



CHAPTER FOUR SKILLS



Skills in the Wheel of Time Roleplaying Game work with the same mechanics as in the Star Wars: Saga Edition Roleplaying Game. Some exceptions exist, as a few skills are not present in the Wheel of Time, while others exist that wouldn't be in Star Wars. Finally, some skills have been modified to make things more clean in this setting.

REMOVED SKILLS

The following skills are not available in the Wheel of Time Roleplaying Game.

- Climb
- Jump
- Mechanics
- Pilot
- Use Computer
- Use the Force

In some cases, a new skill has been created that resembles one of the skills on the above list. Some have been merged into one skill, called Athletics. Use Computer has no replacement. Focus is a new skill.

NEW SKILLS

The following are new skills for the Wheel of Time Roleplaying Game.

ATHLETICS (STR)

Armor Check Penalty

Use this skill to climb or repel down a cliff, or jump for height or length.

Climb: All uses of the Climb skill presented in Star Wars: Saga Edition Roleplaying Game may be used with the Athletics skill.

Jump: All uses of the Jump skill presented in the Star Wars: Saga Edition Roleplaying Game may be used with the Athletics skill.

CHANNEL (CHA)

Requires the Channeler Feat

You can use the One Power, manipulating it to your will and using it to enhance your own capabilities.

Activate Weave (Trained Only): You make a Channel check to use a weave. The duration of the use of this action varies by weave.

Embrace the One Power (Trained Only): You can embrace the One Power with a DC 10 Channel check. This must be done before using the Channel skill in any other way. Embracing the One Power is a move action for men or two swift actions for women. For women, the swift actions can be distributed between two consecutive rounds. Maintaining your embrace of the One Power requires a swift action each round, unless you are casting a Weave Power as a full-round action.

When you are embracing the One Power, you are immune to compulsion effects.

One Power Meditation (Trained Only): As a full-round action, you can enter a Force trance with a DC 10 Channel check. In this state, you remain fully aware of your surroundings. Each hour you remain in the trance, you move up one step on the condition track. You can emerge from the trance as a swift action.

Sense the One Power (Trained Only): You automatically sense when another character of the same gender makes a Channel check. To determine the distance from which a weave can be sensed multiple the Channel check result by 5 miles. The residue of the weave remains a total number of minutes equal to 20 x the Channel check result.

This ability may also be used to notice channelers of the same gender holding the One Power. They may be noticed at a range of a number of miles equal to their base Channel skill, including feat and attribute bonus modifiers. This range is doubled if the channeler being detected has the Strong Channeler feat, or quadrupled if they have the Powerful Channeler feat.

You may detect the ability to channel in a person, even if the person is not actively channeling. The subject must be in line of sight to use this ability. If you succeed at a DC 15 Channel check, you can sense the channeler, and also their strength in the One Power (number of weaves known, if they have the Strong Channeler or Powerful Channeler feat, etc.). This use of the Channel skill requires the target to be trained in the Channel skill in order to be detected.



Finally, you may detect the ability to learn to channel in an individual. The individual must be within line of sight and 6 squares. If you succeed at a DC 15 Channel check, you can determine if the person has the Channeler feat, but does not have the Channel skill trained.

Sense Surroundings (Trained Only): As a swift action, you can make a DC 15 Channel check to ignore the effects of cover or concealment when you make Perception checks to detect or observe targets. This DC is increased by +5 if this ability is used against targets with total cover.

Stave off Fatigue (Trained Only): While embracing the One Power, once per round as a reaction, you may make a Channel check to temporarily avoid moving down the condition track for a number of rounds equal to your Constitution modifier (minimum 1 round) by making a Channel check DC 15 + 5 for each additional step you would be moved down the condition track. When you do finally move down the condition track, you move an additional -1 step, and your condition track penalties become persistent.

CRAFT (INT)

The Disable Device, Jury-Rig, and Repair Object applications of the Mechanics check found in the Star Wars: Saga Edition Roleplaying Game are available for the Craft skill. Furthermore, the following application may be used with the Craft skill.

Create Object: You can make a Craft check to create an object from available materials. Creating an object requires proper tools, though some objects may be made without tools at the gamemaster's discretion. Raw materials have a basic cost of three-quarters of the item's listed cost, though the cost can be lower or higher based on availability in the region.

The first thing to determine when building an object is the difficulty, which is determined based on the first and second charts below. Next, determine how long the project will take based on the cost of the item in silver marks. Each success represents an hour of work and builds 5 mk toward the object for weapons, shields, and armor, or 1 mk for general items (multiplied according to the chart). Failure on this check means an hour of work was spent, but no more progress was added to the total.

SIZE	MULTIPLIER
Small or smaller	x1
Medium	x2
Large	x5
Huge	x10
Gargantuan	x20
Colossal	x50
Colossal (building)	x100

ITEM TYPE	DC	DESCRIPTION
Simple	10	One material type (wood, cotton, etc.), uses common tools
Moderate	20	A few materials, requires specialized knowledge and/or tools
Complex	30	Several materials, requires special facilities, tools, and/or expertise

CIRCUMSTANCE	DC
Based on a common item	-5
Detailed knowledge of item	-10
Detailed schematics available	-10
Low quality materials	10

Handle Illuminations: You may use this skill to handle Illuminations. Creating an Illuminations display has a DC of 15. Rigging Illuminations to explode has a DC of 20.

Jury-Rig: You may temporarily rig an object to work again with a successful DC 25 Craft check. The object works until it is either damaged again or until the end of the scene, at which point it becomes disabled again.

Repair: By spending at least 1 hour of work on an object, you may repair an object. At the end of the hour, make a Craft check. The DC is 5 more than the DC would be to finish creating the item from scratch.

Traps: You may use this skill to disarm traps or rig an object to fall on someone or similar tasks. The DCs on these checks vary, but a full-round action is required to disarm traps, while setting up traps generally requires several rounds.

FOCUS (WIS)

Use this skill to ignore distractions, maintain concentration, and maintain composure.

Composure: You can compose yourself, mind and body, to overcome failure and embarrassment. You can make a Focus check (DC 20) as a reaction to gain a retry on a failed Knowledge or Persuasion check. The second result must be kept, even if it is worse.

You may also use this application as a full-round action to gain the emotional state required to channel if you have a block when the circumstances do not naturally bring you into that state of emotion. Composing yourself this way has a DC of 20.

Concentrate: In any round during which you suffer a distraction or threat, you may make a Focus check as a swift action to resist the distraction. At DC 20, any penalties imposed by unfavorable circumstances on a skill check are halved. You may enable yourself to take 10 despite threats or distractions with a Focus check (DC 10 + DC of task).

A female channeler may use this application when embracing the One Power. If she does so, she may take 10 on Channel checks that would normally allow 10 to be taken despite threats of distractions with a Focus check (DC 5 + DC of task).

Flame and Void (trained only): Any round before you aim, as a standard action, you may make a Focus check (DC 20) to reduce the range penalty of the shot by 1.

Male channelers may also use this application of the Focus skill to embrace the One Power more securely. With a success, the male channeler may spend an extra swift action whenever he uses a weave that applies or heals damage to increase the die type by one.

Use Blade Technique: You may use a blade technique gained from the Blade Techniques feat, using the DCs presented in the descriptions.

KNOWLEDGE (INT)

This skill works identically to the version presented in the Star Wars book, except with different fields.

Academics: History, geography, mathematics, astronomy, sciences, arts, architecture.

Culture: Behaviors, lifestyles, linguistic differences, streetwise

Health: Medicines, psychology, healing herbs and plants, human biology

Nature: Animal and plant identification, weather prediction, animal behavior, geology

Politics: *Daes Dae'mar*, Noble Houses, etiquette, political maneuvering

Tactics: Battlefield strategies, army logistics, recruitment

Technology: Physics, inventions, chemistry

SAIL (DEX)

The sail skill encompasses the Avoid Collision, Dogfight, Engage the Enemy, Increase Vehicle Speed, and Ram uses of the Pilot skill found in the Star Wars book. It applies to ships and other boats.

