

## Unofficial Wot FAQ 1.1

This FAQ has been compiled by the good people at The Tower, visit their website:

[http://www.geocities.com/sheriam\\_sedai/index.html](http://www.geocities.com/sheriam_sedai/index.html)

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The background is courtesy of Ishmael who's work can also be found at The Tower.Library.

Chris

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

**A:** Yes

**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. 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 who 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, they get all the benefits of the new class (including a second talent and affinity). When benefits conflict (like overchanneling), the character uses the best option (which, in the case of overchanneling, would be 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: 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: If a class provides weapon/armor proficiencies, does the 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, do they get the weapon proficiencies of their 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.

**Q: If an Ogier takes the Wanderer class at 1st level, what weapons do they get? I assume they get the simple weapons listed under the class, but not the martial weapons. So, that means they would be**

**able to use the following - club, crossbow, dagger, mace (heavy and light), morningstar, 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.

**Q: In the books channelers cannot heal themselves. Reading the rules, it's not explicitly stated if that creature 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. Perfectly accurate with the books? Perhaps not, but it's something that could be very important to a party that only has one channeler.

**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 the Seanchan (including a background)

**Q: What is the scale for the map?**

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

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

**A:** Yes.

**Q: The write up for bashing with shields says you cannot bash with a tower shield yet there are not listing of tower shields in the book.**

**A:** Ignore the comment about tower shields.

**Q: Does a tied off weave count for a held 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 one 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 *angrael* and *sa'angrael*?**

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

Example:

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

"No.

When you use linking or *angrael* 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 *angrael*, you could cast it with an Int of only 18. To cast it at 13th level, by overchanneling and using a +2 *angrael*, you'd have to have an Int of 21 (not counting the *angrael*, you're casting at 11th level)."

**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 doesn't list 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 (or higher) character use the reputation bonus given by masterwork/masterpiece weapons/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 not. But again, your GM is the final arbiter.

**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: Is everyone proficient with unarmed strikes, or do you have to be proficient with all simple weapons, or just proficient with gauntlets? Or does it 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: Does the defense bonus from an Aiel Buckler stack with the class defense bonus for an *algai'd'siswai*?**

**A:** No

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

**A:** Medium

**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: On P. 218, it's stated that an armsman who multiclasses into 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: I have an initiate with the fire and air weaves. Since the description of the affinity says if you have all of the affinities that the spell contains, you can use a slot one level lower to cast it. Now, at 2nd level, I only had first level slots available. Since Fireball is a 2nd level weave minimal, but I have both affinities, would I be able to use a first level weave to cast it?**

**A:** Yes

**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.

#### 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 2 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.

# THE WHEEL OF TIME



# ROLEPLAYING GAME