

Linking (Page 159) original table			
Circle Size	Min # of Men	Max # of Men	Weave Bonus (in levels)
2-3	0	1	+1
4	0	2	+1
5-6	0	< 1/2	+1
7-13	0	< 1/2	+2
14-27	1	< 1/2	+3
28-36	2	< 1/2	+4
37-45	3	< 1/2	+5
46-54	4	< 1/2	+6
55-63	5	< 1/2	+7
64-72	6	< 1/2	+8

Linking UtDB (Page 100)			
Circle Size	Min # of Men	Number Linked	Weave Bonus (in levels)
2-4	0	1	+1
5-9	0	2	+2
10-13	0	< 1/2	+3
14-16	1	< 1/2	+3
17-25	2	< 1/2	+4
26-36	3	< 1/2	+5
37-49	4	< 1/2	+6
50-64	5	< 1/2	+7
65-71	6	< 1/2	+8
72+	7	< 1/2	+9

Overchanneling (Page 163)		
Concentration		
Check DC	Attempt Type	Fort Save DC
15	Cast a 0-level weave w/ no slots left	15
20	Cast a 1-level weave w/ no slots left	25
25	Cast a 2-level weave w/ no slots left	35
20	Cast a weave 1 level higher than slot	15 + weave lvl
25	Cast a weave 2 levels higher than slot	25 + weave lvl
30	Cast a weave 3 levels higher than slot	30 + weave lvl
DC Missed By Result		
1-5	The channeler suffers a severe headache and overwhelming fatigue. As a result she suffers a -1 penalty on all skill and ability checks, attack rolls, and saves. She recovers when she is able to rest for at least 6 hours.	
6-10	The channeler suffers a severe headache and fatigue resulting in a -2 penalty on all rolls. She also takes 1d6 points of damage and cannot overchannel again until she gets six hours of rest.	
11-15	The channeler suffers a severe headache and fatigue resulting in a -3 penalty on all rolls. She also takes 2d6 points of damage and cannot channel at all for 24 hours.	
16-20	The channeler suffers a severe headache and fatigue resulting in a -4 penalty on all rolls. She also takes 3d6 points of damage and cannot channel at all for 48 hours.	
21-25	The channeler suffers a severe headache and fatigue resulting in a -5 penalty on all rolls. She also takes 3d6 points of damage and cannot channel at all for two weeks.	
25+	The channeler is stilled-completely unable to channel. In addition, she suffers headache and fatigue resulting in a -6 penalty on all rolls and takes 4d6 points of damage	

Weavesight (Page 87)	
DC	Result
10	Identify which of the Five Powers are used in the weave.
15	Identify the weave. If you are familiar with the weave, you know its name and effects; if not, you sense its general effect.
20	Learn the weave, if it is of a level you are capable of casting without overchanneling.
25	Learn the weave, if it is of a level you are capable of casting while overchanneling

Madness (Page 210)		
Rating	Trigger	
0-15	-	
16-30	Injury	
31-40	Will Save	
41-50	Casting Weave, Ter'angreal	
51-60	Threat	
61+	Constant	
Rating - 1d20	Trigger	Duration
<= 5	Delusion	2d6 Minutes
06-15	Suspicion	2d6 Hours
16-25	Panic	2d6 Rounds
26-35	Withdrawl	2d6 Hours
36-45	Fury	2d6 Rounds
46-55	Disease	See Text
56+	Dementia	See Text
Trigger	Explanation	
Injury	Whenever the channeler takes damage in combat (wether from a weapon or weave effect) of in dangerous noncombat situations, such as a fall or the effect of disease, he must make a madness check.	
Will Save	Whenever the character is required to make a Will saving throw, he must check for madness, wether or not he succeeded at the initial save.	
Casting, Terangreal	Merely touching saidin, wether through casting a weave or activating a ter'angreal, is enough to trigger a check for madness.	
Threat	Any stressful situation, wether real or imagined, might drive the character to insane behavior. He must make an immediate check for madness	
Constant	By this point, madness is so far gone in the character that it is a permanant condition. A check for madness is no longer required - the character is irredeemably insane.	
Symptom	Explanation	
Delusion	The character suffers from hallucinations - auditory, vosual, or both - and it is difficult to convince that these delusions are not real.	
Suspicion	The character has a deep distrust of everyone, even friends, and suspects them of secretly plotting against him, causing him harm, even being Darkfriends in extreme cases.	
Panic	The character is convinced that he is in mortal danger and does his best to flee the threatening situation. If he cannot flee, he attacks desperately.	
Withdrawl	The character becomes depressed, argumentative, stubborn, and unwilling to interact with the world.	
Fury	The character flies into an insane fit of temper. He lases out at the nearest available target if in combat, or goes on a viloent rampage in other situations. Thereafter, he overreacts dangerously to events that would make others irritated, frightened, or otherwise stressed.	
Disease	When madness has progressed this far, the channeler falls prey to a horrible rotting illness (Fort save DC 20). His very body decays around him, and the stress of this situation is often enough to propel him to final destruction. The disease incubates for one week and causes 1d3 points of temporary Constitution damage each day thereafter. Unlike normal diseases, this rotting affliction continues until the victim reaches 0 Constitution and dies.	
Dementia	The character's personality has been lost entirely to madness. A hero becomes an NPC and is forever beyond saving. Death usually comes not long after this point.	

The Ways (Page 284)	
Route	# of Pedestals
Stedding to Stedding	2d4
Stedding to city, or vice versa	2d6
City to City	2d8
Chance of Encountering Shadowspawn	
d% Chance	# and Type of Shadowspawn
01-55	A single trolloc straggler lost in the ways.
56-70	A gang of 2d4 Trollocs
71-90	A Myrddraal
86-100	A band of 2d8 Trollocs and 1 Myrddraal
Misc Ways Info	
Travel	4 Hours per pedestal. Time passed in real world equals time spent in ways divided by 1d4.
Lost	If you are lost, there is a 5% chance of finding a Waygate for every 4 hours spent searching.
Maps	To create a map of instructions from one waygate to another make a Knowledge(arcana) check (DC 20). If you succeed, note by how much. To follow a map or instructions, determine the number of pedestals. This is how many Knowledge(arcana) checks have to be made. The DC is 16 minus the number by which the mapmaker succeeded his check.
The Endless Plummet	5% chance to land on a bridge, ramp or platform. 3d6 x 10 equals the distance fallen.
Shadowspawn	Once per trip 1d100, if this is less than the number of pedestals, roll again, and check above table.
Machin Shin	speed 30', area 30' across, Listen DC 15, cumulative 10% chance of losing characters. Will save (DC 20) each round, or 1d4 permanent WIS & INT (character is devoured by Machin Shin when either is reduced to 0).
Chance of Encountering Machin Shin	
Location	% Chance of Encounter
At a waygate	5%
Within 1 pedestal of a Waygate	4%
Not within 1 pedestal of a Waygate	2%

Heal Skill Table (Page 79 (missing))	
Result	Additional Damage Converted
0-9	None
10-14	1 hp
15-20	2 hp
20-24	3 hp
25+	4 hp

Cover & Concealment (Page 147)		
Degree of Cover (Miss Chance)	Cover AC Bonus	Reflex Save
One Quarter (10%)	+2	+1
One Half (20%)	+4	+2
Three Quarters (30%)	+7	+3
Nine Tenths (40%)	+10	+4
Total (50%)	-	-

Reputation (Page 106)	
Location	DC
Midlands, Cairhien	25
Borderlands, Illian, Ebou Dar, Tear	30
Arad Doman, Tarabon	35
The Aiel Waste, The Sea Folk Islands	40
Seanchan, Shara	45
Modifiers to DC	DC
Remote Village or region	+5
Large City	-5
Character's home town or area	-5

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

Composure (Page 86)	
DC	Task
15	+2 on Bluff, Diplomacy, and Intimidate checks for the next 10 Minutes
20	Fall asleep even if not tired
20	+1 bonus on attack rolls for 5 rounds in combat situations
25	Remain Comfortable in moderate extremes of temperature. +5 on Concentration checks made for distractions due to weather

Diseases (page 232)				
Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Type 1 Disease	Ingested/Inhaled DC 13	1d6 Days	1 CON	1d2 CON & 1d2 STR
Type 1 Disease	Ingested/Inhaled DC 13	1d4 Days	1 STR	1d2 CON* & 1d4 STR
Animal-based Disease	Injury DC 15	1d4 Days	1 CON & 1 STR	1d3 CON* & 1d3 STR
Spore-based Disease	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)

Tumble (Page 85)	
DC	Task
15	Treat Fall as if it were 10 feet shorter when determining damage
15	Tumble up to 20 feet (as part of normal movement) past opponents as if they were not there. Failure means you stop immediately upon moving adjacent to the opponent
25	Tumble up to 20 feet (as part of normal movement) moving through areas occupied by opponents (over, under, or around them as if they were not there). Failure means you stop just before moving into the nearest opponent's square

Poisons (page 231)			
Poison	Type	Initial Damage	Secondary Damage
Knockout Drops	Ingested DC 12	1d6 DEX	Unconscious (& stable)
Sense-deadening poison	Inhaled DC 12	1d6 WIS	2d6 WIS
Weakening poison gas	Inhaled DC 12	1d6 STR	2d6 STR
Knockout Gas	Inhaled DC 18	1d6 DEX	Unconscious (& stable)
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	2d6 CON	4d6 CON
Contact Poison	Injury DC 18	1d4 CON	2d4 CON
Forkroot	Ingested DC 17	1d6 DEX	Unconscious, Paralysis, and Inability to channel for 1d4 hours

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DM SCREEN - Misc Charts

Ability Modifiers and Bonus Weaves (Page 17)										
Score	Modifier	0	1	2	3	4	5	6	7	8 9
1	-5	Cant Cast Weaves Tied To This Ability								
2-3	-4	Cant Cast Weaves Tied To This Ability								
4-5	-3	Cant Cast Weaves Tied To This Ability								
6-7	-2	Cant Cast Weaves Tied To This Ability								
8-9	-1	Cant Cast Weaves Tied To This Ability								
10-11	+0	-	-	-	-	-	-	-	-	-
12-13	+1	-	1	-	-	-	-	-	-	-
14-15	+2	-	1	1	-	-	-	-	-	-
16-17	+3	-	1	1	1	-	-	-	-	-
18-19	+4	-	1	1	1	1	-	-	-	-
20-21	+5	-	2	1	1	1	1	-	-	-
22-23	+6	-	2	2	2	1	1	1	-	-
24-25	+7	-	2	2	2	1	1	1	1	-
26-27	+8	-	2	2	2	2	1	1	1	1
28-29	+9	-	3	2	2	2	2	1	1	1
30-31	+10	-	3	3	3	2	2	2	1	1
32-33	+11	-	3	3	3	2	2	2	2	1
34-35	+12	-	3	3	3	3	2	2	2	2
36-37	+13	-	4	3	3	3	3	2	2	2
38-39	+14	-	4	4	4	3	3	3	2	2
40-41	+15	-	4	4	4	3	3	3	3	2
42-43	+16	-	4	4	4	4	3	3	3	2
44-45	+17	-	5	4	4	4	4	3	3	3
etc...										

Measurements (Page 201)	
Length	
10 inches	= 3 hands
3 hands	= 1 foot
3 feet	= 1 pace
2 paces	= 1 span
1000 spans	= 1 mile
4 miles	= 1 league
Area	
100 paces x 100 paces	= 1 hide
Weight	
10 ounces	= 1 pound
10 pounds	= 1 stone
10 stone	= 1 hundredweight
10 hundredweight	= 1 ton

Distraction	DC
Damage or failed saving throw during casting**	10+damage dealt + casting level
Damaged by channeled weave	10+damage dealt + casting level
Suffering continuous damage	10+half of continuous damage last dealt + casting level
Nondamaging weave*	Distracting weave's save DC + casting level
Casting defensively (avoiding attack of opportunity)	15 + casting level

Motion	DC
Jostled or entangled	5+casting level
Vigorous (on a moving mount, a bouncy wagon)	10+casting level
Violent (a galloping horse)	15+casting level
Unnatural (riven earth and earthquake weaves)	20+casting level
Grappling or pinned	20+casting level

Weather	DC
Rough (high wind, blinding sleet or rain)	5+casting level
Extreme (wind driven hail or debris)	10+casting level
Unnatural (harness the wind weave cast at howl)	Distracting weave's save DC + casting level

*If the weave allows no save, use the save DC it would have if it did allow a save.

** For weaves with a casting time of 1 full round or more or damage by an attack of opportunity or readied attack made in response to the weave being cast (for weaves with a casting time of 1 action). See Distractions, page 162.

Climb (Page 73)

DC	Example
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	A rope with a wall to brace against or a knotted rope but not both.
10	A surface with ledges to hold on to and stand on, such as a very rough wall.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree. An unknotted rope.
20	An uneven surface with some narrow handholds and footholds.
25	A rough surface, such as a natural rock wall or a brick wall
25	Overhang or ceiling with handholds but not footholds.
-	A perfectly smooth, flat, vertical surface cannot be climbed.
-10*	Climbing inside a tunnel or other location where one can brace against two opposite walls (reduces normal DC by 10)
-5*	Climbing a corner where you can brace against perpendicular walls (reduces normal DC by 5)
+5*	Surface is slippery (increases DC by 5)

* Cumulative; use all that apply

Bluff Sense Motive (Page 72)

Circumstance	Modifier
Wants to believe you	-5
Believable & doesn't affect target	+0
Hard to believe or some risk	+5
Hard to believe or entails large risk	+10
Way out there	+20

Appraise (Page 72)

Item	DC	Price Accuracy
Common	DC 12	+/- 10% True Value
Rare	DC 15	+/- 30% True Value
Exotic	DC 20	+/- 30% True Value
Untrained	DC 12	+/- 50% True Value

Balance (Page 72)

Surface	DC
7-12 inches wide	10
2-6 inches wide	15
Less than 2 inches wide	20
Uneven floor	10
Surface Angled*	+5
Surface Slippery*	+5

* Cumulative; if both apply, use both



DM SCREEN - Misc Charts

Combat Modifiers (Page 146)

Circumstance	Melee	Ranged
Flanking	+2	-
Higher Ground	+1	-
Attacker Prone	-4	N/A
Def. Kneeling	+2	-2
Def. Stunned / Cowering*	+2	+2
Def. Climing / Off Balance*	+2	+2
Def Flat-Footed*	+0	+2
Def. Running*	+0	-2
Def. Pinned*	+4	-4

* Loose Dex & Shield bonus to AC

Jumping (Page 80)

Type	Minimum Distance	Additional Distance
Running Jump	5 ft.	+1 ft./1 point above 10
Standing Jump	3 ft.	+1 ft./2 points above 10
Running High Jump	2 ft.	+1 ft./4 points above 10
Standing High Jump	2 ft.	+1 ft./8 points above 10
Jump Back	1 ft.	+1 ft./8 points above 10

Light Sources (Page 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	Permanant

Track (Page 95)

Condition	DC Mod
Every 3 creatures being tracked	-1
Every 24 hours since trail made	+1
Every hour of rain since trail made	+1
Fresh snow cover since trail made	+10
Tracked party hides trail	+5

Size of Creature DC Mod

Size of Creature	DC Mod
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8

Poor Visibility DC Mod

Poor Visibility	DC Mod
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3

Movement Mount/Vehicle		(Page 110)	
		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.)		3.5 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		2 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)*		1/2 miles	5 miles
Keelboat (rowed)*		1 miles	10 miles
Rowboat (rowed)*		1.5 miles	15 miles
Mainland sailing ship (sailed)		3 miles	48 miles
Skimmer: Atha'an Miere (sailed)		3 miles	72 miles
Darter or soarer: Atha'an Miere (sailed)		4 miles	96 miles
Raker: Atha'an Miere (sailed)		5 miles	120 miles

Hardness (Page 150)			
Substance	Hardness	Hit Points	
Paper	0	2/inch of thickness	
Rope	0	2/inch of thickness	
Glass	1	1/inch of thickness	
Ice	0	3/inch of thickness	
Wood	5	10/inch of thickness	
Stone	8	15/inch of thickness	
Iron	10	30/inch of thickness	
Object	Hardness	Hit Points	DC to Break
Rope (1 in. diam)	0	2	23
Simple wooden door	5	10	13
Spear	5	2	14
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28
Strength Check to:			DC
Break down simple door			13
Break down good door			18
Break down strong door			23
Burst rope bonds			23
Bend iron bars			24
Break down barred door			25
Burst chain bonds			26
Break down iron door			28

Terrain and Movement (Page 110)			
Terrain	Highway	Road/Trail	Trackless
Plains	x1	x1	x1
Scrub, rough	x1	x1	3/4
Forest	x1	x1	1/2
Jungle	x1	3/4	1/4
Swamp	x1	3/4	1/2
Hills	x1	3/4	1/2
Mountains	3/4	1/2	1/4
Sandy desert	x1	-	1/2

Search Task (Page 84)		DC
Ransack area to find a certain item		10
Notice a typical secret compartment, a simple trap, or an obscure clue		20
Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue		25+

Open Lock (Page 82)		DC
Lock		DC
Very simple		20
Average		25
Good		30
Amazing		40

Synergy Bonuses	
> 5 Ranks in:	Gives +2 Bonus to:
Bluff	Diplomacy
Bluff	Intimidate
Bluff	Pick Pocket
Handle Animal	Ride
Jump	Tumble
Profession (Herbalist)	Heal
Sense Motive	Diplomacy
Tumble	Balance & Jump

Ride (Page 83)		DC
Task		DC
Guide w/ knees		5
Stay in saddle		5
Fight w/ warhorse		10
Cover		15
Leap		15
Control mount in battle		20
Fast mount or dismount		20*
Soft fall		15

*Armor check penalty applies.

Listen Sound (Page 81)		DC
Sound		DC
People Talking		0
A person in medium armor walking at a slow pace, trying not to make noise		5
An unarmored person walking at a slow pace, trying not to make any noise.		10
A 1st-level wanderer using move silently within 10 ft. of the listener		15
A draghkar stalking its prey		25
A myrddraal moving over a smooth surface		30
Per 10 ft. from listener		+1
Through a door		+5
Through a stone wall		+15

Weapons							(Page 110)
Simple Weapons - Melee							
Weapon	Cost	Damage	Critical	Range	Weight	Type **	
Unarmed Attacks							
Gauntlet*	2 mk	*	*	-	2 lb.	Bludgeon	
Strike, unarmed	-	1d3@	x2	-	-	Bludgeon	
Tiny							
Dagger*	2 mk	1d4	19-20x2	10 ft.	1 lb.	Piercing	
Small							
Mace, light	5 mk	1d6	x2	-	6 lb.	Bludgeon	
Sickle	6 km	1d6	x2	-	3 lb.	Slash	
Medium-size							
Club	-	1d6	x2	10 ft.	3 lb.	Bludgeon	
Spear, Aiel*	5 mk	1d6	x3	20 ft.	3 lb.	Piercing	
Mace, heavy	12 mk	1d8	x2	-	12 lb.	Bludgeon	
Morningstar	8 mk	1d8	x2	-	8 lb.	Bludgeon & Piercing	
Large							
Quarterstaff*++	-	1d6/1d6	x2	-	4 lb.	Bludgeon	
Spear, Seanchan ^ ~	10 mk	1d8	x3	20 ft.	5 lb.	Piercing	
Simple Weapons - Ranged							
Weapon	Cost	Damage	Critical	Range	Weight	Type **	
Small							
Crossbow, light*	35 mk	1d8	19-20x2	80 ft.	6 lb.	Piercing	
Bolts, crossbow (10)*	1 mk	-	-	-	1 lb.	-	
Sling*	1d4	x2	50 ft.	0 lb.	Bludgeon		
Bullets, sling (10)*	1 sp	-	-	5 lb.	-	-	
Medium-size							
Crossbow, heavy*	50 mk	1d10	19-20x2	120 ft.	9 lb.	Piercing	
Bolts, crossbow (10)*	1 mk	-	-	-	1 lb.	-	
Exotic Weapons - Melee							
Weapon	Cost	Damage	Critical	Range	Weight	Type **	
Medium							
Ashtaredet++ ~	80	1d6/1d8	19-20/ x2	-	15 lb.	Bludgeon & Slashing	
Sword, Warder's*	35	1d10	19-20/ x2	-	10 lb.	Slashing	
Swordbreaker*	25	1d6	19-20/ x2	-	3 lb.	Piercing	
Large							
Scythesword, Trolloc	75	2d4	18-20/ x2	-	16 lb.	Slashing	
Exotic Weapons - Ranged							
Weapon	Cost	Damage	Critical	Range	Weight	Type **	
Small							
Whip*	1 mk	1d2@	x2	15 ft.*	2 lb.	Slashing	
Medium-size							
Net*	20 mk	*	*	10 ft.*	10 lb.	-	
Marital Weapons - Ranged							
Weapon	Cost	Damage	Critical	Range	Weight	Type **	
Medium-size							
Shortbow*	30 mk	1d6	x3	60 ft.	2 lb.	Piercing	
Arrows (20)*	1 mk	-	-	-	3 lb.	-	
Shortbow, Aiel*	75 mk	1d6	x3	70 ft.	2 lb.	Piercing	
Arrows (20)*	1 mk	-	-	-	3 lb.	-	
Large							
Longbow*	75 mk	1d8	x3	100 ft.	3 lb.	Piercing	
Arrows (20)*	1 mk	-	-	-	3 lb.	-	
Longbow, Two Rivers*	100 mk	1d8	x3	110 ft.	3 lb.	Piercing	
Arrows (20)*	1 mk	-	-	-	3 lb.	-	

* See weapon description for special rules

** When two types are given, the weapon is both types

+ Reach Weapon

++ Double Weapon

^ If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a chargin character

@ The weapon deals subdual damage rather than normal damage

~ Not for sale on the open market

Marital Weapons - Melee							
Weapon	Cost	Damage	Critical	Range	Weight	Type **	
Small							
Handaxe	6 mk	1d6	x3	-	5 lb.	Slash	
Lance, Light*	6 mk	1d6	x3	-	5 lb.	Piercing	
Sap	1 mk	1d6@	x2	-	3 lb.	Bludgeon	
Sword, short	10 mk	1d6	19-20x2	-	3 lb.	Piercing	
Medium-size							
Battleaxe	10 mk	1d8	x3	-	7 lb.	Slash	
Lance, heavy*++	10 mk	1d8	x3	-	10 lb.	Piercing	
Longsword	15 mk	1d8	19-20x2	-	4 lb.	Slash	
Rapier*	20 mk	1d6	18-20x2	-	3 lb.	Piercing	
Scimitar, Seanchan	15 mk	1d6	18-20x2	-	4 lb.	Slash	
Trident*	15 mk	1d8	x2	10 ft.	5 lb.	Piercing	
Hammer, smith's	12 mk	1d8	x3	-	8 lb.	Bludgeon	
Large							
Axe, hafted	20 mk	1d12	x3	-	20 lb.	Slash	
Bill*+	9 mk	2d4	x3	-	15 lb.	Slash	
Greatclub	5 mk	1d10	x2	-	10 lb.	Bludgeon	
Pike*+^	5 mk	1d8	x3	-	9 lb.	Piercing	
Poleaxe*^	10 mk	1d10	x3	-	15 lb.	Piercing & Slash	
Scythe	18 mk	2d4	x4	-	12 lb.	Piercing & Slash	
Boarspear*+	10 mk	2d4	x3	-	15 lb.	Piercing	

Armor							(Page 120)
Armor	Cost	Armor Bonus	Max Dex Bonus	Check Penalty	Speed	Weight	
Light							
Padded	5 mk	+1	+8	0	30	10 lb.	
Leather	10 mk	+2	+6	0	30	15 lb.	
Studded	25 mk	+3	+5	-1	30	20 lb.	
Mail Shirt	10 gc	+4	+4	-2	30	25 lb.	
Medium							
Hide	15 mk	+3	+4	-3	20	25 lb.	
Brigandine Shirt	5 gc	+4	+3	-4	20	30 lb.	
Full Mail	15 gc	+5	+2	-5	20	40 lb.	
Breastplate	20 gc	+5	+3	-4	20	30 lb.	
Lacquered Plate*	25 gc	+5	+3	-3	20	35 lb.	
Heavy							
Full Brigandine	20 gc	+6	+0	-7	20+20+	45 lb.	
Banded Mail	25 gc	+6	+1	-6	20+	35 lb.	
Plate and Mail	60 gc	+7	+0	-7	20+	50 lb.	
Full Plate	150 gc	+8	+1	-6	-	50 lb.	
Shields							
Buckler, Aiel	25 mk	+1	-	0	-	2 lb.	
Shield, sm. wooden	3 mk	+1	-	-1	-	5 lb.	
Shield, sm. steel	9 mk	+1	-	-1	-	6 lb.	
Shield, lg. wooden	7 mk	+2	-	-2	-	10 lb.	
Shield, lg. steel	20 mk	+2	-	-2	-	15 lb.	

* Adds +1 to Reputation when worn

+ When Running in heavy armor, you move only at x3 your max speed, not x4.