, resulting in an ACTION VALUE [AV] Then add a die roll to your AV to create an ACTION TOTAL [AT]. Compare the resulting AT to a Difficulty Value. If you equal or exceed the Difficulty Value, you succeed!

The formula is:

**Your AV (CHARACTERISTIC+SKILL) + a DIE ROLL
versus the DV (DIFFICULTY VALUE) + 10 (or a DIE ROLL)**

WHICH CHARACTERISTIC DO I USE?

Usually common sense will tell you what Characteristic to use:

INTELLIGENCE Memory, problem solving

WILLPOWER Ability to face danger, fear, stress

PRESENCE Interactions with others

POWER Ability in manipulating the One Power.

TECHNIQUE Manipulating tools, instruments

REFLEXES Fighting and driving/control skills

DEXTERITY Physical Abilities. Dodging, athletics

CONSTITUTION Resistance to pain, disease, shock
STRENGTH Muscle mass and physical power
MOVEMENT Running, swimming feats
...or the GM can decide if it's in dispute.

WHICH SKILL DO I USE?

The GM will usually decide which Skill fits the task best. Example: when attacking with a weapon, use the Weapon Skill for that weapon or Hand to Hand if you're using your fists. If Driving a car, use your Driving Skill instead, and so on.

WHICH DIE ROLL?

This is one of the basic decisions you have to make before you begin playing Fuzion: what Dice should you use? While standard 6-sided dice are always used for damage, in Fuzion, you can use either 3 six-sided dice (the HERO Option) or one 10-sided die (the Interlock Option) for resolving actions. The GM should decide at the start of the campaign what kind of dice will be used; this will then be in effect for all characters within that campaign.

WHAT'S THE DIFFICULTY VALUE [DV]?

The DIFFICULTY VALUE [DV] is a number you must roll equal or higher than with your combined ACTION VALUE and a DIE ROLL. DIFFICULTY VALUES come in two flavors: OPPOSED and UNOPPOSED:

Opposed:

When attempting a task against another character, such as attacking someone, the DIFFICULTY VALUE (aka DEFENSIVE VALUE) is determined by the CHARACTERISTIC+ SKILL of the character opposing you.

Unopposed:

When attempting a task involving non-living objects or an ability, the DIFFICULTY VALUE is given to you by the GM, based on how tough he thinks the task is. These DVs do not add die rolls or a value of 10. They are determined by using the Universal Difficulty Value Table below:

Description	DV
Challenged	10
Everyday	15
Competent	18
Heroic	22
Incredible	26
Legendary	30

In general, if a character has a Heroic Characteristic and an Heroic Skill, he has about an even chance to succeed at a Heroic task. GMs should use these values as guidelines; feel free to use Modifiers to make it more or less difficult.

Difficulty Values, The Easy Way

If the GM doesn't have the Universal Difficulty Value Table handy, there's an easy way to get the right Difficulty Value: Ask the player for their Action Total, then assign a Difficulty Value in relation to that

total: A really easy task adds -4 or -3 to the DV, an easy task adds -2 or -1, a tough task adds +1 or +3, and a really tough task adds +5 or +6.

A DIE ROLL OR STRAIGHT 10?

Fuzion's unusual "parentage" offers you two ways to resolve the DV side of the outcome. The first is the HERO Option (from the [Champions side of the family](#)), which uses a straight value (10) instead of a die roll. This option gives your campaigns a more predictable feeling; once your skills are high enough, you can depend on almost always making the grade. Remember; when using this option, the Attacker should roll three six sided dice.

The second is the Interlock Option (named after RTG's core system used in [Cyberpunk and Mekton](#)), in which a 1D10 die roll is added to the Difficulty (aka [Defensive](#)) Value of the Defender. This option tends to give your campaigns a more unpredictable flavor; even the toughest characters will have to depend on Luck against an equally skilled opponent. Remember, when using this option, the attacker should always roll a single ten sided die. Either option works equally well and both are scaled to fit the Difficulty Value Table at left

Or Do You Even Need to Roll at All?

The GM can also choose to automatically count as a success any task where the player's Characteristic + Skill total already meets or beats the Difficulty Value.

USING YOUR SKILLS

Using your Skills is the most common kind of Action outside of Combat. The first step in using a skill is determining what Characteristic you're going to use and what Skill to pair it up with when you do something:

WHAT CHARACTERISTIC DO I USE?

In general, common sense should tell you which Characteristic to use for a particular task, or the GM of your campaign can decide if there's a dispute. However, the following guidelines will usually apply in almost any case:

The most important thing is to look at the type of task you're trying to perform first. This will determine the most applicable Characteristic upon which to base your Skill. One side effect of this method is that you may often find the same Skill being combined with different Characteristics, depending on circumstances and the way in which you want to use that Skill. For example, if you're playing a piece of music and trying to make it technically perfect, you might use your Technique characteristic in combination with your Performance Skill. But if you were trying to sway an audience to tears with the beauty of your playing, you could use your Personality Characteristic in combination with your Performance Skill instead. Each uses the same Skill, but each choice stresses very different aspects of using that skill!

WHAT SKILL DO I USE?

The overriding rule here is that the GM will always be the final arbiter of what Skill should be used to make an attempt at a task. Beyond that, common sense is the best guideline. If you're using a weapon, your Skill choice may be pretty simple; use the Skill that describes the weapon best. But if it's an interpersonal issue, you may be able to convince your GM to give you a lot more leeway; maybe your Social Skill may be far more useful in convincing the gang leader to release the hostages than your Persuasion, especially if you can call upon a little known gangland code that requires he honor your request! The ability to bend Skills around to fit circumstances allows you to use one of the best strengths of the Fuzion system: flexibility.

When You Don't Have a Skill

Sometimes, you just don't have a Skill to use. In these cases, there are two options the GM can use. The first is the Out of Luck option: you just don't get a Skill to add to your characteristic. You just don't know anything about what you have to do, and you're totally relying on a Characteristic and dumb luck ([a good time to use that LUCK you've been hoarding](#)).

The second route is the Cultural Familiarity option. In most societies, there are very few things that can be done that aren't described in some manner or other; people shoot guns in movies; legends describe how the hero used his sword, Tom Clancy novels tell all about how submarines work. Cultural Familiarity assumes

the more widely educated you are, the more chance you may have run across something relating to what you're about to attempt. Therefore, whenever you don't have a Skill that will apply, you can gain one point for every three points of Education you currently have. And since most people start with at least 2 points of Education, one point of ADDITIONAL Education may be enough to get you a start. Use of the above rule is, of course, subject to the decision of the GM.

IMPROVING Skill Use

Besides the basic ways of using skills, there are a few other variations that can improve your chances:

Trying Again

If you fail a Skill Check, you can't try again until your check has improved for some reason; you took longer, used a better tool, or made a complementary Skill Check.

Complementary Skills

A Complementary Skill Check is where the use of one skill directly affects the use of a subsequent skill. For example, if you were a singer and needed to sway a crowd, a very good Performance check would make the swaying ([Persuasion](#)) a lot easier. As a rule of thumb:

- 1) At the GM's discretion, a good roll in one skill may have a bonus effect on the subsequent use of a related skill. This bonus will be in a ratio of +1 additional bonus point for every 5 points the related skill succeeded by. Example: Sue wants to convince Bob to go out with her ([Persuasion](#)). By making a really good Wardrobe and Style roll, she could increase her Persuasion by dazzling Bob with her sexy wardrobe.
- 2) As a rule, this bonus will usually only affect a subsequent attempt once. One really high Wardrobe and Style roll won't allow Sue to convince Bob to marry her; it just helps get her the date. The rest is up to fate.
- 3) As a rule, this bonus should only involve the interaction of one skill attempt on one other Skill attempt.

Taking Extra Time

Taking extra time can also give you a bonus to your Skill Roll. For every level on the Time Table used beyond the amount of time the GM assigns to the task, add +1 to the Skill Roll. Example: The GM says a task will take 1 minute. If the character takes 5 minutes to perform the task, he gets a +1 bonus to the Skill Roll.

The Time Table
1 phase = 3 seconds
1 Round = 12 seconds
5 Rounds = 1 minute
5 minutes
20 minutes
1 hour
6 hours
1 day

Critical Success

A critical success is when you get lucky and manage to succeed at something you normally would have no chance in Hades to accomplish. In game play, this is simulated by allowing you to roll additional dice which are then added to the original roll to enhance it's effects. The rules for this depend on which dice option you are using:

- **If you're rolling 3D6:** On a natural roll of 18, roll two additional D6's and add this result to your original roll.

...and Critical Failure

Sometimes even the best of the best have a bad day.

- **If you're rolling 3D6:** On a natural roll of all 1's, roll two additional D6's and subtract the result from your first roll.

Performing Actions

In Fuzion, each player can perform one action per phase. But what kind of actions can you perform when your chance comes up? And how do they all work together? In general, there are two kinds of Actions in Fuzion: Basic Actions, which are simple descriptions of tasks you'll want to perform during your turn, and Advanced Actions, which represent more sophisticated maneuvers that add strategy and tactics to your game play. Both have advantages; Basic in speed, Advanced in subtlety.

The following section discusses Basic Actions a character can perform, each explained. Advanced Actions are described on the following page in their own section. Both also have useful summary pages to recap what each action means.

BASIC ACTION DESCRIPTIONS

Attack: Use a weapon, power or physical combat skill to harm an opponent. There are many modifiers that can affect your chance to do this. Specific weapons may have other modifiers to take into account as well.

Block: (or Parry) Use this Action to deflect attacks. In general, this means stopping a specific Melee or Hand to Hand attack in addition to your normal Defense Value. When Blocking an attack, make a Hand to Hand Defense or Melee Defense roll against the roll which your attacker already got past your defense roll. If the roll is successful, the attack is blocked. After being blocked, the attacker is put off balance, and must act after the target next phase regardless of normal turn order.

This is a good time to introduce the Rock, Papers, Scissors Rule of Blocking. As a general rule, certain defenses can be used to physically block certain kinds of attacks; against other attacks, these defenses are worse than useless. (You could lose an arm!)

As a rule of thumb, always remember:

Wood damages Flesh

Metal damages Wood

Energy damages Metal

Dodge: Use this Action to make yourself harder to hit. Instead of attacking, you may declare that you are actively dodging and gain +3 to your Defense Value against all attacks that Phase.

Get Up: Use this Action to stand up after being knocked down.

Grab: Use this Action to get a grip on an opponent, a weapon, a gadget, or something else. A successful Grab allows the attacker to hold, pin, choke or throw his opponent; he may also attempt to grab a weapon from his opponent's grasp. Use an Opposed Skill check to see if you can break out of a Grab (use STR Characteristic plus Hand to Hand, Athletics or Martial Arts whichever is highest); the attacker suffers -2 to his roll. When Grabbed, both grabber and grabbee are -3 DEX to all other attacks. The grabber can choose to do his full STR in damage to the grabbee each turn.

Run (Combat Move): Allows character to move up to their full Running Characteristic that phase.

Sprint (Non-Combat Move): Use this Action to move faster each phase-up to your full Sprint speed, but at 1/2 DEX and 0 REF while doing so.

Other Action: Use this Action for anything not covered by other Actions, like reloading, taking off your shirt, opening a door, or anything else you can think of. How long an Other Action takes is up to the GM; they may well decide that what you describe takes several rounds to perform, or it may have modifiers on your DEX. Some common Other Actions: drawing a weapon, getting into or out of a vehicle (or mounting or dismounting from a horse), transforming, and clearing a jammed weapon. All of these Actions take up your full phase.

Throw: This allows the attacker to use a thrown weapon (grenade, bottle, mug, small car). The object must be liftable by the character, and may be thrown using the character's Athletics Skill. Improvised, non-aerodynamic objects can be thrown at a -4 penalty. If the character is throwing something larger than 4 square m/yds (roughly 2x2), it can be treated as an area attack.

TURN SEQUENCE SUMMARY

Each Phase, roll one die and add your REF. During this 3-second segment, do the following:

[A] Choose Your Action You have 1 Action each Phase. These actions can be Attacks or involve other types of activity. If attacking go to [B]; if not, skip down to [D].

[B] Check Line of Sight You can attack anything positioned forwards of your shoulders, as long as nothing else is in the way.

[C] Check Range Each attack has a range, listed in meters/yards. If using figures, assume one figure is equal to 2 meters (or @6 feet) of range from top to base. If you are in range, you can attack.

[D] Resolve Action See Taking Action [pg.141]. In general, roll 1die and add to your Characteristic + Skill. If the action was an Attack, go to [E]. If not, go on to NEXT PHASE [F].

[E] Resolve Damage If you hit, roll a number of 6-sided dice equal to the Damage Class.

[F] Go to Next Phase Start again with the process.

ADVANCED ACTIONS

These are other Actions you can take besides the Basic ones. Remember that even this list is only a fraction of the possible maneuvers you may want to invent or add to your campaigns.

Advanced Action Descriptions

Abort: Characters who are being attacked, and who have yet to take their turn, may 'abort' to a defensive maneuver (Block, Dodge, or Dive For Cover) using their upcoming action. Characters continue to do this defensive action until they can act again in the next phase.

Aim: This action allows you to improve your chances to hit with a ranged weapon (only). Each action taken aiming adds +1 to your attack, up to three actions total. Aiming assumes a steady, braced position, no movement, and a clear chance to track your target.

Choke Hold: A two hand or one arm Grab maneuver (unless you're really big and your GM allows you to use one hand or arm). Once a successful Choke hold is established, the choker will do 2D6 in killing damage unless the Choke is broken by the victim.

Disarm: On a successful Attack roll, you have a chance to knock something from the opponent's hand at no penalty. The attacker gets a STR + Hand to Hand roll versus the defender's STR + Hand to Hand roll; if the attacker wins, the defender drops the weapon. Use the area effect table to determine where the weapon falls, with your opponent in the center.

Dive For Cover: This action allows you to get out of the way of explosions and area effect attacks. You make a Defense roll (using an appropriate Hand To Hand or Athletics roll if allowed by the GM), against a Difficulty Value based on the distance (base of 8 for 1m +1 difficulty for every extra 1 m/yds). If the roll is failed, you didn't dodge fast and/or far enough and were caught by the attack effects. Diving for cover can be performed by holding an action (just in case) or by aborting to your next action if you have not yet taken your turn.

Draw & Attack: By declaring this action at the start of the round, you are effectively trying to "fast draw" on your opponents. This allows you to draw and use a weapon in one action, instead of the normal two, but imposes a -3 penalty on your attack.

Entangle: This allows the character to use any entangling type of attack (whips, nets, tentacles, etc) to immobilize an opponent. The attack is made using the skill for that weapon against the target's defense roll.

An entangled character must act as though a Grab has been made; he can't move or attack until he escapes.

Escape: This is the action of freeing yourself from physical holds, chokes, entanglements or simple traps (like snares or nets). This requires a separate roll using your STR+ Athletics (or Hand to Hand skills) against the holder's Athletics (or Hand to Hand) skills plus their Strength. Example: Although Fox's Athletics is 7, her STR is only 3. Brick's Athletics is only 3, but his STR is 10. The extra 3 point edge easily allows Brick to hold Fox immobilized. If pitted against a trap, you will use your STR + Athletics Skill against a Difficulty Value set by the GM. On a successful roll, you are free of the hold and may move again. Hand to Hand or Tech-based Skills may also be used in default of Athletics if the GM agrees.

Haymaker: You throw caution to the wind and put everything into a single full-out physical move (a swing, punch or blow). This gives you a damage bonus of +3 dice, but imposes a -3 penalty to hit (because you're not worrying about keeping your balance or aiming, etc.).

Move By: This action lets you use up to your full Move and make a Hand-to-Hand or Melee attack (only) at any point along that movement, at a penalty of -2 to your REF and DEX. You do your half STR damage plus 1 die for every 10m/yds moved. You will also take one third of that damage yourself.

Move Through: This action lets you use up to your full Move and make a Hand-to-Hand or Melee attack (only) at the end of that movement, at a REF penalty of -1 for every 10m/yds moved and -3 to DEX. You do your STR damage plus 1die for every 5m/yds moved. You also take half that damage yourself.

Recover: Recovering gives you back Stun (and Endurance, if using that Derived Characteristic) equal to your Recovery score. If you choose to Recover for your action, you can do nothing else that phase. If you suffer damage while recovering, you may not recover Stun points that phase. You are at -5 DEX while Recovering.

Sweep/Trip: You put out a foot and send him sprawling. On a successful Hand to Hand roll, the attacker is knocked to the ground. He will be -2 to his next attack, you will gain +2 on your next.

Wait: Allows you to interrupt another player's actions during their turn. Waiting is best used when you want to wait until an opportunity exposes itself. To Wait, you must announce, when your part of the phase comes up, that you are planning to Wait. The important word to include in this announcement is until, stating what condition must be met before you will act. An example might be, "I wait until Bob moves." or "I wait until I can see the whites of his eyes." If the conditions of your wait are not met, you must stand there, waiting, until the next round. When the specified condition has been met, you can elect to interrupt someone else's action immediately; after all, this is what you have been waiting for. An example would be: "I wait until my opponent pops his head up from behind the wall, then I'll shoot." The moment your opponent pops up to shot at you (his action), you could then interrupt and fire. You need not roll to interrupt; it's automatic. This can also be used to cover an opponent-i.e.; hold a ready weapon on him-you interrupt his action (BANG!) if he attempts to escape.

LIFTING & THROWING

Strength FEATS

One action that doesn't fall into the realm of the everyday in Fuzion are feats of strength. This is one place where reality must compromise with fiction, since many Fuzion settings deal with superheroes as well as more realistic types.

It's pretty obvious that "entertainment" physics isn't like regular physics. That's why the Strength table (below) can be "dialed" to suit the reality level of your campaign.

Wheel of Time Strength Modification: -1

The Strength table below is for deadlifting the weight to waist (or dragging it). Pressing it overhead would be half of your Lift, carrying (at 1/2 normal MOVE), pushing or lifting it for throwing would be reduced to one fourth of the listed weight.

STR Lift in Kilograms Lift in Pounds Example		
.5	36kg/72lbs	Small Child
1	50kg/110lbs	Child
2	72kg/158lbs	Adult female
3	100kg/220lbs	Adult male
4	144kg/317lbs	
5	200kg/440lbs	Lion
6	288kg/634lbs	Motorcycle
7	400kg/880lbs	
8	575kg/1,265lbs	Small Car

Pushing

In a campaign like Champions, where Endurance is used, the GM may allow characters to exert extra effort in emergencies; this pushing allows the characters to increase their STR up to a maximum of two additional levels. Pushing costs 5 points of END per phase for every extra level of STR you are calling upon; when you run out of END, you burn STUN points instead, until you pass out. The GM may even allow greater pushes (over 2 extra STR) in extraordinary circumstances, by requiring a successful WILL + Concentration roll be made at the time.

Throwing stuff

Another area where the everyday goes beyond reality in some Fuzion settings is throwing. For when superhumans and demigods start tossing cars around, throwing stuff can get a lot more interesting:

1) Compare the weight of the object to the closest approximate weight on the Weight Modifier table.

Important: You must be able to lift the object in order to throw it (no cheating!).

2) Subtract the Throw Modifier value from your current Throw (STR+4). Add +1 if the object is aerodynamic; also add +1 if it's balanced for throwing. Find your new Throw on the Distance Table (below) to determine how far you can throw the object. If the Throw is below .5, you can't throw it.

Throw Table	
.5	2m
1	6m
2	14m
3	24m
4	36m
5	50m
6	66m
7	84m
8	104m
9	125m
10	150m
11	240m

Throw Modifier Table		
Weight (Kg/Lbs.)	Example	Modify Throw

Less than 2kg	Baseball	-0
2kg/4lbs		-1
4kg/9lbs		-2
9kg/20lbs		-3
18kg/40lbs		-4
36kg/72lbs	Small Child	-5
72kg/158lbs	Adult Male	-6
143kg/317	Manhole Cover	-7
287kg/634lbs	Motorcycle	-8
575kg/1265lbs	Car	-9

Martial Arts

Martial Arts are fairly rare in the Wheel of Time. Only the Aiel have a truly formalized martial arts style of hand to hand combat. Aiel martial arts style includes the abilities listed below.

Basic Strike: The character has been trained in how to deliver an attack with greater force than a normal punch. They add 1D6 to their normal STR-based damage, +2 to DEX.

Break Fall: The character has been trained how to fall without hurting himself, and can roll to his feet from most falls.

Killing Strike: This attacks allows the character to do killing damage attacks without using a weapon. A Killing Strike can be striking a limb to break it, a throat or kidney punch, the classic "karate chop," or any other appropriate type of blow.

Martial Block: This is a trained block. A character with this maneuver is very good at blocking melee attacks. Adds +2 to DEX, REF

Martial Disarm: The character has been trained to knock weapons (and other objects) out of his foes' hands. A disarm will only affect items that are held with one hand; two-handed objects must be grabbed away. +2 to STR during the maneuver.

Martial Dodge: You've practiced getting out of the way of attacks. This dodge will work against ranged as well as melee attacks. Adds +5 to DEX for dodging purposes that phase

Nerve Strike: This is a strike targeted at the vulnerable nerve clusters of the human body. As such, the target does not get his SD versus this attack. Since a good deal of accuracy is needed to land these blows, the attacker must spend at least one round aiming at his target before using this attack. Does 2D6 damage, at -2REF

Offensive Strike: This is an all-out attempt to mangle your target. An Offensive Strike covers a flying kick, a full-out hay-maker punch, or any other full out style attack. Adds +2D6 to basic strike, at -2 REF, +1 DEX.

MELEE & HAND-TO-HAND ATTACKS

Strike-this basic Attack Action includes punches and kicks, as well attacks using swords, clubs, knives and other melee weapons. In general, a strike can be defined as any attack made with a body part or that is powered by the strength of the body. The simplest Attack, it involves only four steps: Facing, Range, Line of Sight and Modifiers.

FACING & RANGE

Facing is the direction you are pointing. Since many Fuzion games are played "in head" (without maps), the standing rule is that you can clearly face anything that is positioned forward of your shoulders. When using a standard gaming hex map, characters "face" through any three adjacent sides of the hex they are standing in.

Range:

Can I Reach Out and Smack It?

As a rule, Melee attacks can hit any target within 4m/yds of you; this defined as MELEE RANGE. Polearms and other long melee weapons can hit anything within 6m/yds of you; this is Extended Melee Range and is applicable only to these weapons.

Line of Sight:

What's in the way?

Line of sight deals with whether anything's between you and your target.

Line of sight can either be:

Clear There's nothing in the way; go ahead and swing.

Obscured There's something that may block a clear view, but won't block a swing, such as smoke, or darkness. You can't see who you're fighting (the enemy is invisible, in darkness, in ambush or because you're dazzled), each phase you must make a Perception Roll (GM sets the Difficulty Value) If the roll is successful, the penalty is --2 to all subsequent Attack and Defense Values that phase. If the Perception roll is unsuccessful, the penalty increases to -4.

Blocked There's something in the way that you can't get through. Or, if the target is only partially blocked, swing at what you can reach. Determine how much is exposed, then modify your roll .

Cover Modifier

Half Body -1

Head and Shoulders Only -1

Head only -2

Behind someone else -2

Modifiers:

What Are My Chances to Hit?

Combat Modifiers take into account the conditions of the battle. Modifiers are always applied to Offensive Rolls. You may use some, none, or all of these rules:

Situation Modifier

Moving target -1 per 10m/yd target moves

Aimed body shot chest [-1], vitals, head [-6] , legs, hands, feet [--4]

stomach [--5] arms, shoulders, thighs [--3]

Blinded by light, dust -4

Tiny Target (bullseye, 1-3") -3

Small Target (1 foot or smaller) -2

Improvised weapon (rock, bottle, small girder) -2

A Special Modifier:

Surprise! It's an Ambush!

An attack that surprises the target, such as an ambush or a backstab, gives the Attacker a +5 Offensive bonus for that attack (but no initiative bonus).

To lay an ambush requires the following conditions:

The opponent is unaware of your location and intention to attack. He may only detect you with a successful Perception roll.

The opponent's attention is distracted or focused on another situation, such as another attack or a difficult task.

Making The Attack

In combat, the Attacker combines his Skill in his chosen Weapon or Hand to Hand skill with his REF and a die roll to create an Attack Total. He may also have to add or subtract certain modifiers from this Attack Total to determine the final outcome. Example: an attacking character with a REF Characteristic of 5 a Hand to Hand Skill of 6 and a die roll of 6 has a Attack Total of 17. A -2 mod for an aimed shot in turn brings this down to 15.

The Defender combines his DEX, Athletics (or another skill like Fencing or Hand to hand if GM permits) skill and a die roll (in HERO, a flat value of 10 can be substituted for the roll) to produce a comparable Defense Value. Example: a character with DEX of 4, an Athletics skill of +6 and a die roll of 3 has a

Defense Value of 13. The two rolls are compared; if the Attack Total is equal or greater than the Defense Value, you hit!

A Built-In Modifier: Weapon Accuracy

Weapon Accuracy [WA] reflects the difference in quality between weapons, and their effect on their user's abilities; the better and easier to use the weapon, the better you use it (and the worse the weapon...). WA's are used in the Wheel of Time. To use them, just apply the WA to your Attack roll as with any other Modifier.

MELEE WEAPONS LIST

Following is a list of melee weapons found in the Wheel of Time campaign including, Damage Class (how many 6 sided dice it throws for damage), Accuracy Modifier, the Minimum Strength required to use the weapon, the weight and cost of the weapon and any special notes about the weapon.

Weapon	WA	DC	Min STR	Wt. (lbs.)	Cost	Notes
Dagger	+1	1	1	1	2sp	
Knife	+0	1	1	.5	5cp	
Short Sword	+1	2	2	3	5sp	
Rapier	+1	2	3	3	2gp	Armor Piercing
Long Sword	+1	3	3	4	1gp	
Broad Sword	+0	4	4	5	15sp	
Bastard Sword	+0	5	5	10	2gp	1 ½ Hands
Two-Handed Sword	+0	6	6	15	3gp	2 Hands
Hand Axe	+0	2	3	4	2sp	
Battle Axe	-1	4	4	8	8sp	
Great Axe	-1	5	6	12	12sp	2 Hands
Mace	+0	2	3	5	4sp	
War Mace	+0	3	4	8	8sp	
Great Mace	-1	5	6	12	12sp	2 Hands
Hammer	+0	2	3	4	2sp	
War Hammer	+0	3	4	8	8sp	
Great Hammer	-1	5	6	12	12sp	2 Hands
Short Spear	+1	3	3	5	8sp	
Long Spear	+1	4	4	8	15sp	2 Hands, 4 pace reach
Quarterstaff	+1	3	3	4	1sp	2 Hands, Stun
Lance	+0	6	6	15	2gp	Mounted only, 6 pace reach
Pike	-1	5	5	12	1gp	2 Hands, 6 pace reach
Bill	-1	4	5	15	15sp	2 Hands, 6 pace reach, Unhorse
Halberd	-1	6	6	15	15sp	2 Hands, 6 pace reach
Whip	-1	1	2	2	4sp	4 pace range, Entangle

WEAPON QUALITY

Not all weapons are identical. The attributes and price of the weapons above reflect an average quality weapon. A poorly made weapon or exceptional weapon will have very different attributes and prices!

Weapon Quality – Melee Weapons

Quality	Cost Modifier	Attribute Modifiers
Poor	x .5	-1 WA, -1 DC, 10% chance of breakage per hit or parry
Fair	x .75	-1 WA, 5% chance of breakage per hit or parry

Average	x 1	As listed
Good	x 5	+1 WA
Exceptional	x 10	+1 WA, +1 DC (doesn't count toward maximum DC)

RANGED COMBAT

Ranged Combat occurs whenever you shoot at something. In general, if it strikes the target from a distance, it's Ranged Combat.

Line of Sight:

Is there anything in the way?

Line of sight deals with whether anything's between you and your target.

Line of sight can be:

Clear There's nothing in the way; go ahead and shoot.

Obscured There's something that may block a clear view, but won't block an shot, such as shrubbery, smoke, or darkness. If a character can't see who they are fighting (enemy is invisible, in darkness, behind cover, in ambush or the character is dazzled), each phase they must make a Perception Roll (Difficulty Value determined by the GM) On a successful roll, the penalty is -2 to all Attack and Defense Values that phase. This increases to -4 with an unsuccessful roll.

Blocked There's something in the way that you can't shoot through. If the target's only partially blocked; you can try to attack what you can reach. Determine how much is exposed, then reduce your Attack Total:

Cover	Modifier
Half Body	-2
Head and Shoulders only	-3
Head only	-4
Behind someone else	-4
Target prone	-2
Target crouched or kneeling	-1

RANGE:

Is it Close Enough to hit?

In Fuzion, "shooting" ranges aren't based on how far the gun can shoot, but on how easy it is for a marksman to clearly see a target (if you can't see it, you're firing blind no matter how far your gun reaches). This means that weapon ranges tend to overlap until they reach their Extreme ranges; as reflected in the table below. The Modifiers for each range are listed in [brackets] as well:

Melee [+0] Within 4m/yds or less of the target. This is also basic Melee and Hand to Hand range.

Close [-2] Within 10m/yds of the target.

Medium [-4] Within 50m/yds of the target.

Long [-6] 51m/yds up to the listed range of the weapon.

Extreme [-6, plus -1 for every full 50m/yds past listed Range. If listed range is < 50m/yds, -4 applies to distances between Close range and listed range.] This can be "bought down" by aiming, using scopes, bracing and other things. Example: a rifle has a listed Range of 400 m/yds. If I shoot something at 600m/yds, that raises the range modifier from -6 to -10).

NUMBER OF SHOTS & RATES OF FIRE:

Unlike Melee weapons, most ranged attacks have a limited number of Shots (arrows, bullets, charges, etc.); this will usually be listed in the attack's description.

Modifiers:

What Are My Chances to Hit?

Combat Modifiers take into account the conditions of the battle. Modifiers are always applied to Attacks.

You may use some, none, or all applicable modifiers to make the combat in Fuzion more exciting and realistic.

Situation	Modifier
Moving Target	-1/10m the target moves
Target Silhouetted	+2
Vehicle mounted, no turret	-4
Aimed shot – chest	-1
Aimed shot – vitals, head	-6
Aimed shot – legs, hands, feet	-4
Aimed shot - stomach	-5
Aimed shot – arms, shoulders, thighs	-3
Firing shoulder arm from hip	-3
Aiming	+1 per phase, up to +3 maximum
Braced	+2
Tiny Target (bullseye, eye, vital)	-6
Small Target (less than 1m, limb)	-4
Large Target (trees, cars)	+2
Very Large Target (planes, side of barn)	+4
Surprise Attack	+5
Target Prone	-2

A Built-In Modifier: Weapon Accuracy

Weapon Accuracy [WA] reflects the difference in quality between weapons, and their effect on their user's abilities; the better and easier to use the weapon, the better you use it ([and the worse the weapon...](#)). WA's are used in the Wheel of Time. To use them, just apply the WA to your Attack roll as with any other Modifier.

Making the Attack

In combat, the Attacker combines his Skill in his chosen Weapon with his REF and a die roll to create an Attack Total. He may also have to add or subtract certain modifiers (such as range, cover, etc.) from this Attack Total to determine the final outcome. Example: an attacking character with a REF Characteristic 5 a Bow Skill of 6 and a die roll of 6 has a Attack Total of 17. A -2 modifier for range in turn brings this down to 15.

The Defender combines his DEX, Ranged Evade skill and 10 (or a die roll in the Interlock option) to produce a comparable Defense Value. Example: a character with DEX of 4, an Ranged Evade skill of +6 and a die roll of 3 has a Defense Value of 13. The two; Attack Total and Defense Value, are compared. If the Attack Total is equal or greater than the Defense Value, the attack succeeds.

Vehicles: When attacking a vehicle, the attacker will use his skill with the appropriate vehicle weapon or vehicle attack skill (such as Gunnery or Heavy Weapons). He attacks as usual, opposing his target's skill in controlling the vehicle (such as Driving or Piloting). The resolution is completed the same as all other Combats.

Targeting Against Range: Sometimes, you need to hit an apple, or a tree or something else without Skills or Characteristics. In these cases, the GM will set a Difficulty Value based on the range.

Range	Difficulty
Melee (4m or less)	4
Close (10m or less)	8
Medium (50m or less)	12
Long (Out to listed range)	16
Extreme (Beyond listed range)	16, +2 per 100m

SPECIAL ATTACKS

Area Effect Attacks

Area Effects are attacks (Weaves or fireworks) that strike an area rather than a character. The area affected depends on the kind of attack made and will always be described as part of its description or construction. The outcome is determined by each defender in the area defending against a single attack total; those who fail take damage.

Explosions

For these, the attacker rolls against a Difficulty Value assigned by the GM (see). Characters take the damage in the ratio of 2 less points for every m/yd they are away from the center of the attack. If the character fails the Attack Roll, the center of the attack shifts 1 m/yd for every 1 point the Attack Roll was missed by, up to a maximum of 1/2 the total range to the target. Roll 1D6 to see which direction the center of the attack scatters and consult the table above. Then roll 1D6 to determine how many meters/yards the round fell in that direction.

RANGED WEAPONS

Weapon	WA	DC	Min STR	Range	Wt.	Cost	Notes
Throwing Knife	+0	1	1	3p/Str, Max 10m	.5	2sp	
Throwing Axe	+0	2	3	3p/Str, Max 10m	4	4sp	
Short Spear	+1	3	3	4p/Str, Max 20m	5	8sp	
Short Bow	+0	5	5*	20p/Str, Max 140m	3	1gp	2 Hands, 1 shot per round, 1 DC per Str, max DC = 5
Long Bow	+0	7	7*	20p/Str, Max 200m	5	15sp	2 Hands, 1 shot per round, 1 DC per Str, max DC = 7
Crossbow	+1	6	4	150 paces	7	15sp	2 Hands, 1 Round load
Arbalest	+1	8	5	200 paces	12	2gp	2 Hands, 2 Round load

WEAPON QUALITY

Not all weapons are identical. The attributes and price of the weapons above reflect an average quality weapon. A poorly made weapon or exceptional weapon will have very different attributes and prices!

Weapon Quality – Missile Weapons

Quality	Cost Modifier	Attribute Modifiers
Poor	x .5	-1 WA, -1 DC, 10% chance of breakage per hit or shot
Fair	x .75	-1 WA, 5% chance of breakage per hit or shot
Average	x 1	As listed
Good	x 5	+1 WA
Exceptional	x 10	+1 WA, +1 DC (doesn't count toward maximum DC)

Archery Attacks

Bows are a special category of ranged attack because they're Strength-based ranged attacks. Bows do 1 DC of damage and have 20m/yds of range for every 1 point of STR, to a maximum STR of 4 or 7. Bows and longbows have a maximum STR of 10. Crossbows do their listed DC in damage always, the Min STR is required to pull/winch back the crossbow for reload.

Presence Attacks

A powerful personality can have a strong effect on other people by words, actions, or sometimes by their mere presence. We call this effect a Presence Attack. A Presence Attack can be many different things, depending on the intent of the attacker: Fear, awe, surprise, surrender, rage, courage, hope, commitment, or other emotions or actions.

Making a Presence Attack does not require a combat Action, though sometimes performing a combat Action makes a Presence Attack more powerful (see [Presence Attack Modifiers table](#)). Usually a Presence Attack consists of a well-chosen phrase, such as "Surrender or die!" or even just "Stop!" Roll 1D6 for every 1 point of PRE; you may add or subtract dice depending on the GM's judgement (see the [Presence Attack Modifiers table for suggested modifiers](#)). Total the dice and compare the total against each target's Resistance value to find the effect.

Presence Attacks depend heavily on the circumstances, so the GM should feel free to modify the number of dice in the attack. The table below has some suggested modifiers:

The modifiers and the effects of Presence Attacks really depend a great deal on exactly what's happening and what is intended. The GM should use Presence Attacks to increase the drama of a situation or make things more interesting.

DAMAGE

So far, we've been concentrating on how to do things in Fuzion. Now, we're going to tackle stuff you won't want to do; like get hurt, knocked out, or even killed-in short, Damage.

DAMAGE AND DAMAGE CLASSES (DCs)

Damage is an abstract measure of how much something can be harmed before it is either killed, destroyed or bludgeoned into unconsciousness.

In Fuzion, most damage is measured in six sided dice, with each "D6" representing a unit called a Damage Class (or DC). Example: 1D6 is Damage Class 1 (or DC1).

Each point of DC represents one six sided die when rolling for damage. You roll the specified number of dice, add the results together, and the total is the amount of damage done to your target: Example: I have a DC3 sword. I roll three dice and get a 5, a 6 and a 3. I do 14 points of damage with that attack.

Determining the DC of an Attack

With the exception of bows and spears, ranged weapons always do Damage based on the DC of the weapon. However, Damage caused by any part of the body is determined by the Strength of the attacker, with fists doing one DC of Stun damage for each point of Strength the attacker has (a kick does an extra DC on top of your STR, but suffers a -1 Attack Total penalty). Example: my Strength is 5; this means I do 5 dice (DC5) with fists, 6 for a kick.

Minimum Strength

This is the minimum STR at which you can use a melee weapon with no penalty. Below this level, you take a -1 Reflex penalty for every -1 STR and a -1 die damage penalty as well Example: Aunt Meg, STR 2, tries to use a Battle Axe with a 5 STR Min. She'll only do 2D6 Killing damage when she hits, and takes a -3 REF penalty.

Extra Damage

Strength based attacks using weapons have a damage each weapon can do. This value is equal to the weapon's listed Damage Class (DC). For every point of STR you have above the minimum STR required to wield the weapon, you will do one additional die of damage, up to twice the weapon's listed Damage Class. Example: Bob, STR 5, wields a dagger (STR minimum of 1). Bob had 4 more STR than he needs, so he expects to gain 4 extra dice on his attack. But since the dagger's maximum damage is only twice it's listed DC (1x2=2), Bob only gains 1 extra DC. On the other hand, Grog the Barbarian, STR 10, wields a battle axe (STR min. 5). Grog gains 5 extra dice, and since 2x's the Battle axe's listed DC (6) is 12, he gets to use all of his extra dice.

Damaging People: Hits & Stun

But what is the damage taken from? That's where Hits and Stun come into play.

In Fuzion, all living things have Hits; points which represent how much damage they can take. A character generally has as many Hits as his BOD characteristic x5. One point of damage from a weapon or attack will remove one Hit.

Living things also have Stun points; a measure of how much damage they can take before they pass out from pain and shock. One point of damage from a body blow or stunning weapon will remove one point of Stun.

Damaging Objects: Structural Damage POINTS (SDP)

"Soft targets" like living things take damage differently than "hard targets" (structures and vehicles). So in Fuzion, inanimate structures, vehicles and other non organic objects (commonly called "hard targets") have Structural Damage Points instead of Hits or Stun. SDP is different from Hits, but works the same way-one point of damage will remove one SDP.

Damaging People

There are two kinds of damage that you can take from an attack; Stun Damage and Killing Damage. Stun Damage is damage that creates pain and shock, but not serious injury. It's "fist fighting" damage, impacts done with the parts of the body, such as hands, feet, head (or if you have them, tails, tentacles and other blunt body parts). As a general rule, if it's part of the body and isn't sharp, it does Stun damage.

Stun damage is always subtracted from your character's pool of STUN points, after being reduced by the higher of either your character's SD or his Armor. When his STUN points are at 0, his body will react by shutting off the pain-and passing out.

Killing Damage, on the other hand, is serious injury that can maim or kill. Anytime you are hit by a weapon, even if it's just a club, you will take Killing damage. In addition, any sharpened part of the body (fangs, claws, horns, etc), can also do killing damage.

Killing damage is always subtracted from your character's pool of Hits. When this is reduced to zero, your character is dying.

Important Tip: Avoid Dying. It really puts a crimp in your role-playing.

Collateral Damage

Since killing damage also causes a fair amount of pain and shock, you'll take 1 point of STUN for every 1 Hit you lose, until you run out of Stun points. (Note: you don't get your SD!) And sometimes a Stunning blow is powerful enough that a small amount of serious damage is also done, equal to 1 point of Killing damage for every 5 STUN that penetrate.

Stun Rollover

When you have lost all of your Stun points, any subsequent Stun damage you take will continue to convert into Killing damage at the 1/5th rate, reducing your remaining Hits-If you're beaten senseless and the beating continues, you could well be beaten to death!

Stunned

If you take more than 1/2 of your total Stun in one attack, you are Stunned. A Stunned character cannot act in the next phase and is -5 to all Primary Characteristics. He can't move, and he may take no other actions. He will remain stunned for 1 phase, becoming "unstunned" next phase.

Knocked Out

Your character is knocked out whenever your Stun is reduced to 0 or below: you are automatically unconscious. You are effectively knocked out, but will regain consciousness once you have recovered enough Stun to put you back over 0 again (see side table for how long this takes).

Stun Level	Recover Stun
0 to -10	Every phase
-11 to -20	Every round
-21 to -30	Every minute
-30 or greater	Up to GM (long)

Impairing Wounds

Whenever your HITS have been reduced enough, you will become impaired. At half of your total Hits, all of your Primary Characteristics will be reduced by 2; at 1/4 of total, they will be reduced by 4 points: a Characteristic cannot, however, be reduced to less than 1.

DEAD. Mort. Finito.

When you reach 0 Hits, you are dying. You will be able to keep moving if you've still got Stun left, but you'll be at -6 (GM's Option) to all Primary Characteristics. You will also lose 1 additional Hit (in shock and blood loss) per round (4 Phases)-when you lose up to 2x your BODY Characteristic, you are dead.

Applying Damage to Objects

You can't stun an inanimate object. Therefore, objects will always take both Stunning and Killing damage the same way, subtracting it from their SDP.

Hit Locations

Where you hit can often be just as important as whether you hit. While Fuzion usually uses a single pool of points to determine how much damage or stun your character can absorb, individualized hit locations do play a part in determining the severity of that damage. Hit locations also help determine if armor is being worn over a particular area or not; useful if you neglected to wear your armor's helmet this morning! They are also used to determine the Hit Modifiers for attacking a specific area. Warning: This rule makes dying a LOT easier!

If you take a hit that causes damage greater than your Resistance (WILL x 3), you are stunned for one round (4 phases). Stunned characters are knocked down and may only get up, Move, Run and Parry.

When using the Hit Location Charts below, roll three six sided dice and modify damage as appropriate.

Note: damage is multiplied AFTER penetrating armor:

Roll 3D6	Location	Hit Effect	Hit Modifiers
3-5	Head	Double damage	-6
6	Hands/forepaws	½ damage	-4
7-8	Arms/forelimb	½ damage	-3
9	Shoulders	Normal (1x) damage	-3
10-11	Chest	Normal damage	-1
12	Stomach	1.5x damage	-5
13	Vitals	1.5x damage	-6
14	Thighs	Normal damage	-3
15-16	Legs/hindlimb	½ damage	-4
17-18	Feet/hindpaws	½ damage	-4

ARMOR

DEFENSE & ARMOR

So how do you avoid getting knocked out or killed? The first way is to just stay out of the way; use your Skills and Characteristics to ward off the attack. But if that doesn't work, you've still got another option: a DEFENSE.

A Defense is anything that gets between you and the Damage first; clothing, armor plates, scales; even energy fields that deflect or absorb damage. All defenses have a value which is subtracted on a point for point basis from damage before it is taken from your Hits or Stun;

Armor is the best line of defense, you use that whenever possible. Armor reduces damage just like any other defense, and will stop both Stun and Killing damage.

Your natural physical toughness (the Stun Defense on your character sheet) is your next defense, but will only stop Stunning Damage. You'll use this as a last resort, and mostly in fistfights and other non-lethal engagements. Example: My CON is 5, giving me a SD of 10. If 15 points of Stun hit me, only 5 (15-10) would get through.

IMPORTANT: If stopping Stun damage, always take the higher of either the armor's KD or the character's SD. If stopping Killing damage, use only the highest Armor KD.

ARMOR LIST

Following are types of armor found in the Wheel of Time campaign. Listed are the armor type, KD of the armor, the EV - which incurs a penalty to physical actions while wearing the armor - and a description of the areas that the armor protects.

Armor	KD	EV	Weight	Cost	Description
Heavy Cloth Jacket	3	-0.4	4 lbs.	1sp	Loc: 7-12
Heavy Cloth Pants	3	-0.1	1 lbs.	1sp	Loc: 14-16
Heavy Cloth Gloves	3	-0	--	3cp	Loc: 6
Padded Cloth Jacket	4	-0.7	7 lbs.	5sp	Loc: 7-12
Leather Jacket	5	-1	10 lbs.	1gp	Loc: 7-12
Leather Pants	5	-0.4	4 lbs.	8sp	Loc: 14-16
Leather Boots	5	-0.2	2 lbs.	2sp	Loc: 17-18
Leather Gloves	5	-0.1	1 lbs.	1sp	Loc: 6
Leather Cap	2	-0.1	1 lbs.	3sp	Loc: 3-5
Studded Leather Jacket	6	-1.7	17 lbs.	2gp	Loc: 7-12
Ring Mail Jacket	8	-1.5	15 lbs.	4gp	Loc: 7-12
Scale Mail Jacket	9	-2	20 lbs.	6gp	Loc: 7-12
Chain Mail Sleeves	10	-0.8	8 lbs.	4gp	Loc: 7-8
Chain Mail Jacket	10	-2	20 lbs.	8gp	Loc: 7-12
Chain Mail Skirt	10	-1	10 lbs.	3gp	Loc: 14
Chain Mail Gloves	10	-0.3	2 lbs.	1gp	Loc: 6
Steel Pot Helm	5	-0.2	2 lbs.	1gp	Loc: 3-5
Chain Coif	6	-0.4	4 lbs.	2gp	Loc: 3-5
Steel Half Helm	8	-0.3	3 lbs.	3gp	Loc: 3-5
Steel Full Helm	10	-0.6	6 lbs.	4gp	Loc: 3-5
Steel Great Helm	12	-0.8	8 lbs.	5gp	Loc: 3-5
Plate Greaves and Tassets	12	-1.6	16 lbs.	7gp	Loc: 14-16
Plate Vambraces and Pauldrons	12	-1.5	15 lbs.	6gp	Loc: 7-9
Breast and Backplate	12	-2	20 lbs.	10gp	Loc: 10-12
Plate Sollerets	12	-0.5	5 lbs.	3gp	Loc: 17-18
Plate Gauntlets	12	-0.5	5 lbs.	2gp	Loc: 6

ROLL	LOCATION
3-5	Head
6	Hands/forepaws
7-8	Arms/forelimb
9	Shoulders
10-11	Chest
12	Stomach
13	Vitals
14	Thighs
15-16	Legs
17-18	Feet

NOTE ON EV:

The **EV** subtracts from certain physical activities involving DEX. It does not subtract from DEX directly. **EV** is -1 per 10 lbs. of armor. Affected physical skills/activities are:

Acrobatics, Athletics, Climbing, Contortionist, Evasion, Stealth, Swimming

So the more armor you where, the better protected you are, but the easier you are to be hit.

Shield	DV Bonus	EV	Weight	Description
Buckler	+1	-0.2	2 lbs.	May be spiked (1 DC)
Small Shield	+2	-0.4	4 lbs.	Round
Medium Shield	+3	-0.6	6 lbs.	Round/Kite
Large Shield	+4	-1.0	10 lbs.	Tower/Kite

ARMOR QUALITY

Not all armor is identical. The attributes and price of the armor above reflect an average quality piece of armor. Poorly made armor or exceptional armor will have very different attributes and prices!

Armor Quality		
Quality	Cost Modifier	Attribute Modifiers
Poor	x .5	-2 KD, 10% chance of breakage per hit.
Fair	x .75	-1 KD, 5 % chance of breakage per hit.
Average	x 1	As listed above.
Good	x 5	+1 KD
Exceptional	x 10	+2 KD

THE ENVIRONMENT AND RECOVERY

THE ENVIRONMENT

Bows and swords aren't the only thing that can hurt you. The world is full of potential dangers; falls, illness, drowning, even being hit by lightning. All of this falls under the heading of the Environment:

Cumulative Environmental Effects: Shock, Poison/Drugs, Burns, Disease & Asphyxiation.

Each of these are effects of the environment that harm you through accumulation; shock and poison by continual damage to your body or will, asphyxiation through accumulated lack of air.

Electricity and Fire are always ranked by intensity of the effect (**GM's decision**), with damage occurring each phase you are exposed to the source.

Type	Mild	Intense	Deadly
DC	DC 1-4	DC 5-10	DC 11-20
Electricity	Battery	Wall Socket	Lightning
Fire	Wood Fire	Small Building Fire	Large Building Fire

Like electricity, Poison & Drugs are ranked by the power of the drug or poison. Damage effects occur each minute, not phase, while Illness takes place over days, weeks or even months (Ref's choice).

Type	Mild	Intense	Deadly
DC	DC 1-4	DC 5-10	DC 11-20
Poison	Belladonna	Arsenic	Stonefish Venom
Drug	Alcohol	Cocaine	PCP
Illness	Measles	Pneumonia	Plague

A drug or poison need not be fatal; sleep or "truth drugs" also work by accumulation; "damage" is subtracted from different point pools depending on the type of effect.

Asphyxiation: This does 3DC per Phase, taken from your Hits. Sitting quietly, you can hold your breath up to 1 phase for every 2 points of Endurance (**a tough character could hold his breath for about two and a half minutes.**). If activity, such as swimming or running is required, this rises to 4 pts.

Falling & Collisions.

These are all types of damage that come from hitting something at high speed.

Falling: Using the table at right, compare the closest approximate weight of the object to the closest distance fallen (**shaded top portion of the table**). The result is how many DC are taken (**1K=14DC, plus**

1DC per additional KILL added). Note that at terminal velocity, you will have no increase in speed or damage.

	0-10	11-30	31-60	61-100	101-150	Terminal
<50lbs	1	2	4	6	8	10
50lbs	2	4	6	8	10	12
100lbs	4	6	8	10	12	1K
200lbs	6	8	10	12	1K	2K
400lbs	8	10	12	1K	2K	3K
800lbs	10	12	1K	2K	3K	4K
1600lbs	12	1K	2K	3K	4K	5K
1 ton	1K	2K	3K	4K	5K	6K
2 tons	2K	3K	4K	5K	6K	7K
4 tons	3K	4K	5K	6K	7K	8K
6 tons	4K	5K	6K	7K	8K	9K
8 tons	5K	6K	7K	8K	9K	10K
10 tons	6K	7K	8K	9K	10K	11K

NOTE: 1K=14DC. Each additional Kill adds 1 DC.

Collisions: Compare the weight of the object to its closest approximate speed. The result is the DC .

Ramming: If head on, add the speeds of both objects together and compare the weights of each to that speed; the result is the damage done to the opposing object. If a side ram or swipe, treat as a collision (above). If rear ended, subtract the speed of the object in front from the speed of the trailing object, then treat as a head on ram.

RECOVERY

Getting Better:

Assuming you aren't reduced to vapor in an unfortunate accident, the next step is to get better. That's where RECOVERY comes into play.

Stun

Recovery from Stun Damage: Your Recovery Characteristic determines how fast your character recovers Stun points He will get back this many Stun points each phase he rests.

Waking Up: Once you're knocked out, you may stay that way for only a few moments or for a long time. You will regain your REC in stun points based on how far below zero you are:

Stun Level	Recover Stun
0 to -10	Every phase
-11 to -20	Every round
-21 to -30	Every minute
-30 or greater	Up to GM (long)

A simpler option is to make a CON + Concentration roll equal to the number of Stun you've taken beyond your total: if successful, you will wake up with one Stun.

Wounds (Lost Hits)

Recovery From Killing Damage: Your Recovery Characteristic also determines how fast you regain Hits. For every 24 hours you spend resting and with medical care, you will recover as many Hits as your REC score. Example: I take 30 hits. My Recovery is 10. I will be back to my full hit level in 3 days.

Optional Rule:

Realistic Recovery rates:

Though this isn't as much fun, realistically it should take much longer to heal back from serious injury. In

this case, a realistic rate would be to recover your Recovery rate in Hits every week that you are laid up; the above example would take three weeks of medical care.

Death

Saving a dying character is still possible. Another character, making a successful Physician or first aid skill roll can stabilize you at any point beyond 0. The Difficulty for this task is 2x the number of Hits beyond 0. Example: Lazarus, is now at -7 Hits. To save him, Fox must make a Medical skill roll against a Difficulty of 14 (2×7).