



The Unofficial Wheel of Time Roleplaying Game FAQ v2.0

The original version of this FAQ was compiled by the people at [The Tower Library](http://www.geocities.com/sheriam_sedai/index.html)
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Character -----

Q: Can a Noble take an exclusive skill as their 1st level bonus class skill?

A: Yes

Q: Does the Woodsman's Partial Improved Initiative stack with the Improved Initiative feat?

A: No, the bonuses don't stack. However, a woodsman with the Improved Initiative feat would gain the bonus all the time, not just when wearing no armor or light armor.

Q: The write up for bashing with shields says you cannot bash with a tower shield yet there are no listings of tower shields in the book.

A: Ignore the comment about tower shields.

Q: Does the Speak Language skill work like the background languages or not, i.e. would it take 1 rank to learn a new dialect and 2 to learn an entire new language or just 1 for the new language?

A: 1 rank = 1 new language or dialect.

Q: The equipment list does not include Mighty Two Rivers Bows, yet the Craft skill allows you to create them. Are Mighty Two Rivers Bows allowed?

A: If you'd like to include mighty bows in your campaign, you can use the rules for mighty bows from the D&D Players Handbook (see page 113). Just change the prices from gp to mk.

Q: Can a 10th+ level character use the reputation bonus from masterwork/masterpiece weapons or armor as a bonus when trying to attract followers?

A: I'd leave this one up to your GM. Since an attempt to attract followers occurs over an extended period of time, your character would probably need to bear his masterpiece/masterwork items most of the time over that period to gain the Reputation benefit they offer. If he does, he's probably entitled to the bonus. If not, then he's probably not. But again, your GM is the final arbiter.

Q: What are the knowledge class skills for Initiates, Woodsmen, and Wilders?

A: All knowledge skills are class skills for initiates, wilders, nobles, and wanderers. For woodsmen, Knowledge (nature) is a class skill, but other knowledge skills are not.

Q: Is everyone proficient with unarmed strikes, or do you have to be proficient with all simple weapons, or just gauntlets? Or, does unarmed strike count as it's own simple weapon that you must become proficient in?

A: Proficiency doesn't apply to unarmed strikes. You don't have to be proficient in anything to make an unarmed strike. Therefore, everyone is capable of doing it, regardless of what weapons they are or are not proficient in.

Q: If a character has a base attack of +6/+1, does he get one ranged attack or two? Assume the character is using a shortbow.

A: He gets two attacks that round if he takes a full attack action. The total bonus would be +6/+1 + Dex modifier + weapon properties (masterwork/piece), for a total of, say, +10/+5 (+3 Dex, +1 masterwork). If he took an attack and move action in the round, it would be a single attack at his highest attack bonus, or +10.

It also depends on the ranged weapon. Crossbows take time to reload, so you could only shoot one once per round, taking your move action to reload and your attack action to shoot. Bows aren't limited by the slowness of their ammo. However, crossbows do more damage than the comparable bows, and have a longer range. Bows still work better for a small group of highly skilled characters, but for masses of low-level characters, it's better to give them crossbows.

Q: Does the defense bonus from an Aiel Buckler stack with the class defense bonus for an *algai'd'siswai*?

A: No

Q: The rules hint that a Warder's sword can be used one-handed with training. What special training is this?

A: A Warder's sword is an exotic weapon. It is basically a bastard sword from D&D. The character can use it two-handed as a martial weapon, but cannot use it one-handed until he takes the Exotic Weapon Proficiency (Warder Sword) feat.

Using it two-handed without being proficient, however, does not give the character the usual -4 to attack that using an exotic weapon without being proficient usually does (unless the character is not proficient with Martial Weapons). Also, if you can use it one handed you can take the weapon-finesse feat with it.

Q: The prerequisites for the Blademaster prestige class include some feats but not their prerequisites. Is this correct?

A: Yes. Occasionally, there are ways to get around a feat's prerequisites, making it possible to have that feat without having its prerequisite feats. In this case, if you have Whirlwind Attack, the prestige class doesn't care if you have the prerequisites. However, you must have some legitimate way of gaining Whirlwind Attack--and 9 times out of 10, the way to get it is to gain the prerequisite feats first.

Q: The Heron Spreads His Wings ability states that the Blademaster can use Whirlwind Attack as an 'attack action' instead of a Full Attack Action. Does this mean that the Whirlwind Attack is a Standard Action that can be combined with a Move Equivalent Action, or can the Blademaster use it as part of a full attack action, i.e. use it as one of his iterative attacks?

A: It means he can use it with a MEA. You can move and then attack, or anything else that's a Move Equivalent Action.

Q: I have a 3rd level Wilder with a mail shirt. After reading up on the rules, I realized that he receives no benefit from wearing a mail shirt. His defense is the same as it would be wearing just plain clothes.

In fact, because of the armor check penalties, he's actually *worse* off than he was before!

A: The only classes that benefit from armor after the lower levels are Armsman, Warrior and Warder.

Q: On pg. 218, it's stated that an armsman who multiclasses into a Warder may add both class defense bonuses together for the purpose of stacking with armor. Now, what if the character has less than 3 levels of Armsman? (Say an Armsman 2/Woodsman 4.) Do those 2 points of defense from the Armsman class still stack?

A: Yes. A Warder's armor compatibility class ability allows him to stack his Defense from all levels in armsman and Warder. He doesn't have to have the armsman's armor compatibility class ability for this to be in effect, so he gets the benefit even if he only has one or two levels of armsman.

Q: Does the Armsman's Armor Compatibility feat allow any armor he wears to stack with any class bonus, or does class matter?

Example: 6 Woodsman/4 Armsman, 16 Dex, in chain shirt = 23 AC (+5 Wood, +3 Arm, -2 cross-class, +3 Dex, +4 chain shirt).

It's been suggested that the character would only have an 18 AC if he wore armor, because Armsman Armor Compatibility only stacks with Armsman class defensive bonuses, not any other class' defensive bonus. So, he'd lose any defensive bonus granted by another class if he wore armor.

Is that how Armor Compatibility works?

It would make sense then that Warders gain Armor

Ogier -----

Q: If a class provides weapon/armor proficiencies, does an Ogier get them upon advancing to 2nd level in the class?

A: No. An Ogier character simply misses out on the martial and exotic weapons proficiencies provided by his starting class.

Q: If an Ogier multiclasses, does he get the weapon proficiencies of the new class?

A: Yes. After 1st level (that's 1st character level, not every 1st class level), Ogier gain weapon and armor proficiencies like every other character.

The Power -----

Q: How do multi classed Initiate/Wilders work?

A: A channeler who multiclasses between the initiate and wilder classes must use Table 3-5: Initiate Weaves for determining her number of weaves. The character's level, for determining the number of weaves, is equal to her total channeling level (in other words, the total of her levels in initiate and wilder). However, characters with levels in both wilder and initiate gain bonus weaves from Intelligence, Wisdom, and Charisma.

A couple of notes: In a few cases, a character who multiclasses will actually lose some channeling ability.

Compatibility and it stacks with any previous Armsman levels, but that would make it worthless for Wanderer/ Woodsman Warders to wear armor.

A: Yes, that is how it works: armor compatibility only stacks for the levels in which you took the Armsman defensive bonus. This is why at first level; Warders also gain Armored Combat, so that they can continue to be tanks.

Your wanderer character's defense is based on his abilities to fight, dodge, and parry unencumbered by armor. Armor encumbers, and if you have fought for a long time (7 or 8 levels, say) without wearing it, you are going to have difficulty doing so for a while as you adapt to how it requires you to move differently.

Q: I can see how Armsman's Armor Compatibility works with classes before you've taken Armor Compatibility, but what about this scenario:

A 4th level Armsman with Armor Compatibility spends a lot of time in the forest and begins to take some Woodsman classes.

Must he now forgo his armor in order to benefit from the defensive bonus of his new class, even though he's taking that class having already learned to fight in armor?

A: Armsmen are consummate fighters. Everything they do revolves around combat. They eat, live and breathe in their armor. As such, it is as if their armor was a part of them. Woodsmen, by contrast, do much more than just fight, although they can do so quite well. They can track, get partial abilities, and get nature bonuses. The Armsman does not. By taking Woodsman, you are taking a penalty to gain other bonuses.

Q: If an Ogier takes the Wanderer class at 1st level, what weapons does he get? I assume he gets the simple weapons listed under the class, but not the martial weapons. So, that means he would be able to use the following - club, crossbow, dagger, mace (heavy and light), morning star, and quarterstaff. Is this correct?

A: That's correct. The restrictions apply only to martial and exotic weapons; an Ogier wanderer does begin play proficient in the wanderer's simple weapons.

For example, a 3rd-level wilder can cast 1 3rd-level weave per day. If she adds a level in initiate (and thus gets the weaves per day of a 4th-level initiate), she loses the ability to cast 3rd-level weaves. Unfortunately, setbacks like these are part of the cost of learning a new class. Also, the rules do not require a character to multi-class. A wilder that goes to Tar Valon can continue to advance as a wilder if she wants. It's perfectly possible for a powerful Aes Sedai to have levels only in wilder, with no initiate or Aes Sedai prestige class levels. In order for an initiate to multiclass *into* wilder (meaning they have no previous levels of

wilder), they must have [or take] the Eliminate Block feat. When a channeler multi-classes, she gets all of the benefits of the new class, including a second talent and affinity. When benefits conflict (like with overchanneling), the character uses the best option (which, in the case of overchanneling, would be the wilder's). They also suffer the restrictions of the other classes (a wilder multiclassing into initiate would have to join one of the four initiate traditions - which can mean gaining a mentor).

Q: Healing requires touch. In the books, channelers cannot heal themselves. Reading the rules, it's not explicitly stated whether or not the creature touched can be the channeler (you can touch yourself, after all). Can a weave with 'creature touched' as the target be used on oneself?

A: Yes. Touch range includes the caster, so technically a channeler can heal himself. Is this perfectly accurate with the books? Perhaps not, but it's something that could be very important to a party that only has one channeler.

Some GM's allow channelers to heal themselves. Some follow the books and do not. It's simply a matter of personal taste.

Q: There's noticeably no weave to heal poison or disease - cut for space?

A: Covered in *Prophecies of the Dragon*. Also in *Prophecies of the Dragon* is some more information on Herbalism and the Seanchan (including a background).

Q: The Invert skill is listed as lost. Does this mean that you must find someone (Forsaken) to teach it to you, even though it is listed as a class skill?

A: Yes.

Q: Does a tied off weave count as a held one for the purpose of multiweaving?

A: A tied off weave does NOT count as a "held" weave. In other words, even without the Multiweave feat, a channeler can cast one weave, tie it off, and then cast another weave.

Q: Can a character overchannel to use a weave over their required ability score (such as an initiate with an Int of 16 casting an 8th-level weave)? What about with *angreal* and *sa'angreal*?

A: *Angreal* and linking can exceed the ability score limit. Overchanneling cannot.

Example:

"Since a Wilder or Initiate needs an ability score of 10 + weave level to cast a particular weave, would they need a 23 Wis/Int to cast 13th-level Balefire?"

"No. When you use linking or *angreal* to increase the level of a weave slot, you can exceed the maximum weave level imposed by your ability score. However, this is not true of overchanneling. Thus, to overchannel to cast balefire at level 10, you'd have to have an Int of 20 (assuming you're an initiate). But if you use an 8th-level slot and a +2 *angreal*, you could cast it with an Int of only 18. To cast it at 13th level, by overchanneling

and using a +2 *angreal*, you'd have to have an Int of 21 (not counting the *angreal*, you're casting at 11th level)."

Q: Blade of Fire, Fiery Sword, Tool of Air, and Wand of Fire all seem to be useless if a channeler doesn't have the Tie Off Weave feat, due to the fact that concentrating on a weave is a full round action. Can a channeler, for example, attack with a Fiery Sword if she doesn't tie it off?

A: To concentrate on a weave while attacking, the channeler must make a Concentration check (DC 15 + casting level).

Q: I have an initiate with the fire and air affinities. The description of the affinities says that if you have all of the affinities that a weave contains, you can use a slot one level lower to cast it. Now, at 2nd level, I only have first level slots available. Since Fireball is minimally a 2nd level weave, but I have both affinities, would I be able to use a first level weave to cast it?

A: Yes

Q: Two initiates in my game use Arms of Air all the time to pull cloaks, etc. over faces so that NPC channelers can't see their targets, and thus can't weave. They argue that the NPC's don't get saving throws because they're not targeting them; they're targeting their cloaks. It is the same with Harden Air. They will create a hardened shape around, but not touching, the individuals. Thus, they argue that they don't get saving throws because they aren't trapping them in the air, they are just putting an air barrier around them.

A: Items on one's person always get a saving throw according to the rulebook (Page 150 under the heading: Saving Throws)

I have even put a saving throw on False Wall, as the weave says it is exactly like Harden Air. I think your players are having trouble understanding what a saving throw actually represents. It's not a matter of the NPC resisting the weave but of them avoiding the effects of the weave.

To carry out your examples:

- The PC uses Arms of Air to move the NPC's cloak over her eyes. She feels the cloak move and acts to brush it aside (reflex save).
- The PC creates a "cage" of Air around the NPC, she sees it forming and jumps clear before it is completed (again, reflex save).

Q: A character has created a weave, and the opponent is due a saving throw. Page 136 says the "DC for a save is determined by the attack itself."

Ok, so what's the DC for a weave?

A: 10 + Weave Level + Ability Modifier

- Initiates use their Intelligence modifier.
- Wilders use their Wisdom.

So, a 3rd-level fireball cast by a wilder with an 18 wisdom would have a save DC of 17 (10 + 3 + 4)

Q: Can an Aes Sedai bond someone to someone else against his will?

A: An Aes Sedai may bond someone to herself against the other's will. The bond weave doesn't allow the bonding of one person to another. The specific wording only allows the target of the weave to be bonded to the person channeling the weave.

Q: We know that Aes Sedai can have multiple bondings in effect, but can two (or more) channelers share a bond with one target? The bond with Elayne, Min, Aviendha and Rand would seem to support this.

A: In WH, Elayne told Rand that it is possible to bond a person who is bonded to another and that the only reason that Aes Sedai don't is tradition (not law), and because Aes Sedai aren't willing to share.

Q: Is it possible to bond someone other than yourself to a third person without also bonding yourself.

A: No. Elayne used a variation of the First Sister bond, which the Wise Ones used to create a bond between two or more people. This weave is made to bond more than one person, but it does not carry the same benefits that the warder bond does. There was no talk of being

able to sense shadowspawn, increasing stamina or especially being able to command the warder.

The weave that Elayne cast was really 2 weaves. First, there was an inclusionary weave on herself and the other two, then a warder bond on Rand.

Q: Would a First Sister share the warder bond if her sister already had a warder (say an Aes Sedai with a warder went and got herself made a First Sister to an Aiel Wise One). Would they both be considered bonded to the warder, or is it only through that Inclusion weave that this would be possible. So, if Elayne had bonded Rand by herself, after Aviendha had been made First Sister, would they both have been bonded to him?

A: No. Remember, Elayne had already bonded Birgitte as her warder before she went through the Aiel ceremony with Aviendha, and there's no indication (actually, indication to the contrary) that Aviendha shares any sort of bond with Birgitte; WH, p. 296-299.

The Wise Ones said that no one outside the room would be affected by what was done inside, in response to Elayne's question regarding Birgitte, that she may sense a part of what they share, but it would not affect the bonding.

Miscellaneous -----

Q: What is the scale for the map?

A: Its not an official scale, but a good one to use is 1" = 400 miles.

Q: Is Myrddraal Black Plate considered Medium Armor or Heavy Armor?

A: Medium

Q: Why do the Aiel Waste and the Borderlands have such extreme environmental differences when all that separates them is the Spine of the World? While the Waste is like a desert, the Borderlands are like northern Sweden, but worse. According to the world map in the Illustrated Guide to the Wheel of Time, the equator is not even close to the Waste.

A: The reason that the Waste is so dry is simply a matter of weather activity. In most cases, weather

patterns move west to east in the northern hemisphere. As moisture leaves the Westlands and moves into the Spine of the World, it is forced into a higher, cooler climate. At the cooler climate clouds are unable to hold the water, so it snows. That is why mountain peaks almost always have snow. Since the Spine is so extensive, by the time the clouds get to the Waste, they are devoid of all moisture. And since there is almost no water in the Waste, moisture-producing clouds are unable to develop.

Q: Then why it is +40C when it should be -40C, and why is it like the Sahara in the middle of Siberia?

A: Assume that weather in the Westlands works like it does here. That means they have a jet stream. As close as the Waste is to the Blight, this jet stream would be pushing tons of hot air down into the Waste.

Errata -----

pg. 20, Charisma does not determine the maximum level of weave a Wilder can cast, only wisdom.

pg. 43, Militia feat. Should read "Benefit: You get Simple Weapon Proficiency (crossbow) and Martial Weapon Proficiency (Pike or Poleaxe)

pg. 48, *Algai'd'siswai*, under Weapon and Armor Proficiency, it should say "An *algai'd'siswai* is proficient with all simple weapons, and with the Aiel short bow." The start of the next paragraph should read "*Algai'd'siswai* are proficient with the Aiel buckler. However, *algai'd'siswai* do not wear armor and do not start with any other armor or shield proficiencies."

pg. 51-52, the DC saves vs. an Initiate's weave is determined by Intelligence, not Wisdom

pg. 52, Table 3-5, an 18th level initiate gets two level 9 weaves.

pg. 79, following the description for the Heal skill, should be this table:

Result	Additional Damage Converted
0-9	none
10-14	1 hp
15-20	2 hp
20-24	3 hp
25+	4 hp

pg. 90, the Quickness feat should not be on the feat table.

pg. 129, at the end of the text for Power-wrought Blade, should be: "All Power-wrought blades are masterwork (if +1) or masterpiece (if +2 or +3) weapons; their attack bonuses include the bonus for their masterwork or masterpiece craftsmanship. A character carrying a visible (i.e., unconcealed) Power-wrought blade gains the appropriate Reputation bonus (see Weapon, Masterwork and Weapon, Masterpiece, below)."

pg. 206, Requirements for the Aes Sedai prestige class should be:

Gender: Female

Skills: Composure 4 ranks, Concentration 8 ranks, Weavesight 4 ranks

Feats: Multiweave, Tie Off Weave

Channeling: Two or more Talents, two or more Affinities

pg. 207, Requirements for the Asha'man prestige class should be:

Gender: Male

Base Attack Bonus: +2

Skills: Composure 4 ranks, Concentration 8 ranks, Weavesight 3 ranks

Feats: Multiweave, Tie Off Weave

Channeling: Two or more Talents, two or more Affinities

Special: Proficiency with any type of sword (normally a Longsword)

pg. 208, Asha'man Combat Casting should read:

"At 2nd level, an Asha'man gains a variation of the Combat Casting feat. He receives a +5 circumstance bonus on Concentration checks made to cast or maintain a weave while on the defensive."

Improved Asha'man Combat Casting should read:

"As Asha'man combat casting, except the Asha'man gains a +6 circumstance bonus on Concentration checks made to cast or maintain a weave while on the defensive."

pg. 211, Commander prestige class requirements should be:

Base Attack Bonus: +5

Skills: Diplomacy 6 ranks

Special: Reputation 4+, Must belong to an organized standing force. This includes mercenary companies, national armies, and the forces attached to individual houses or nobles.

pg. 219, Requirements for the Windfinder prestige class should be:

Gender: Female

Skills: Composure 4 ranks, Concentration 8 ranks, Weavesight 4 ranks

Feats: Multiweave, Tie Off Weave

Channeling: Two or more Talents, two or more Affinities

pg. 220, Requirements for the Wise One prestige class should be:

Gender: Female

Skills: Composure 4 ranks, Concentration 8 ranks, Weavesight 4 ranks

Feats: Multiweave

Channeling: Two or more Talents, two or more Affinities

pg. 234, right after the damage section, should have this entry:

Face/Reach

This line describes how much space the creature needs to fight effectively and how close it has to be to an opponent to threaten or attack it. This is written in the format [feet] by [feet]/[feet]: The numbers before the slash show the creature's fighting space (width first, length second). The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a weapon, tentacle, or the like, the extended reach and its source are noted in parentheses.