



CHAPTER THREE HEROIC CLASSES



Detailed in this chapter are the five base heroic classes. Each is unique in design and function.

Presented immediately below is a list of each heroic class and its role in the Wheel of Time.

CHOOSING A HEROIC CLASS

Talent trees aside, there are several advantages and disadvantages to each class. Of course, you should always choose the class that fits your character's storyline and role.

Armsman	A tough martial warrior skilled with weaponry and combat.
Initiate	A trained channeler belonging to a channeling organizations.
Noble	A skillful hero who does well at inspiring allies and awing foes.
Scout	A master of the wild who is adept at surviving and overcoming.
Wanderer	A clever rogue who uses skillfulness, cunning, and also luck.

ARMSMAN

An armsman's strengths are his combat prowess. He is resilient, with the highest hit points gained at each level and a high starting Fortitude Defense. He is also the class with the highest attack bonus, gaining a full point each class level.

The drawback to the armsman class is the lack of versatility in its starting feats, and also in its lack of skills. With the lowest amount of trained skills to start with and such a small list to go on with, this is a class designed for fighters, but not for a whole lot else.

INITIATE

The initiate's strengths lie in her feat choices. The class is designed to provide channelers with options that aren't available to those who aren't trained. The initiate has many channeling-oriented feats available to her, and is a great class to get a head-start on becoming as powerful a channeler as she desires to be.

Initiates, however, have low hit points and no high defense bonuses. While she may be a master of the One Power, the initiate may find herself unable to do things that require skillfulness or combat ability.

NOBLE

The noble's foremost abilities lie in her skillfulness. No class is the noble's equal for skill versatility and proficiency. The noble also has the highest Will Defense of any of the classes, and if that is coupled with a high Wisdom score, she can be nigh impossible to manipulate.

The noble's most glaring weakness can be her lack of hit points. Her feats tend to be selfless, so while she works well with others, by herself she can often be lacking.

SCOUT

A scout is skillful, but also resilient. While a majority of his abilities are most useful in the wilderness, he is able to use most in urban areas as well.

A scout's drawback is his lack of any great strengths. He is skillful, but not as skillful as others can be. He is tough and good in combat, but again, not as much as it's possible to be. While not the worst at anything, he's not the best at anything either. Unless, that is, he's in the wilderness.

WANDERER

A wanderer is a jack-of-all-trades. All skills are available to her. She is also the best at specializing in them, and her feats tend to be more various than any other class. A wanderer can be good at a whole array of things, while other classes tend to be much more specific.

Wanderers tend to be best only when they are in their game, however. They aren't particularly tough, either, with no bonus at all to Fortitude and lot hit point dice.

HEROIC CHARACTERS

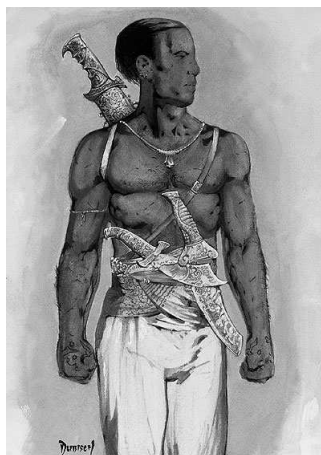
A heroic character is an important person in the Grand Tapestry. Whether she is a reborn hero from Ages long forgotten or acting heroically for the first time, she is special from other people.

Heroic characters differ from nonheroic characters in many ways. Only heroic characters gain access to heroic classes, and the talents they provide. All heroic characters also gain Hero Points, which enable them to step forward and perform heroic deeds where nonheroic characters would often fail.

ARMSMAN

The armored soldier on the battlefield. The Child of Light patrolling the town. The warder keeping vigilance over his Aes Sedai. The spear dancer. The Borderlander guardian. The weapon expert. These and many more are examples of the armsman.

An armsman is one who trains and focuses on martial combat. He is a master of war and can often use a broader range of weapons and armor. No class is better equipped to make a hero who can fight battle after battle and weave his own thread into the Tapestry with legends of battle glory and weapon cunning.



BACKGROUND

Every armsman is different, even if many are similar. An armsman from the Borderlands is almost certainly a man or woman who has spent time fighting back the Shadowspawn raiding from the Blight. Meanwhile, an armsman from the Midlands and Coastlands are often members of national armies or militias, with others belonging to specific martial organizations such as the Children of the Light or the Band of the Red Hand.

Among the Atha'an Miere, armsmen may be the Masters of the Blades and Swordmasters of their ships. Aiel armsmen are the bulk of the ferocious algai'd'siswai. The Seanchan have several different martial organizations, including the Deathwatch Guard. Tuatha'an do not believe in violence, so a Tinker-raised armsman is a former-Tinker by default.

Ogier armsmen are only somewhat common among the Seanchan, and can be mighty warriors.

EXAMPLES OF ARMSMEN IN THE WHEEL OF TIME

al'Lan Mandragoran, Galad Damodred, Gawyn Trakand, Gareth Bryne, Birgitte, Aram, Dain Bornhald, Eamon Valda, Couladin.

Hit Points

Armsmen begin play with a number of hit points equal to 30 + Constitution modifier. At each level after their first, they gain 1d10 hit points plus their Constitution modifier.

Hero Points

Armsmen gain a number of Hero Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Hero Points left over from the previous level are lost.

CLASS FEATURES

The following are class features of the armsman class.

Defense Bonuses

At 1st level, you get a +1 bonus to Reflex Defense, and a +2 bonus to Fortitude Defense.

Starting Feats

At 1st level, you gain five of the following feats for free.

Armor Proficiency (light, medium)

Shield Proficiency

Weapon Proficiency (any)

Class Skills

At 1st level, you gain a number of trained skills equal to 2 + your Intelligence modifier. These skills must be taken from the following list of class skills.

Acrobatics, Athletics, Craft, Deception, Endurance, Focus, Initiative, Knowledge (tactics), Perception, Persuasion, Ride.

Talents

At 1st level, and every odd-numbered level of this class thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may select from any talent tree you wish, but you must meet any prerequisites. Unless specifically stated otherwise

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, starting feats, talents
2nd	+2	Bonus feat
3rd	+3	Talent
4th	+4	Bonus feat
5th	+5	Talent
6th	+6	Bonus feat
7th	+7	Talent
8th	+8	Bonus feat
9th	+9	Talent
10th	+10	Bonus feat
11th	+11	Talent
12th	+12	Bonus feat
13th	+13	Talent
14th	+14	Bonus feat
15th	+15	Talent
16th	+16	Bonus feat
17th	+17	Talent
18th	+18	Bonus feat
19th	+19	Talent
20th	+20	Bonus feat

in the description of the talent, you can only take a talent once.

ARMOR SPECIALIST TALENT TREE

You can maximize the benefits you receive from wearing armor or using shields and reduce some of the drawbacks.

Armor Mastery: The maximum Dexterity bonus of your armor improves by +1. You must be proficient with the armor you are wearing to gain this benefit.

Prerequisite: Armored Defense.

Armored Defense: When calculating your Reflex Defense, you may add either your heroic level or your armor bonus, whichever is higher. You must be proficient with the armor you are wearing to gain this benefit.

Improved Armored Defense: When calculating your Reflex Defense, you may add your heroic level plus one-half of your armor bonus (rounded down) or your armor bonus, whichever is higher. You must be proficient with the armor you are wearing to gain this benefit.

Prerequisite: Armored Defense.

Juggernaut: Your armor does not reduce your speed or the distance you can move while running. You must be proficient with the armor you are wearing to gain this benefit.

Prerequisite: Armored Defense.

Second Skin: When wearing armor with which you are proficient, your armor bonus to your Reflex Defense and equipment bonus to your Fortitude Defense increase by +1.

Prerequisite: Armored Defense.

Shield Block: Any time an opponent successfully hits you in combat, you may sacrifice your upcoming attack and instead immediately make a melee attack roll with your shield to negate the attack. If your attack roll is greater than the opponent's successful attack roll, the attack is instead negated.

You may only use this attack once per round. You must be proficient with shield you are using to gain this benefit.

BATTLE DANCER TALENT TREE

You are an agile combatant and weave through the battlefield with deft ability.

Acrobatic Recovery: If an effect causes you to fall prone, you can make a DC 20 Acrobatics check to remain on your feet.

Elusive Target: When fighting an opponent or multiple opponents in melee, other opponents attempting to target you with ranged attacks suffer a -5 penalty. This penalty is in addition to the normal -5 penalty for firing into melee, making the penalty to target you -10.

Improved Feint: When using the Deception skill to make a feint, you may do so as a swift action instead of a standard action.

Improved Initiative: You may choose to reroll any Initiative check, but the result of the reroll must be accepted, even if it is worse.

Prerequisite: Trained in the Deception skill.

Skirmisher: If you move at least 2 squares before you attack and end your move in a different square from where you started, you gain a +1 bonus on attack rolls until the start of your next turn.

You may take this talent multiple times. Each time, it grants an additional +1 bonus on attack rolls until the start of your next turn when you move at least 2 squares.

BRAWLER TALENT TREE

You excel at man-to-man, melee combat.

Expert Grappler: You gain a +2 competence bonus on grapple attacks.

Melee Smash: You deal +1 point of damage with melee attacks.

Stunning Strike: When you damage an opponent with a melee attack, your opponent moves an additional -1 step along the condition track if your attack roll result equals or exceeds the target's damage threshold.

Prerequisite: Melee Smash.

Unbalance Opponent: You are skilled at keeping your opponents off balance in melee combat. During your action, you designate an opponent no more than one size category larger or smaller than you. That opponent doesn't get to add his Strength bonus on attack rolls when targeting you. If the opponent has a Strength penalty, he still suffers that penalty. The opponent's Strength modifier still applies to damage, as usual. You can select a new opponent on your next turn.

Prerequisite: Expert Grappler.

SOLDIER TALENT TREE

You use advanced combat tactics to bring down opponents quickly and shield opponents from harm.

Battle Analysis: As a swift action, you can make a DC 15 Knowledge (tactics) check. If the check succeeds, you know which allies and opponents in your line of sight are reduced to at least half of their maximum total hit points.

Devastating Attack: Choose a single exotic weapon or weapon group with which you are proficient. Whenever you make a successful attack against a target using such a weapon, you treat your target's damage threshold as if it were 5 points lower when determining the result of your attack.

You may select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

Prerequisite: Weapon Focus with the chosen exotic weapon or weapon group.

Harm's Way: Once per round, you may spend a swift action to shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attacks made against the protected ally affects you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

Prerequisite: Trained in the Initiative skill.

Penetrating Attack: Choose a single exotic weapon or weapon group with which you are proficient. Whenever you make a successful attack against a target using such a weapon, you treat your target's damage reduction as if it were 5 points lower when determining the result of your attack.

You may select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

Prerequisite: Weapon Focus with the chosen exotic weapon or weapon group.

Weapon Specialization: Choose a single exotic weapon or weapon group with which you are proficient. You gain a +2 bonus on damage rolls with such weapons.

You may select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

Prerequisite: Weapon Focus with the chosen exotic weapon or weapon group.

Class Feats

At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Acrobatic Strike, Armor Proficiency (any), Bull Rush, Careful Shot, Cleave, Combat Reflexes, Coordinated Attack, Crush, Deadeye, Dodge, Double Attack, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Exotic Weapon Proficiency, Far Shot, Great Cleave, Improved Charge, Improved Disarm, Martial Arts I, Martial Arts II, Martial Arts III, Melee Defense, Mighty Swing, Mobility, Momentum Strike, Mounted Defense, Quick Draw, Pin, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Rapid Strike, Running Attack, Shake It Off, Shield Proficiency, Ship Combat, Skill Focus, Sniper, Throw, Toughness, Trip, Triple Attack, Triple Crit, Weapon Finesse, Weapon Focus, Weapon Proficiency (any), Whirlwind Attack.

INITIATE

The Aes Sedai in the White Tower. The Asha'man in the Black Tower. The Windfinder summoning wind from the back of an Atha'an Miere ship. The sul'dam as well as her damane. The One Power specialist. The secret student of an old channeler. The focused channeling disciple. All of these are examples of the initiate.

The initiate is one who focuses on improving her channeling ability. The One Power is her ally, and it makes her extremely powerful. Note that this class is not for wilders, as it is a class designed for students trained in the One Power by people or, more commonly, organizations.



BACKGROUND

Most female channelers in the Westlands (including among the Tuatha'an) who are a part of an organization are trained for at least some time in the White Tower. Those who fail to become Accepted either use what they learned in their homeland or wherever they decide to channel, or they join the Kinship in Ebou Dar. Male channelers born after Rand al'Thor declares himself to be the Dragon Reborn join the Black Tower if they join any organization. Any other organizations in the Westlands are rare, tiny, and usually very short-lived.

Among the Aiel, women who can channel are trained as Wise Ones. Female channelers among the Atha'an Miere are trained to be Windfinders. The Seanchan train women who are known to be able to channel as damane, though unbeknownst to them, the sul'dams who hold the leashes are also channelers of the One Power.

There are no Ogier initiates because they cannot channel.

EXAMPLES OF INITIATES IN THE WHEEL OF TIME

Egwene al'Vere, Moiraine Demandred, Suan Sanche, Mazrim Taim, Elaida do Avriny a'Roihan, Alise Tenjile, Cadsuane Meliandhrin, Talaan din Gelyn.

Hit Points

Initiates begin play with a number of hit points equal to 18 + Constitution modifier. At each level after their first, they gain 1d6 hit points plus their Constitution modifier.

Hero Points

Initiates gain a number of Hero Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Hero Points left over from the previous level are lost.

CLASS FEATURES

The following are class features of the initiate class.

Defense Bonuses

At 1st level, you get a +1 bonus to Reflex Defense, a +1 bonus to Fortitude Defense, and a +1 bonus to Will Defense.

Starting Feats

At 1st level, you gain four of the following feats for free.

Channeler
Extra Affinity
Remove Block
Skill Training
Weapon Proficiency (simple weapons)

Class Skills

At 1st level, you gain a number of trained skills equal to 3 + your Intelligence modifier. These skills must be taken from the following list:

Craft, Deception, Endurance, Focus, Gather Information, Initiative, Knowledge (any), Perception, Persuasion, Ride, Survival, Treat Injury.

Talents

At 1st level, and every odd-numbered level of this class thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may select from any talent

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, starting feats, talents
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent
6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+10	Bonus feat
15th	+11	Talent
16th	+12	Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus feat

tree you wish, but you must meet any prerequisites. Unless specifically stated otherwise in the description of the talent, you can only take a talent once.

COMBAT CHANNELER TALENT TREE

You are a deft channeler on the battlefield or in other combat situations.

Defensive Channeling: You do not provoke attacks of opportunity when creating weaves with an activation of a standard action.

Prerequisite: Trained in the Channel skill.

Hasten Weave: You may spend a Hero Point to use a weave more quickly. A full-round activation becomes a standard action. A standard action becomes a move action. A move action becomes a swift action. These benefits apply specifically to creating weaves.

Prerequisite: Trained in the Channel skill.

Improved Defensive Channeling: You do not provoke attacks of opportunity when creating weaves with a full-round action activation.

Prerequisite: Trained in the Channel skill, Defensive Channeling.

DISCIPLINE TALENT TREE

You are a master of your own body and mind, and your self-balance.

Equilibrium: As a swift action, you can spend a Hero Point to remove all debilitating conditions affecting you and return to a normal state.

Improved Focus: You can reroll any Focus check, but you must keep the second result, even if it is worse.

Physical Recovery: Whenever you use your second wind, you regain a number of additional hit points equal to 1d6 per Hero Points you possess (maximum 10d6).

Prerequisite: Equilibrium.

Physical Stillness: You may always reroll Survival checks made to endure extreme temperatures and keep the better result.

Furthermore, you gain a +2 bonus to your Fortitude Defense to avoid taking full damage from extreme heat or cold.

ONE POWER SAVANT TALENT TREE

You have honed your ability to channel, and have the One Power coursing through you.

Channeler Health: Your Fortitude Defense is considered to be 5 higher when resisting toxins, poisons, and disease.

Prerequisite: Channeler feat.

Enhanced One Power Awareness: Any time you make a Channel check to sense the One Power or sense your surroundings, you may reroll the Channel check and keep the better result.

Prerequisite: Trained in the Channel skill.

Weave Precision: Any time you use a weave that has a cone, ray, or area effect, you may spend a Hero Point to reroll the Channel check made to create the weave and keep the better result.

Prerequisite: Trained in the Channel skill.

WEAVEMASTER TALENT TREE

You have learned unique ways to thread with weaves of the One Power.

Copy Weave: You may spend a Hero Point to duplicate a weave not in your own Weave Suite after one is created. You must be able to see the weave being used, or be able to successfully analyze the residue of the weave in order to duplicate it.

After successfully analyzing the weave or residue, you may recreate the weave. In creating the weave, you still must succeed in the Channel check to create the weave.

Prerequisite: Trained in the Channel skill.

Link Mastery: Any time you lead a group of channelers in linking for a weave, you may always reroll your initial and final Channel checks in casting the weave. If you are a member of the link, but not the leader, you may reroll your Channel check to aid the leader.

Furthermore, if you successfully aid the leader, he gains an additional +1 bonus to his check from you, in addition to the regular bonuses gained from aiding another.

Prerequisite: Trained in the Channel skill.

Quick Analyzer: Whenever you use the Channel skill to analyze a weave, the time required to do so is halved.

Prerequisite: Trained in the Channel skill.

Unweave: You may use the Channel skill to undo weaves you have created, making the residue much less noticeable by other channelers. If successful, the difficulty of any Channel checks made to detect the weave in the future are increased by +10.

Furthermore, if you are successful in undoing the weave, other channelers may not analyze the weave, nor learn the weave from observing it.

Prerequisite: Trained in the Channel skill.

Weave Focus: Choose one weave in your Weave Suite. Any time you make a Channel check to create that weave, you may reroll the Channel check and keep the better result.

You may take this talent multiple times, selecting a new weave for this bonus to apply to each time.

Prerequisite: Trained in the Channel skill.

Weave Student: You are a particularly skillful learner and master weaves with great efficiency. Any time you channel the weave for which you have taken the Weave Focus talent, and if your weave is successful, you treat the effect as though it was +5 higher.

Prerequisite: Trained in the Channel skill.

Class Feats

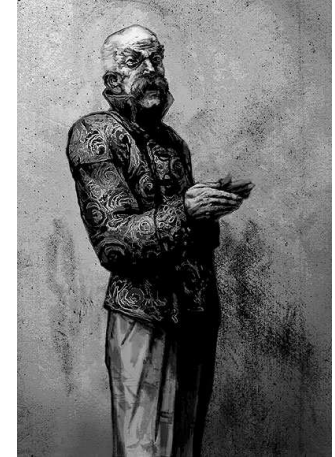
At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Channeler, Extra Affinity, Extra Talent, Foreboding, Herbal Remedies, Heroic Readiness, Melee Defense, Old Tongue, Poison Resistance, Rapport, Recall, Remove Block, Skill Focus, Skill Training, Tie Off Weave, Weapon Proficiency (any).

NOBLE

The traveling regent to the throne. The hunter for the Horn of Valere. The courtier in the finest royal courts. The leader of a smugglers guild. The royal princess. The local governor. The field officer. All of these are examples of the noble.

The noble is a natural leader, but also a socially adept person in nearly any given situation, with prowess and resources to accomplish any of her goals and aid others assisting her in her pursuits. They don't necessarily have to be members of noble families, but they are generally well-connected and great at interacting with other people.



BACKGROUND

Nobles do not necessarily have to be members of Noble Houses. They can be people with no titles at all. In the Westlands, courtly nobles tend to own lands and may even control armies. Those who don't have titles are normally leaders in their own rights, from the leaders of organizations to simply those who have a knack for working with people.

The same can be said in the Threefold Land. People with the noble class could be Wise Ones or Clan Chiefs. Atha'an Miere Sailmistresses and other taskmasters can frequently be nobles. The Seanchan Blood are certainly nobles. The noble is one of the more common classes among the Tuatha'an, with not only the Mahdi often having levels, but various heroes who have the knack for social cunning.

Ogier nobles are common. Scholars and Elders are certainly great candidates for this class, and there are many scholars among the Ogier.

EXAMPLES OF NOBLES IN THE WHEEL OF TIME

Elayne Trakand, Morgase Trakand, Berelain dur Paendrag Paeron, Zarine ni Bashere t'Aybara, Davram Bashere, Tuon Athaem Kore Paendrag, Gareth Bryne, Bair, Tylin Quintara Mitsobar, Jaichim Carridin, Amys.

Hit Points

Nobles begin play with a number of hit points equal to 18 + Constitution modifier. At each level after their first, they gain 1d6 hit points plus their Constitution modifier.

Hero Points

Nobles gain a number of Hero Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Hero Points left over from the previous level are lost.

CLASS FEATURES

The following are class features of the noble class.

Defense Bonuses

At 1st level, you get a +1 bonus to Reflex Defense, and a +2 bonus to Will Defense.

Starting Feats

At 1st level, you gain four of the following feats.

Affluent
Armor Proficiency (light)
Skill Focus
Skill Training
Weapon Proficiency (any).

Class Skills

At 1st level, you gain a number of trained skills equal to 6 + your Intelligence modifier. These skills must be taken from the following list:

Deception, Gather Information, Focus, Initiative, Knowledge (any), Perception, Persuasion, Ride, Treat Injury.

Talents

At 1st level, and every odd-numbered level of this class thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may select from any talent tree you wish, but you must meet any prerequisites. Unless specifically stated otherwise in the description of the talent, you can only take a talent once.

INFLUENCE TALENT TREE

One of your greatest strengths is your ability to exert influence over your opponents.

Demand Surrender: Once per encounter, you can make a Persuasion check as a standard action to demand surrender from an opponent who has been reduced to one-half or less of its hit points. If your check result equals or exceeds the target's Will Defense, it surrenders to you and your allies, drops any weapons it is holding, and takes no hostile actions. If the target is higher level than you, it gains a +5 bonus to its Will Defense. If you or any of your allies attack it, it no longer submits to your will and can act normally. You can only use this talent against a particular target once per encounter. This is a fear effect.

Prerequisite: Presence.

Improved Weaken Resolve: As Weaken Resolve (see below), except that the target doesn't stop fleeing from you if it is wounded.

Prerequisites: Presence, Weaken Resolve.

Presence: You can make a Persuasion check to intimidate a creature as a standard action (instead of a full-round action).

Weaken Resolve: Once per round, when you deal damage equal to or greater than the target's damage threshold, make a Persuasion check as a free action; if the result equals or exceeds the target's Will Defense, you fill the target with terror, causing it to flee from you at top speed for 1 minute. The target can't take standard actions, swift actions, or full-round actions while fleeing, and the target stops fleeing and can act normally if it is wounded. As a free action or reaction, the target can spend a Hero Point (if it has not already spent one earlier in the round) to negate the effect. The effect is automatically negated if the target's level is equal to or higher than your character level. This is a fear effect.

Prerequisite: Presence.

INSPIRATION TALENT TREE

You have abilities that enable you to better inspire your followers and allies and urge them to greatness.

TABLE 3-3: THE NOBLE		
CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, starting feats, talents
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent
6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+10	Bonus feat
15th	+11	Talent
16th	+12	Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus feat

Bolster Ally: As a standard action, you can bolster an ally within line of sight, moving him +1 step along the condition track, and giving him a number of bonus hit points equal to his character level if he's at one-half his maximum hit points or less. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. You can't bolster the same ally more than once in a single encounter, and you can't bolster yourself.

Ignite Fervor: Whenever you hit an opponent with a melee or ranged attack, you can (as a free action) choose to give one ally within your line of sight a bonus to damage on his next attack equal to his character level. Once his fervor has been ignited, the affected ally doesn't need to remain within line of sight of you; if his next attack misses, he loses the bonus to damage granted by this talent. You can't ignite fervor in yourself.

Prerequisites: Bolster Ally, Inspire Confidence.

Inspire Confidence: As a standard action, you can inspire confidence in all allies in your line of sight, granting them a +1 moral bonus on attack rolls and a +1 morale bonus on skill checks for the rest of the encounter or until you're unconscious or dead. Once inspired, your allies don't need to remain within line of sight of you. You can't inspire confidence in yourself.

Inspire Haste: As a swift action, you can encourage one of your allies within line of sight to make haste with a skill check. On that ally's next turn, that ally can make a skill check that requires a standard action as a move action instead. You cannot inspire haste in yourself.

Inspire Zeal: Whenever an ally within line of sight of you makes an attack that moves an opponent down the condition track (such as by dealing damage that equals or exceeds the target's damage threshold), that ally moves the target an additional -1 step down the condition track.

Prerequisites: Bolster Ally, Inspire Confidence, Ignite Fervor.

LEADERSHIP TALENT TREE

You know how to take charge and lead your companions to success.

Born Leader: Once per encounter, as a swift action, you grant all allies within your line of sight a +1 insight bonus on attack rolls. This effect lasts for as long as they remain within line of sight of you. An ally loses this bonus immediately if line of sight is broken or if you are unconscious or dead. You cannot use this ability on yourself.

Coordinate: A noble with this talent has a knack for getting people to work together. When you use this talent as a standard action, all allies within your line of sight grant an additional +1 bonus when they use the aid another action until the start of your next turn. You cannot use this ability on yourself.

Distant Command: Any ally who gains the benefit of your Born Leader talent does not lose the benefit if their line of sight to you is broken.

Prerequisite: Born Leader.

Fearless Leader: As a swift action, you provide a courageous example for your allies. For the remainder of the encounter, your allies receive a +5 morale bonus to their Will Defense against any fear effect. Your allies lose this benefit if they lose line of sight to you, or if you are killed or knocked unconscious. You cannot use this ability on yourself.

Prerequisite: Born Leader.

Rally: Once per encounter, you can rally your allies and bring them back from the edge of defeat. As a swift action, any allies within your line of sight who have less than half their total hit points remaining gain a +2 morale bonus to their Reflex Defense and a +2 bonus to all damage rolls for the remainder of the encounter.

Prerequisites: Born Leader, Distant Command.

Trust: You can give up your standard action to give one ally within your line of sight an extra standard action or move action on his next turn, to do with as he pleases. The ally does not lose the action if line of sight is later broken.

Prerequisites: Born Leader, Coordinate.

LINEAGE TALENT TREE

You lead a privileged life and gain benefits of an upbringing beyond most people of the Westlands.

Connections: You are able to obtain licensed, restricted, military, or illegal equipment without having to pay a licensing fee or endure a background check, provided the total cost of the desired equipment is equal to or less than your character level x 100 silver marks. In addition, when obtaining equipment or services through the black market, you reduce the black market cost multiplier by 1.

Educated: You may make any Knowledge check untrained.

Wealth: Each time you gain a level (including the level at which you select this talent), you receive an amount of silver marks equal to 500 x your noble level. You can spend these marks as you see fit. The marks are given by a close ally or family member, who must give it in person or through a trusted giver.

Bonus Feats

At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Affluent, Armor Proficiency (light, heavy, medium), Coordinated Strike, Exotic Weapon Proficiency, Heroic Focus, Heroic Readiness, Informer, Melee Defense, Mounted Defense, Old Tongue, Quick Strike, Rapport, Recall, Shield Proficiency, Skill Focus, Skill Training, Weapon Finesse, Weapon Focus, Weapon Proficiency (any).

SCOUT

The wild woodsman. The sneaky brigand. The ever-alert investigator. The morat'raken. The wilderness savant. The survivor. The explorer. The hunter. All of these are examples of scouts in the Wheel of Time.

The scout is one who knows trials will come, and more importantly, he knows how to get through them. He is a rural hero, and a survivor. More importantly, he doesn't just survive and endure, he overcomes and finds victory where there otherwise wouldn't be any.



BACKGROUND

Scouts from the Midlands and Coastlands tend to emerge from areas of little to no populations of other people, such as regions like the Two Rivers, or any other area with small towns or no towns at all. In the Borderlands, scouts are often the ones who venture forth and survey the Shadowspawn hordes emerging, and they often fight alongside any of the soldiers defending the land from the Blight.

Scouts are common among the Aiel, especially among some of the warrior societies. Maidens of the Spear, Black Eyes, Brothers of the Eagle, Dawn Runners, Night Spears, and Water Seekers commonly have scouts among their ranks. Among the Atha'an Miere, scouts are especially common on rakers and other smaller ships, and on exploring vessels. Scouts are perhaps slightly less common among the Seanchan in the Westlands, though heroic morats are frequently scouts. Among the Tuatha'an, scouts are rare, but possible among the people who spend their lives constantly traveling the Westlands.

EXAMPLES OF SCOUTS IN THE WHEEL OF TIME

Perrin Aybara, Abel Cauthon, Chel Vanin, Juilin Sandar, Bain, Chiad, Hurin.

Hit Points

Scouts begin play with a number of hit points equal to 24 + Constitution modifier. At each level after their first, they gain 1d8 hit points plus their Constitution modifier.

Hero Points

Scouts gain a number of Hero Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Hero Points left over from the previous level are lost.

CLASS FEATURES

The following are class features of the scout class.

Defense Bonuses

At 1st level, you get a +2 bonus to Reflex Defense, and a +1 bonus to Fortitude Defense.

Starting Feats

At 1st level, you gain four of the following feats for free.

- Armor Proficiency (light)
- Shake It Off
- Skill Training
- Weapon Proficiency (any).

Class Skills

At 1st level, you gain a number of trained skills equal to 5 + Int modifier. These skills must be taken from the following list.

- Athletics, Craft, Endurance, Focus, Initiative, Knowledge (any), Perception, Ride, Stealth, Survival, Treat Injury.

Talents

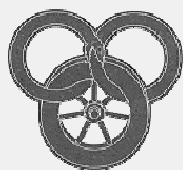
At 1st level, and every odd-numbered level of this class thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may select from any talent tree you wish, but you must meet any prerequisites. Unless specifically stated otherwise in the description of the talent, you can only take a talent once.

AWARENESS TALENT TREE

You are very alert and good at avoiding peril.

Acute Senses: You may choose to reroll any Perception check, but the result of the reroll must be kept, even if it is worse.

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, starting feats, talents
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent
6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+10	Bonus feat
15th	+11	Talent
16th	+12	Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus feat



UNICLASS VERSUS MULTICLASS

There are certain advantages to multi-classing, including an extra feat upon the first level of the new class, access to more skills, improved defenses, and possibly even access to more talents.

The benefits to sticking with a single class include more class feats, greater mastery in a singular field, and greater bonuses on class-specific bonuses.

In the end, characters should not be made by taking paths that give them the greatest benefits simply to make the character more powerful. A character should always take talents and feats that best fit him, and ones that make sense to gain along the adventure's path.

The following rules apply to uniclass characters.

Seven Levels: A character with seven levels in any single heroic class gains an additional Hero Point at each level.

Twelve Levels: A character with twelve levels in any single heroic class gains one Destiny Point upon taking the twelfth level of the class.

Keen Shot: You take no penalty on your attack roll when attacking a target with concealment (but not total concealment).

Prerequisite: Acute Senses.

Uncanny Dodge I: You retain your Dexterity bonus to your Reflex Defense regardless of being caught flat-footed or struck by a hidden attacker. You still lose your Dexterity bonus to your Reflex Defense if you are immobilized.

Prerequisite: Acute Senses.

Uncanny Dodge II: You cannot be flanked. You can react to opponents on opposite sides of you as easily as you can react to a single attacker.

Prerequisites: Acute Senses, Uncanny Dodge I.

CAMOUFLAGE TALENT TREE

You are great at keeping yourself unnoticed.

Hidden Movement: You're very good at hiding when mobile. You take no penalty on your Stealth check when moving your normal speed.

Prerequisite: Improved Stealth.

Improved Stealth: You may choose to reroll any Stealth check, but the result of the reroll must be accepted even if it is worse.

Total Concealment: Any situation that would give you concealment grants you total concealment instead.

Prerequisites: Hidden Movement, Improved Stealth.

SURVIVOR TALENT TREE

You are able to react to danger quickly and get yourself out of tight spots.

Evasion: If you are hit by an area attack, you take half damage if the attack hits you. If the area misses you, you take no damage.

Extreme Effort: You can spend two swift actions to gain a +5 bonus on a single Strength check or Strength-based skill check made during the same round.

Sprint: When you use the run action, you can move up to five times your speed (instead of the normal four times your speed).

WOODSMAN TALENT TREE

Your place is in a specific environment, such as the woods, mountains, plains, or even the Threefold Land.

Expert Tracker: You take no penalty on Survival checks made to follow tracks while moving your normal speed. (Without this talent, you take a -5 penalty on Survival checks made to follow tracks while moving your normal speed.)

Prerequisite: Trained in the Survival skill.

Favored Environment: You gain a +2 bonus to Climb, Endurance, Initiative, Jump, Knowledge (nature), Perception, Ride, Stealth, Survival, and Swim checks made in any environment chosen from the following list: the Blight, desert (includes the Threefold Land), forest, mountains, plains. Furthermore, when you are in your chosen environment, you may always spend a Hero Point to gain a reroll with any of the skills above, and you keep the better result.

You may select this talent multiple times. Each time, it applies to a different environment.

Fringe Savant: Whenever you roll a natural 20 on a skill check during an encounter, you gain one temporary Hero Point. If the Hero Point is not used before the end of the encounter, it is lost.

Long Stride: Your speed increases by 2 squares if you are wearing light armor or no armor. You cannot use this talent if you are wearing medium or heavy armor.

Bonus Feats

At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Armor Proficiency (light or medium), Careful Shot, Deadeye, Dodge, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Exotic Weapon Proficiency, Extra Second Wind, Far Shot, Herbal Remedies, Mobility, Momentum Strike, Mounted Defense, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Shake It Off, Ship Combat, Skill Focus, Skill Training, Sniper, Toughness, Weapon Proficiency (any).

WANDERER

The traveler from far away. The lucky gambler. The disruptive sneak. The master sailor. The jack-of-all-trades. The smuggler. The rogue. All of these are examples of wanderers in the Wheel of Time.

The wanderer relies on skillfulness and luck to get to the next day. He is a masterful blend of charms and daring, and can be the wild card in any encounter, whether as an enemy or ally.



BACKGROUND

The wanderer is possibly the most diverse class, and anyone from any walk of life may have levels in it. In the Borderlands, wanderers are far less common than armsmen and scouts, as they tend to focus on the Blight. However, merchants from the Borderlands can certainly be wanderers, as can many other people. In the Midlands, wanderers are frequent from Tar Valon to Ghealdan, and can emerge from any place in society, though they tend to come from the larger towns and cities more frequently. In the Coastlands, the wanderer is easily the most common heroic class, with docks and taverns throughout the land.

Wanderers are actually somewhat rare among the Aiel. Among the Atha'an Miere they are common, especially among heroes who don't have positions on ships, though among the leaders as well. The Seanchan don't have a lot of need for wanderers in the Westlands apart from manning their ships. The wanderer is the most common hero raised among the Tuatha'an.

EXAMPLES OF WANDERERS IN THE WHEEL OF TIME

Matrim Cauthon, Loial, Padan Fain, Bayle Domon, Aludra, Setalle Anan

Hit Points

Wanderers begin play with a number of hit points equal to 18 + Constitution modifier. At each level after their first, they gain 1d6 hit points plus their Constitution modifier.

Hero Points

Wanderers gain a number of Hero Points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any Hero Points left over from the previous level are lost.

CLASS FEATURES

The following are class features of the wanderer class.

Defense Bonuses

At 1st level, you get a +2 bonus to Reflex Defense, and a +1 bonus to Will Defense.

Starting Feats

At 1st level, you gain five of the following feats for free.

Jack-of-All-Trades
Skill Focus
Skill Training
Weapon Proficiency (simple weapons)

Starting Skills

At 1st level, you gain a number of trained skills equal to 4 + Int modifier. These skills must be taken from the following list.

Acrobatics, Athletics, Craft, Deception, Endurance, Focus, Gather Information, Initiative, Knowledge (any), Perception, Persuasion, Ride, Sail, Stealth, Survival, Treat Injury.

Talents

At 1st level, and every odd-numbered level of this class thereafter (3rd, 5th, 7th, etc.), you select a talent from any of the following talent trees. You may select from any talent tree you wish, but you must meet any prerequisites. Unless specifically stated otherwise in the description of the talent, you can only take a talent once.

FORTUNE TALENT TREE

You have a certain luck about you that gets you out of situations and guides you.

CLASS LEVEL	ATTACK BONUS	CLASS FEATURES
		Defense bonuses, starting feats, talents
1st	+0	
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent
6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+10	Bonus feat
15th	+11	Talent
16th	+12	Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus feat

Fool's Luck: As a standard action, you can spend a Hero Point to gain one of the following benefits for the rest of the encounter: a +1 luck bonus on attack rolls, a +5 luck bonus on skill checks, or a +1 luck bonus to all your defenses.

Fortune's Favor: Whenever you score a critical hit with a melee or ranged attack, you gain a free standard action. You must take the extra standard action before the end of your turn, or else it is lost.

Gambler: You gain a +2 competence bonus on Wisdom checks made when you gamble.

You can select this talent multiple times. Each time you take this talent, the competence bonus increases by +2.

Knack: Once per day, you can reroll a skill check and take the better result.

You can select this talent multiple times. Each time you take this talent, you can use it one additional time per day.

Lucky Hit: Once per day, you can reroll an attack roll and take the better result.

You can select this talent multiple times. Each time you take this talent, you can use it one additional time per day.

Prerequisite: Knack.

MISFORTUNE TALENT TREE

You are very roguish and good at defeating your opponents through cunning and deftness.

Dastardly Strike: Whenever you make a successful attack against an opponent that is denied its Dexterity bonus to Reflex Defense, the target moves -1 step along the condition track.

Disruptive: By spending two swift actions, you can use your knack for causing trouble and instigating chaos to disrupt your enemies. Until the start of your next turn, you suppress all morale and insight bonus applies to enemies in your line of sight.

Sneak Attack: Any time your opponent is flat-footed or otherwise denied its Dexterity bonus to Reflex Defense, you deal an extra 1d6 points of damage with a successful melee or ranged attack. You must be within 6 squares of the target to make a sneak attack with a ranged weapon.

You may select this talent multiple times. Each time you select it, your sneak attack damage increases by +1d6.

Walk the Line: As a standard action, you can do or say something that catches your enemies off guard. All opponents within 6 squares of you and in your line of sight take a -2 penalty to their defenses until the start of your next turn. The penalty is negated if line of sight is broken.

Prerequisite: Disruptive.

SAILOR TALENT TREE

You are at home on a ship, and have advantages there.

Marine Warrior: You gain a +1 bonus to attack rolls while aboard a ship. This applies to ranged attacks from the ship (even attacking targets off the ship), as well as personal weapons used aboard the ship.

Prerequisite: Sea Legs.

Sea Legs: You may reroll Acrobatics checks made to keep your balance on a ship and keep the better result. Furthermore, you are considered to be trained in the Acrobatics skill when balancing, even if you are not, though this does not give you a +5 advantage to checks made to balance.

Wavedriven: Once per day while aboard a ship, you can add your wanderer class level as a bonus on a single attack roll, skill check, or ability check. The decision to add this bonus can be made after the result of the roll or check is known.

STREETWISE TALENT TREE

You know how to get information and are a savvy merchant, and you are an adept trader, within the underworld or without.

Barter: You may reroll any Persuasion check made to haggle and keep the better result.

City Knowledge: You may reroll any Knowledge (Bureaucracy) checks made about a specific city of your choice and keep the better result. Furthermore, you gain a +2 bonus to all Gather Information and Persuasion checks when you are in that city.

You may take this talent multiple times. Each time you take it, choose a different city for it to be applied to.

Improved Gather Information: You may reroll any Gather Information check, but must keep the second result, even if it is worse.

Urban Tracker: You reduce the time it takes to make a Gather Information by 1/2. When making a Gather Information check, divide the amount it normally would have taken by 2.

Prerequisite: Improved Gather Information.

Bonus Feats

At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Deadeye, Dodge, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Exotic Weapon Proficiency, Jack-of-All-Trades, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Ship Combat, Skill Focus, Skill Training, Sniper, Weapon Finesse, Weapon Focus, Weapon Proficiency (any).