

Opposed Checks

p. 68

Skill (key ability)	Opposite skill	Skill (key ability)	Opposite skill
Move Silently DEX	Listen WIS	Ride DEX	Ride DEX
Bluff CHA	Sense motive WIS	Disguise CHA	Spot WIS
Hide DEX	Spot WIS	Pick Pocket DEX	Spot WIS

Hide (DEX) Armour Check Penalty

p. 79

Size	Modifier	Size	Modifier
Fine	+16	Large	-4
Diminutive	+12	Hugh	-8
Tiny	+8	Gargantuan	-12
Small	+4	Colossal	-16
Medium	+0		

Spot (WIS)

p. 85

Condition	Penalty
Per 10 feet of distance	-1
Spotter distracted	-5
Retry: when a reactive opportunity arises or as a full round action.	
Special: A character with Alertness feat gets +2 synergy bonus.	

Disguise (CHA)

p. 77

Disguise (requires 1d4x10 minutes of work)	Modifier
Minor details only	+5
Disguised as different sex	-2
Disguised as different background	-2
Disguised as different age category	-2*
Disguised as specific class	-2
*Per step of difference between character's actual age category and disguised age category (young [younger than your age], adulthood, middle age, old, venerable).	
Familiarity	Bonus
Recognises on sight	+4
Friends or associates	+6
Close friends	+8
Retry: Suspicion will arise if a disguise is retried but it is possible.	
Special: With 5 or more ranks in Bluff a character gets a +2 synergy bonus.	

Ride (DEX)

p. 83

Task	DC	Task	DC
Guide with knees	5	Leap	15
Stay in saddle	5	Control mount in battle	20
Fight with war horse	10	Fast mount or dismount	20*
Cover	15	Soft fall	15
* Armour check penalty applies.			

Open Lock (DEX) Trained Only

p. 82

Lock	DC	Lock	DC
Very simple lock	20	Good Lock	30
Average Lock	25	Amazing Lock	40
Special: Untrained characters cannot pick locks, but they might successfully force them open.			

Heal (WIS)

p. 79

Task	DC	Successful Result	Additional Damage Converted
First Aid	15	0-9	None
Long-term care	15	10-14	1 hp
Treat Poison	Poison's DC	15-19	2 hp
Treat Disease	Disease's DC	20-24	3 hp
		25+	4 hp

Listen (WIS)

p.81

Sound	DC
People Talking	0
A person in medium armour walking at a slow pace, trying not to make noise.	5
An unarmoured person walking at a slow pace, trying not to make any noise.	10
A 1 st -level wanderer using Move Silently within 10 feet of the listener.	15
A Draghkar stalking it's prey.	25
A Myrddraal moving over a smooth surface.	30
Per 10 feet from the listener.	+1
Through a door.	+5
Through a stone wall.	+15

Search (INT)

Tumble (DEX) p. 84-5

Task	DC	Task	DC
Ransack area to find a certain item.	10	Treat a fall as if it were 10 feet shorter when determining damage.	15
Notice a typical secret compartment, a simple trap, or an obscure clue.	20	Tumble up to 20 feet (as normal move) past opponents, as if not there. Failure; stop immediately upon moving adjacent to the opponent.	15
Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.	25+	Tumble up to 20feet (as norm.), moving through areas occupied by opponents (over, under, around opponents). Failure means you stop just before moving into the nearest opponents square.	25

Jump (STR) Armour Check Penalty

p. 80

Type of Jump	Min. Distance	Add Distance	Max Distance
Running Jump*	5 ft.	+1ft./1 point above 10	Height x 6
Standing Jump	3 ft.	+1ft./2 points above 10	Height x 2
Running High Jump*	2 ft.	+1ft./4 points above 10	Height x ½
Stranding High Jump	2 ft.	+1ft./8 points above 10	Height
Jump Back	1 ft.	+1ft./8 point above 10	Height
* You must move 20 feet before jumping. A character can't take a running jump in heavy armour.			

Climb (STR) Armour Check Penalty

p. 73

Example Wall or Surface	DC
A slope too steep to walk up. A knotted rope with a wall to brace against.	0
A rope with a wall to brace against or a knotted rope, but not both.	5
A surface with ledges to hold on to and stand on, such as a very rough wall.	10
Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree. An unknotted rope.	15
An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.	20
A rough surface, such as a natural rock wall or brick wall.	25
Overhang or ceiling with handholds but no footholds.	25
A perfectly smooth, flat, vertical surface cannot be climbed.	-
Climbing a chimney (artificial Or natural) or other location where one can brace against two opposite walls (DC decreases 10).	-10*
Climbing a corner where you can brace against perpendicular walls (DC decreases 5).	-5*
Surface is slippery (DC increases 5)	+5*
*These modifiers are cumulative	

Balance (DEX) Armour Check Penalty

p. 72

Surface	DC	Surface	DC
7-12 " wide	10	Uneven floor	10
2-6 " wide	15	Angled surface	+5*
Less than 2" wide	20	Slippery surface	+5*
*Cumulative; if both apply, use both.			

Track

p. 95

Surface	DC	Surface	DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Condition	DC Modifier
Every three creatures in a group being tracked	-1
Size of creature or creatures being tracked*	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:**	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half)	+5

*For a group of mixed sizes, apply only the modifiers for the largest category.

** Apply only the largest modifier for this category.

If you fail a wilderness lore check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: Without this feat, use the Search skill to find tracks, but you can only follow tracks if the DC is 10 or less.

Movement and Distance

p. 109

	15ft.	20ft.	30ft.	40ft.
One Round (tactical)				
Walk	15	20	30	40
Hustle	30	40	60	80
Run x3	45	60	90	120
Run x4	60	80	120	160

One Minute (Local)				
Walk	150	200	300	400
Hustle	300	400	600	800
Run x3	450	600	900	1200
Run x4	600	800	1200	1600

One hour (Overland)				
Walk	1 ½ miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles

One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles

Forced March: Normal march is 8 hours; beyond 8 make CON check DC10 + 1 per extra hour. Failure results in 1d6 points subdual damage.

Hampered Movement

p. 109

Condition	Example	Movement Penalty
Obstruction		
Moderate	Undergrowth	x¾
Heavy	Thick undergrowth	x½
Surface		
Bad	Steep slope or mud	x½
Very bad	Deep snow	x¼
Poor visibility	Darkness or fog	x½

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Terrain and Overland Movement

p. 110

Terrain	Highway	Road / Trail	Trackless
Plains	x1	x1	x1
Scrub, rough	x1	x1	x¾
Forrest	x1	x1	x½
Jungle	x1	x¾	x¼
Swamp	x1	x¾	x½
Hills	x1	x¾	x½
Mountains	¾	x½	x¼
Sandy desert	x1	-	x½

Mounts and Vehicles

P. 110

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load, including rider)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151-450 lb.)	4 miles	32 miles
Light Warhorse (231-690 lb.)	4 miles	32 miles
Heavy horse	5 miles	40 miles
Heavy horse (201-600 lb.)	3 ½ miles	28 miles
Heavy warhorse	4 miles	32 miles
Heavy warhorse (301-900 lb.)	3 miles	24 miles
Pony	4 miles	32 miles
Pony (76-225 lb.)	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Mule (231-690 lb.)	2 miles	16 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed)*	½ miles	5 miles
Keelboat (rowed)*	1 miles	10 miles
Rowboat (rowed)*	1 ½ miles	15 miles
Mainland sailing ship (sailed)	3 miles	48 miles
Skimmer: <i>Atha'an Miere</i> (sailed)	3 miles	72 miles
Darter or soarer: <i>Atha'an Miere</i> (sailed)	4 miles	96 miles
Raker: <i>Atha'an Miere</i> (sailed)	5 miles	120 miles

*Assumes only a single shift or rowers or polers.

The Ways

pp. 284-7

(In order to navigate you must have a map or read Ogier script)

Route	Number of pedestals	d%	Number and type of Shadowspawn
Stedding to stedding	2d4	10-55	A single Trolloc straggler lost in the ways
Stedding to city, or visa versa	2d6	56-70	A gang of 2d4 Trollocs
City to city	2d8	71-89	A Myrddraal
		90-100	A band of 2d8 Trollocs and 1 Myrddraal

Passage of Time: 4 hours per pedestal. At the end of the journey divide time spent in Ways by 1d4.

Unreadable pedestal: 5 % chance; if yes, to choose correct path is 1 on 1d6.

Lost in the Ways: To create a map from one waygate to another, make a Knowledge (arcana) check (DC 20). Success requires remembering how much you beat the DC.

To follow the map, determine the pedestals (# of checks needed). The DC is 16 minus the number by which you succeeded the check.

If lost; 5% chance of finding a waygate for every 4 hours searched.

The Endless plummet: 5% chance to land on bridge/ramp/island. Distance fallen = 10 x 3d6.

Shadowspawn: Each trip role d%; encounter occurs if # is less than the number of pedestals. Role d% to determine encounter.

Machin Shin: speed 30ft. by 30ft. across. Listen check DC 15; with cumulative 10% chance of losing characters. Will save DC 20 per round, or permanent 1d4 Wis & 1d4 Int. When one reaches 0 then character is soulless & devoured.

Encountering Machin Shin

At Waygate	5%
Within 1 pedestal of waygate*	4%
Not within one pedestal of a waygate	2%

*1st and 2nd beginning a trip / between last pedestal and destination waygate.

Weavesight (INT)

p. 87

Task	DC
Identify which of the five powers are used in the weave	10
Identify the weave. If you are familiar with the weave, you know its name and effects; if not, you sense its general effect.	15
Learn the weave, if it is of a level you are capable of casting without over-channelling.	20
Learn the weave, if it is of a level you could cast while over-channelling.	25
If result is less than 10, you see the weave but do not know what it is.	
Retry: If held or tied, you may retry after 10 minutes of study.	
Special: You suffer -5 to learn it if you have none of the affinities.	

Saving Throw DC against Weave: DC = 10 + Weave Level. + Casters bonus (Initiate INT or Wilder WIS). See page 162 ff.

Concentration (CON)

p. 74

Distraction	DC
Damage or failed saving throw during casting**	10 + dmg + casting lv.
Damaged by channelled weave	10 + dmg + casting lv.
Suffering continuous damage	10 + ½ cont. dmg last dealt + casting lv.
Non-damaging weave*	Distracting weave's save DC + casting lv.
Casting defensively (avoiding attacks of opportunity)	15 + cast lv
Motion:	
Jostled or entangled	5 + cast lv
Vigorous (a moving mount, a bouncy wagon ride)	10 + cast lv
Violent (a galloping horse, on deck of a stormed – ship)	15 + cast lv
Unnatural (riven earth weave, earthquake weave)	20 + cast lv
Grappling or pinned	20 + cast lv
Weather:	
Rough (high wind, blinding sleet or rain)	5 + cast lv
Extreme (wind-driven hail or debris)	10 + cast lv
Unnatural (harness the wind weave cast at howl)	Distracting weave's save DC + casting lv.

*If weave has no save, use save DC it would have if it were allowed.

**If casting time is 1 round or more, AoO, or readied attack; see p 162

Linking

(brackets display Stéphane Côté's revision in UtDB p. 99-100.)

p. 159

Circle size	(Number of Linked)*	Min # of Men	Max # of Men	Additional levels
2-3 (2)	(1)	0 (0)	1	+1 (+1)
4 (5)	(4)	0 (0)	2	+1 (+2)
5-6 (10)	(9)	0 (0)	Less than ½ of total	+1 (+3)
7-13 (14)	(13)	0 (1)	Less than ½ of total	+2 (+3)
14-27 (17)	(16)	1 (2)	Less than ½ of total	+3 (+4)
28-36 (26)	(25)	2 (3)	Less than ½ of total	+4 (+5)
37-45 (37)	(36)	3 (4)	Less than ½ of total	+5 (+6)
46-54 (50)	(49)	4 (5)	Less than ½ of total	+6 (+7)
55-63 (55)	(54)	5 (6)	Less than ½ of total	+7 (+8)
64-72 (72)	(71)	6 (7)	Less than ½ of total	+8 (+9)

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Overchanneling

p. 163

Concentration check DC	Overchanneling Attempt	Fort save DC
15	Cast a 0-level weave with no slots left	15
20	Cast a 1st-level weave with no slots left	25
25	Cast a 2nd-level weave with no slots left	35
20	Cast a weave 1 level higher than slot	15+ weave level
25	Cast a weave 2 level higher than slot	25+ weave level
30	Cast a weave 3 level higher than slot	35+ weave level

Failure Results

Failure Results	DC missed by
The channeler suffers a severe headache and overwhelming fatigue. As a result, she suffers a -1 penalty on all skill and ability checks, attack roles and saves. She recovers when she is able to rest for at least 6 hours.	1-5
The channeler suffers headache and fatigue resulting in a -2 penalty on all roles. She also takes 1d6 points of damage and cannot overchannel again until she gets six hours of rest.	6-10
The channeler suffers headache and fatigue resulting in a -3 penalty on all roles. She also takes 2d6 points of damage and cannot channel at all for 24 hours.	11-15
The channeler suffers headache and fatigue resulting in a -4 penalty on all roles. She also takes 3d6 points of damage and cannot channel at all for 48 hours.	16-20
The channeler suffers headache and fatigue resulting in a -5 penalty on all roles. She also takes 4d6 points of damage and cannot channel at all for two weeks.	21-25
The channeler is stilled-completely unable to channel. In addition, she suffers headache and fatigue resulting in a -6 penalty on all roles and takes 4d6 points of damage	25+

Madness

p. 210

Madness Rating	Trigger Condition
0 - 15	-
16 - 30	Injury
31 - 40	Will save
41 - 50	Casting a weave, <i>ter'angreal</i>
51 - 60	Threat
61+	Constant

Rating is (1d6) + 1d6 per level increased in any class.

Overchanneling adds 1 point for each attempt.

Madness Check: Will against Madness DC. **Failure:** Madness rating minus 1d20; consult table.

Madness rating-1d20	Symptoms	Duration
05 or lower	Delusion	2d6 minutes
06 - 15	Suspicion	2d6 hours
16 - 25	Panic	2d6 rounds
26 - 35	Withdrawal	2d6 hours
36 - 45	Fury	2d6 rounds
46 - 55	Disease	see p. 210
56 +	Dementia	see p. 210

Composure (WIS) *Trained only*

p. 86

Effect	DC
You gain a +2 bonus on Bluff, Diplomacy and Intimidate checks for the next 10 minutes.	15
Allows you to quickly fall asleep even if you are not tired. Gives you a +1 bonus on attack roles for 5 rounds in combat situation.	20
Remain comfortable in moderate extremes of temperature. It gives you a +5 on Concentration checks made for distractions due to weather.	25

Simple Melee

p. 116

Weapon	Cost	Dmg.	Critical	Rng.	Wt.	Type
Unarmed						
Gauntlet*	2 mk				2 lb	B
Strike	100mk	1d3 sub.	x 2			B
Tiny						
Dagger*	2 mk	1d4	19-20/x2	10'	1 lb	P
Small						
Mace, light	5 mk	1d6	x 2		6 lb	B
Sickle	6 mk	1d6	x 2		3 lb	S
Medium						
Club		1d6	x 2	10'	3 lb	B
Spear, Aiel†	5 mk	1d6	x 3	20'	3 lb	P
Mace, heavy	12 mk	1d8	x 2		12 lb	B
Morningstar	8 mk	1d8	x 2		8 lb	B, P
Large						
Quarterstaff*†‡		1d6/1d6	x 2		4 lb	B
Spear, Seanchan‡	10 mk	1d8	x 3	20'	5 lb	P

Exotic Melee

p. 117/244

Weapon	Cost	Dmg.	Critical	Rng.	Wt.	Type
Medium						
Ashandarei††	80 mk	1d6/1d8	19-20x2		15 lb	B, S
Sword, Warder's*	100mk	1d3 sub.	19-20x2		10 lb	S
Swordbreaker*			19-20x2		3 lb	P
Shadow-blade		1d10	[x 3]		4 lb	S*
Large						
Scythesword, Trolloc	5 mk	1d6	18-20x2		16 lb	S
Scythesword, Ogrolloc		2d4	18-20x2		24 lb	S

Martial Melee

p. 117

Weapon	Cost	Dmg.	Critical	Rng.	Wt.	Type
Small						
Handaxe	6 mk	1d6	x 3		5 lb	S
Lance, light*	6 mk	1d6	x 3		5 lb	P
Sap	1 mk	1d6 sub	x 2		3 lb	B
Short Sword	10 mk	1d6	19-20x2		3 lb	P
Medium						
Battleaxe	10 mk	1d8	x 3		7 lb	S
Lance, heavy*†	10 mk	1d8	x 3		10 lb	P
Longsword	15 mk	1d8	19-20x2		4 lb	S
Rapier*	10 mk	1d6	18-20x2		3 lb	P
Scimitar, Seanchan	15 mk	1d6	18-20x2		4 lb	S
Trident†	15 mk	1d8	x 2	10'	5 lb	P
Hammer, smith's	15 mk	1d8	x 3		8 lb	B
Large						
Axe, hafted	20 mk	1d12	x 3		20 lb	S
Bill*†	9 mk	2d4	x 3		15 lb	S
Greatclub	5 mk	1d10	x 2		10 lb	B
Pike*†‡	5 mk	1d8	x 3		9 lb	P
Poleaxe*†	10 mk	1d10	x 3		15 lb	P, S
Scythe	18 mk	2d4	x 4		12 lb	P, S
Boarspear*†	10 mk	2d4	x 3		15 lb	P

Armor

p. 120-121/244

	Cost mk	Armor Bonus	Dex Bonus	Chk	Spd	Wt. lbs	Don type
Light							
Padded	5	+1	+8	0	30'	10	A
Leather	10	+2	+6	0	30'	15	A
Studded	25	+3	+5	-1	30'	20	A
Mail Shirt	10	+4	+4	-2	30'	25	A
Medium							
Hide	15	+3	+4	-3	20'	25	A
Brigandine Shirt	5	+4	+3	-4	20'	30	B
Full Mail	15	+5	+2	-5	20'	40	B
Breastplate	20	+5	+3	-4	20'	30	B
Lacquered Plt	25	+5	+3	-3	20'	35	B
Black Plate, Myrdd.	{110}	+4	+6	0	30'	[25]	B
Heavy (+1 rep)					run x3		
Full Brigandine	20	+6	0	-7	20'	45	B
Banded Mail	25	+6	+1	-6	20'	35	B
Plate and Mail	60	+7	0	-7	20'	50	C
Full Plate	150	+8	+1	-6	20'	50	C
Donning Armor	Normal Time	With Haste	Remove				
A	1 minute	5 rounds	1 minute				
B	4 mins; with help 1/2	1 minute	1 minute				
C	4 mins; need help	4 minutes	1d4+1 Minutes				

Simple Ranged*

p. 116

Weapon	Cost	Dmg.	Critical	Rng.	Wt.	Type
Small						
Crossbow, light Bolts (10)	35 mk 1 mk	1d8	19-20x2	80'	6 lb 1 lb	P
Sling		1d4	x 2	50'		B
Bullets (10)	1 sp				5 lb	
Medium						
Crossbow, heavy Bolts (10)	50 mk 1 mk	1d10	19-20x2	120'	9 lb 1 lb	P

Exotic Ranged*

p. 117

Weapon	Cost	Dmg.	Critical	Rng.	Wt.	Type
Small						
Whip	1 mk	1d2 sub	x 2	15'	2 lb	S
Medium						
Net*	20 mk	*	*	10'	10 lb	
Large						
Shock Lance~ Bayonet		3d8+1 1d8+1	19-20x 3 x 3	150'	15 lb	E P

~rules on the WoT board August 8, 2002, by alric_gaidin & revised by Reynar Andellan; collation by Ghaerdon Fain. This Energy weapon, from the Age of Legends, has an ammo capacity of 50 shots. (Revised: 8 rounds / recharge 1 hour; dmg 4d10; crit. x4).

Martial Ranged*

p. 117

Weapon	Cost	Dmg.	Critical	Rng.	Wt.	Type
Medium						
Shortbow	30 mk	1d6	x 3	60'	2 lb	P
Arrows (20)	1 mk				3 lb	
Shortbow, Aiel	75 mk	1d6	x 3	70'	2 lb	P
Arrows (20)	2 mk				3 lb	
Large						
Longbow	75 mk	1d8	X 3	100'	3 lb	P
Arrows (20)	1 mk				3 lb	
Longbow, Two Rivers	100mk	1d8	x 3	110'	3 lb	P
Arrows (20)	1 mk				3 lb	

Grenades

p. 128 & UtDB p. 61

Weapon	Cost	Direct hit	Splash 5'	Range	Wt.
Acid (flask)	25 mk	1d6	1 point	10'	1 lb
Oil (flask)	3 mk	1d6	1 point	10'	1 lb
Illuminator's Items^					
Flare	5 mk	1 point		10'	½ lb
Firecraker	10 mk	1d4	1 point	10'	½ lb
Rocket	100 mk	2d6	1d6	40'	2 lb
Powerful Rocket	1000 mk	2d6+1	1d6	150'	3 lb
Lethal Rocket	5000 mk	2d6+2	1d6	260'	5 lb

^ Check the rules in UtDB; rockets are not on the open market; direct dmg in 5'r, and splash is in 10'r.

* See weapon rules in reference material.

† Reach weapon

‡ Double Weapon

‡ Use a "Ready Action" to set this weapon against a charge. If you score a hit: x 2 damage.

Sheilds

p. 120

	Cost mk	Armor Bonus	Check	Weight lbs
Small				
Buckler, Aiel	25	+1	0	2
Wooden	3	+1	-1	5
Steel	9	+1	-1	6
Large				
Wooden	7	+2	-2	10
Steel	20	+2	-2	15

Light Sources

p. 228

Item	Light	Duration
Candle	5 feet	1 hour
Torch	20 feet	1 hour
Lantern, hooded	30 feet	6 hours per Pint of Oil
Glowbulb	60 feet	Permanent

Actions in Combat

p. 138

Attack Actions	AoO**	Move
Attack melee	No	-
Attack ranged	Yes	-
Attack unarmed	Maybe	-
Cast 1-action weave	Yes	-
Feint*	No	-
Heal a friend	Yes	-
Strike an object*	Yes	-
Total defence	No	-
Use 1 – action skill	Maybe	-

Move Actions

Move	Yes	1 x speed
Climb	No	¼ speed
Draw / Sheath a weapon †	No	5 – foot step
Extinguish flames	No	5 – foot step
Light a torch	Yes	5 – foot step
Open a door	No	5 – foot step
Pick up an item	Yes	5 – foot step
Retrieve a stored item	Yes	5 – foot step
Move a heavy object ††	Yes	1 x speed
Stand up from fall	No	5 – foot step
Load a weapon	Yes	5 – foot step
Use a full round skill	Maybe	5 – foot step

Full Round Actions

Charge	No	2 x speed
Coup de grace	No	5 – foot step
Full attack	No	5 – foot step
Run	Yes	4 x speed
Cast a full-round weave	Yes	5 – foot step
Concentrate to maintain a weave	No	5 – foot step

Free Actions

Activate an item	Yes	-
Drop and item	No	-
Drop to the floor	No	-
Ready*	No	-
Speak	No	-

*See p. 148 Special Initiative on "ready". See "strike object", "bull rush", "grapple", "trip", and "Bluff" skill for more Advanced Combat Manoeuvres.

**Regardless of the action, if you move in or out of a threatened area, you usually provoke an AoO.

†This can be reduced to a free action with the proper feat.

††If object is deemed too large or awkward this is a full round action.

Special Actions: Bull rush, disarm, grapple, and trip, form substitutes for a melee attack.

Attack Role Modifiers

p. 146

Circumstance	Melee	Ranged
Attacker flanking defender*	+2	-
Attacker on higher ground	+1	+0
Attacker prone	-4	**
Attacker invisible	+2†	+2†
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender stunned, cowering, or off balance	+2†	+2†
Defender climbing (cannot use shield)	+2†	+2†
Defender surprised or flatfooted	+0†	+0†
Defender running	+0†	-2†
Defender grappling (attacker not)	+0†	+0††
Defender pinned	+4†	+4†
Defender has cover	See "Cover"	
Defender concealed or invisible	see page 147	
Defender helpless (paralysed, sleeping, bound)	see page 148	

*You flank when you have an ally on the opposite side of the defender threatening him.

Wanderers can sneak attack defenders they flank.

**Most ranged weapons cannot be used prone. Crossbows can be used prone

†The defender loses any Dexterity bonus to defence.

††Random role determines the grappling opponent stuck. The opponent loses the Dexterity bonus to defence.

Two Weapon Fighting Penalties

p. 143

Circumstances	Primary hand	Off hand
Normal penalties	-6	-10
Off hand weapon is light	-4	-8
Ambidextrous feat	-6	-6
Two-weapon fighting feat	-4	-8
Off-hand is light & Ambidextrous feat	-4	-4
Off-hand is light & Two weapon feat	-2	-6
Ambidextrous feat & 2 weapon feat	-4	-4
Off-hand is light & Ambidextrous & 2 weapon	-2	-2

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Cover

p. 147

Degree	Defence Example	Reflex bonus	Save bonus
¼	Human behind 3ft high wall	+2	+1
½	Around a corner/tree, at an open window; behind a creature the same size	+4	+2
¾	Peering around a corner or tree	+7	+3
9/10	Behind arrow slit / slightly ajar door	+10	+4*
Total	Other side of a solid wall	-	-

*Half damage if save is failed; no damage if successful.

Concealment

p. 148

Concealment	Example	Miss Chance
¼	Light fog; moderate darkness; light foliage	10%
½	Channelling effect; dense fog at 5 feet	20%
¾	Dense foliage	30%
9/10	Near total darkness	40%
Total cover	Invisibility; attacker blind; total darkness	50%

Reputation

p. 106

Location	DC
Midlands, Cairhien	25
Boarderlands, Ilan, Ebou Dari, Tear, (Mayene, Murandy)	30
Arad Doman, Tarabon	35
The Aiel Waste, the Sea Folk islands	40
Seanchan, Shara	45

Modifiers to DC

Remote village or region	5
Large city	-5
Characters home town or area	-5

Reputation Check only occurs once a character has a reputation of 1 or more.

Skill	Famous	Infamous
Bluff	+5	+5
Diplomacy	+5	-5
Entertain	+5	+0
Gather Information	+5	+5
Intimidate	+2	+5

Initial NPC Attitude

p. 200

Attitude	Means	Possible actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Influencing NPC Attitude

Starting attitude	Hostile	New Unfriendly	Indiff.	friendly	helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	-	Less than 1	1	15	30
Friendly	-	-	Less than 1	1	20

Bluff (CHA)

p. 72

Example Circumstances	Sense Motive Modifier
The Target wants to believe you.	-5
The bluff is believable	+0
The bluff is a little hard to believe / risky.	+5
The bluff is hard to believe / great risk.	+10
The bluff is outrageous / too incredible.	+20

Poisons

p. 231

Poison	Type	Initial Dmg.	Secondary Dmg
Knockout drops	Ingested DC 12	1d6 Dex	Unconscious*
Sense-deadening	Inhaled DC 12	1d6 Wis	2d6 Wis
Weakening gas	Inhaled DC 12	1d6 Str	2d6 Str
Knockout gas	Inhaled DC 18	1d6 Dex	Unconscious*
Paralytic poison	Injury DC 15	1d6 Dex	Paralysis
Deadly poison	Ingested DC 15	1d6 Con	2d6 Con
Red Adder bite	Injury DC 16	1d6 Con	2d6 Con
Blood snake bite	Injury DC 17	1d6 Con	4d6 Con
Contact poison	Injury DC 18	1d6 Con	2d4 Con
Forkroot*	Ingested DC17	1d6 Dex	Unconscious 1d3 h.
Ophthalmic Syrup†	Inhaled DC16	Unconscious	2d6 Con
Scarlet Lurker†	Injury DC 11	2d4 hp	2d4 Str
Deathclasp Fungi †	Contact DC 12	1d4 Str	1 Str
Taronel Root†	Injury DC 14	2d6 hp	1d4 Con

*Unconscious and stable. **by CatData; see, WoT Board: <http://boards.wizards.com/> (d20)
†PotD pp. 88, 137, 138 & 159.

Diseases

p. 232

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Type I	Ingested/inhaled DC 13	1d6 days	1 Con	1d2 Con & 1d2 Str*
Type II	Ingested/inhaled DC 13	1d4 days	1 Str	1d2 Con* & 1d4 Str
Animal-based	Injury DC 15	1d4 days	1 Con & 1Str	1d3 Con* & 1d3 Str*
Spore-based	Ingested/injury DC 14	2d4 days	1 Con & 1 Dex	1d2 Con* & 1d2 Dex*

*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

Spotting Distance & Difficulty

p. 60 DMG

Terrain	Distance
Smoke or heavy fog	2d4 x 5 ft. (average 25 ft.)
Jungle or dense forest	2d4 x 10 ft. (50 ft.)
Light forest	3d6 x 10 ft. (105 ft.)
Scrub, brush, or bush	6d6 x 10ft. (210 ft.)
Grassland, little cover	6d6 x 20 ft. (420 ft.)
Total darkness	Limit of sight
Indoors (lit)	Line of sight
Difficult Circumstances	DC
Base	20
Size	+/-4 per size category
Contrast	+/-5 or more
Stillness (not moving)	+5
Six or more creatures	-2
Moonlight*	+5
Starlight**	+10
Total darkness	Impossible†

*+5 bonus on Spot check if spotter has low-light vision or if darkvision extends.

**+5 bonus on Spot check if spotter has low-light vision or +10 if darkvision extends far enough.

†only unless the spotter has darkvision that extends far enough.

Falling Objects

p. 89 DMG

Object Weight*	Falling Distance (damage is 1d6+ 1d6 each increment)
200-101 lb.	20 ft.
100-51 lb.	30 ft.
50-31 lb.	40 ft.
30-11 lb.	50 ft.
10-6 lb.	60 ft.
5-1 lb.	70 ft.

*For each 200 lb. of weight deal 1d6 damage

Synergy Bonuses (Compilation credit to Justin Pulsipher: Arr MiHardies)

> 5 Ranks in:	Gain +2 Bonus to:
Bluff	Diplomacy, Intimidate, Pick Pocket
Handle Animal	Ride
Jump	Tumble
Profession (herbalist)	Heal
Sense Motive	Diplomacy
Tumble	Balance, Jump

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Character Condition Summary

pp. 229-230

Condition	Effect
Ability	Damaged: Temporary loss: 1 point per day returns; Drained: Permanent loss of 1 or more skill points
Blinded	50% miss in combat; loss Dex bonus; +2 enemy attack; -4 Str & Dex based skills. No vision related skills.
Checked	Force such as a wind prevents movement forward
Cowering	Frozen in fear: loss of Dex bonus; no actions; +2 to hit
Dazed	No actions, but defends as normal
Deafened	-4 initiative; no listen checks
Disabled	0 hit points, or stabilized below 0hp and is improved,
Dying	Negative hp = unconscious; end of round, check d% for a 10% chance of stabilizing: failure = 1 point loss (-10 is death)
Entangled	-2 attack roles; -4 to effective Dex; to cast a weave make a concentration check DC 15; failure = loss of weave
Exhausted	½ speed; -6 Dex & Str; after 1 hour rest become fatigued
Fatigued	No run or charge; -2 Dex & Str; exhaustion results if doing something that would cause fatigue; need 8 hour rest
Flat-footed	Not yet acted during combat; loss of Dex bonus to defence
Frightened	Must Flee if unable -2 on attack roles, damage, and saves
Grappled	No action; except bare hand attack, small weapon, break free; no threatened area & no Dex bonus for other opponents
Held	No physical actions, but they continue to breath
Helpless	Bound, held, sleeping, paralysed or unconscious; -5 Dex bonus to defence; +4 to hit; no bonus for ranged; sneak atk.
Panicked	-2 moral on saves and must flee; 50% to drop held items; random path; no engagement; casting only to flee
Paralysed	No movement; Str & Dex effectively 0
Prone	On ground; -4 melee attack; only crossbow no penalty; +4 melee to hit; -4 ranged to hit; standing is a move action
Shaken	-2 moral on attack, damage, and saves
Staggered	Subdual damage = current hit points; 1 action or move a round
Stunned	No Dex bonus to defence; no actions; +2 to hit

Environmental Conditions

p.228ff. & p. 85 DMG

Hazard	Effect (wilderness lore may give a save bonus)
Heat	Fort save DC 15 + 1 per previous check each hour: failure 1d6 subdual damage (for extreme heat check every 10 minutes) see fatigue. Heavy clothing and Armour give a -4 to save.
Volcanic air	Breathing the air causes 1d6 normal damage every minute; fort save every 5 minutes DC 15; failure 1d4 subdual damage; damage not recovered until a return to normal temperatures.
Smoke	Fort save DC 15 + 1 per previous check: failure mean choking or coughing for the round; 2 consecutive times 1d6 subdual. 20% miss chance and ½ concealment for obscured vision.
Cold	Fort save DC 15 + 1 per previous check each hour: failure 1d6 subdual damage (for extreme cold check every 10 minutes) see fatigue. Heavy clothing and Armour give a +4 to save. With winter clothing the check is every hour.
Starvation & Thirst	Norm. 1 lb food/day & 1 gal. water/day; In <i>Blight</i> or <i>Aiel</i> /Waste 2-3x the liquid intake. After 1 day + hour = to Con, make a Con check DC 10+1/previous check each hour: failure 1d6 subdual. After 3 days make check each day. Weaves and Medicine can't replace hit points lost to food and water deprivation.
Suffocation & Drowning	Held breath = 2x Con score in rounds; or Con check DC 10+1/ previous check to continue; Failure means subdual = to current hit points: unconscious; next round -1; 3 rd round drowned
Falling	See side chart; onto yielding surface damage is cumulative subdual; 20ft fall into water, no damage; next 20ft 1d3/10ft subdual; greater drop is normal damage 1d6/10ft.
Wind*	Gusts (21-30 mph), extinguish & -2 ranged; Severe (31-50), -4 ranged, Fort DC 15, or Checked; Windstorm (51-74), no ranged, Fort DC 18, or Prone; Hurricane (75-150), no Listen, Fort 20 or Prone & rolled 1d4x10ft (subdual 1d4/10ft) Tornado (151-300), Fort 30 or whirled 1d10 rounds for 6d6 dmg/round
Duststorm*	50% extinguish; 1d6 sand fall; 1d3 subdual in extreme; Choke
Rain & Snow*	½ visibility; -4 Spot, Search, Ranged attack; 50% extinguish; Snow: move ½, 1d6 inches; Blizzard: 1d3ft, move ¼, wind &
Hail	-4 Listen; Normal visibility; 5% 1 point damage; move as snow
Ice*	Balance DC 15 to avoid slipping and falling each minute
Thunderstorm*	High wind & rain; 1 bolt/min for 1 hour; electrical dmg 1d10
Catch fire	Reflex DC15; Suc.=fire out; fail=1d6; each round repeat

*All storms cause -8 Listen, Spot, Search checks. Storms last 2d4-1 hours.

Random Weather

(see Anatoth's <http://members.vip.fi/~hopeakuu/rpg/gmtool.html> DMG p. 89)