



## CHAPTER FIVE FEATS



Like skills, feats in the Wheel of Time Roleplaying Game work very similarly to the way they do in the Star Wars: Saga Edition Roleplaying Game. And, like skills, there are some feats that no longer apply to the Wheel of Time setting, some that have been modified, and some new feats altogether.

### REMOVED FEATS

The following feats are not available in the Wheel of Time Roleplaying Game: Burst Fire, Cybernetic Surgery, Dreadful Rage, Extra Rage, Force Boon, Force Sensitivity, Force Training, Linguist, and Strong in the Force. This is just the list from the Core Rulebook. Other feats may not be available as well, pending the judgment of the Gamemaster.

### RENAMED FEATS

The following list provides feats found in the Star Wars Roleplaying Game book (in parentheses) and the new names for them in the Wheel of Time Roleplaying Game. Included in the list are feats that have few or no differences in their descriptions.

Bull Rush (Bantha Rush)  
Foreboding (Bad Feeling)  
Heroic Focus (Strong in the Force)  
Heroic Readiness (Force Readiness)  
Ship Combat (Vehicular Combat)

### NEW FEATS

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

#### AFFLUENT

Your social graces and acquisitions bring you great success, and can be called upon when you need them most.

**Prerequisites:** Cha 13+.

**Benefit:** Any time you roll a natural 20 on a Charisma-based skill check or ability check, you immediately gain 1 Hero Point. If this Hero Point is not used by the end of the encounter, it is lost.

#### BLADE TECHNIQUES

You have mastered three blade techniques. See Chapter Eight: Combat for more rules on blade techniques and for the list.

**Prerequisites:** Weapon Focus (heavy blades) or Weapon Focus (light blades).

**Benefit:** You gain a number of blade techniques equal to 1 + your Wisdom modifier (minimum 1).

**Special:** You can select this feat more than once. Each time you select it, you gain three more blade techniques.

#### CHANNELER

You are a channeler, and able to use the One Power.

**Prerequisites:** Human.

**Benefit:** Channel is considered a class skill for you, no matter your class. You start with a number of Talents equal to 1 + your Wisdom modifier. You also begin with two Affinities.

Furthermore, you gain a +1 bonus to Will Defense.

#### CRAFT SPECIALIST

You are able to make special adjustments when crafting or repairing objects such as weapons, tools, armor, etc..

**Prerequisite:** Trained in the Craft skill.

**Benefit:** You can modify armor, objects, shields, or weapons so that they gain special traits. Unless otherwise noted, you cannot add more than one modification to any object.

When crafting an object, you may add one hour per five marks to the total time to make the project as you increase what you add to the item. If the object is a general item, you may add one hour per mark to the total time to finish the project. Adding these hours enable you to create the mastercraft item.

When repairing an object, you may add one hour total to the project (making it two hours of work). Adding this hour of work enables you to not only repair the item, but also add the modification to make it a mastercrafted item.

When your project is complete, the item gains the modification and is considered a mastercrafted item.

| Armor Trait        | Benefit  |
|--------------------|--|
| Agile Armor        | The armor's maximum Dexterity bonus increases by 1.  |
| Fortifying Armor   | The armor's bonus to damage threshold increases by 1.  |
| Protective Armor   | The armor's bonus to Reflex Defense increases by 1.  |
| General Item Trait | Benefit  |
| Specialist Bonus   | All bonuses to Skill checks granted by the item increase by 2.   |
| Shield Trait       | Benefit  |
| Guardian Shield    | The tower shield allows you to protect one additional person from one attacker.  |
| Melee Protection   | The shield forces an additional -1 penalty to the selected opponent's melee attack roll.                               |
| Ranged Protection  | The shield forces an additional -1 penalty to the selected opponent's ranged attack roll.                              |
| Weapon Trait       | Benefit  |
| Brutal Surface     | The bludgeoning weapon treats a damaged opponent's damage threshold as though it was 1 point less.                     |
| Improved Accuracy  | The weapon gains a +1 bonus on attack rolls.   |
| Improved Damage    | The weapon gains +2 points of damage on successful attack rolls.   |
| Injuring Point     | The piercing weapon deals 1 additional point of damage for a number of rounds after the initial attack for 1d4 rounds. |
| Keen Blade         | The slashing weapon gains an additional 1d4 whenever the wielder scores a successful critical hit.                     |

## DAGGERMASTER

You are a master with daggers, and turn them into swift, lethal weapons.

**Prerequisites:** Dexterity 13+, Weapon Finesse, Weapon Proficiency (basic weapons) or Weapon Proficiency (light blades).

**Benefit:** You score an automatic hit with a natural 19 as well as a natural 20 when using a dagger. You also gain your Dexterity modifier to damage instead of Strength.

## DETECT TA'VEREN

You have the rare ability of being able to detect *ta'veren*.

**Prerequisites:** Charisma 13+.

**Benefit:** Any time you are near a character who is *ta'veren*, your Gamemaster must make an immediate Perception check to determine if you notice the aura around the character, outlining him as a *ta'veren*. The DC to notice this is 15. If the check fails, you do not notice the aura.

## EXTRA AFFINITY

You have an affinity for manipulating Flows of the One Power related to a particular element.

**Prerequisites:** Trained in the Channel skill.

**Benefit:** You gain one Affinity.

## EXTRA TALENT

You are capable in more One Power Talents.

**Benefit:** You gain a number of Talents equal to 1 + your Wisdom modifier.

## FEARLESS

You are difficult to intimidate.

**Benefit:** You gain a bonus of +5 to your Will Defense when resisting Persuasion skill checks made to intimidate you. This bonus also applies to attacks against your Will Defense when facing an overwhelming opponent, such as a clearly more powerful enemy or a much larger army.

## HERBAL REMEDIES

You are skilled at using herbs, teas, and various natural ingredients to heal.

**Prerequisites:** Trained in Treat Injury.

**Benefit:** You may choose to double the time it takes to use the Treat Injury skill. By doing so, you gain a +5 bonus to your Skill check and you may reroll any failed checks and keep the second result. The second result must be kept, even if it is worse.



## LATENT ABILITY

You have a latent ability. See Chapter Ten: Latencies for more information.

**Benefit:** You may choose one of the following abilities: Dark One's Own Luck, Dreamer, Old Blood, Sniffer, Treesinger, Viewer, or Wolfbrother.

Once per encounter, you may spend a Hero Point as a swift action to increase your Fortitude or Will Defense by a number equal to your Charisma modifier (minimum +1). This bonus lasts until the beginning of your next turn.

Also, you gain access to the Latent Talent Tree of your choice.

**Special:** You may take this feat multiple times. Each additional time you take it, you may select another latent ability from the list and gain access to that ability's Talent Tree, as well as the ability to increase your Fortitude or Will Defense an additional time per encounter.

Only Ogier characters can take the Treesinger ability. Ogier may not take any other abilities from the list.

## LOCK PICKER

You know how to pick locks.

**Prerequisite:** Trained in the Craft skill.

**Benefit:** You may use the Craft skill to pick locks. The DC of this check is determined by the lock. For more information on locks, see Chapter Seven: Equipment.

## MAIDEN HAND-TALK

You understand the secret Maiden of the Spear hand signal language.

**Prerequisites:** Int 13+, member of the *Far Dareis Mai* organization.

**Benefit:** You can understand and sign in Maiden Hand-Talk.

## PERFORMER

You can do performances to earn money or other things.

**Prerequisites:** Trained in the Persuasion skill.

**Benefit:** You can make a Persuasion check to determine the results of your time spent performing. The result of the Persuasion check determines the result and success of your performance.

To gain money from your performance, you must perform for at least two hours, and the result of the check determines an entire day's worth of effort. You gain a number of silver pennies equal to the result of your roll.

## OLD TONGUE

You understand the Old Tongue.

**Prerequisites:** Int 13+.

**Benefit:** You can read, write, understand, and speak the Old Tongue.

## PSYCHOLOGIST

You are able to treat characters with Madness scores to reduce their scores.

**Prerequisites:** Int 13+, trained in Knowledge: Health.

**Benefit:** You may use the Knowledge: Health skill to treat insanity. In order for this treatment to work, you must meet with the character suffering from madness for a total of two hours no less frequently than every other day for a total of ten hours (minimum five days, maximum ten days). During each treatment, for the hours to count, a Knowledge: Health roll must be made (DC equal to the character's Will Defense). Once this is done, the character's Madness score is reduced by one (see Chapter 10: Latent Abilities for more information on Madness).

Permanent degradations may be eliminated using this treatment as well. Once the character's Madness score is reduced to a score equal to or less than one quarter of his Wisdom score, an attempt may be made to eliminate a permanent degradation. This requires twice as much work (four hours over the course of ten to twenty days, no less than every other day), and the DC for the attempt is equal to 10 + the character's Will Defense.

A character's Madness score can never be reduced below 1 in this fashion. Once a character has gained some Madness, unfortunately no amount of treatment can fully eliminate it.

## REMOVE BLOCK

You overcome your block so that you no longer need it to channel.

**Prerequisite:** Channeler.

**Benefit:** You no longer need to meet the conditions of your block in order to channel. You may channel in any emotional condition.

## SHIELD PROFICIENCY

You are proficient with shields.

**Benefit:** You are proficient with shields. For more information on shields, see Chapter Seven: Equipment.

## STAFFMASTER

You are a master of staff weapons.

**Prerequisites:** Intelligence 13+, Melee Defense, Weapon Proficiency (simple weapons) or Weapon Proficiency (polearms)

**Benefit:** Any time you fight defensively while wielding a quarterstaff or similar weapon, you gain a bonus to your Reflex Defense equal to your Intelligence modifier.

## STRONG CHANNELER

You are well above average in channeling strength.

**Benefit:** You double your weaves per hour.

**Special:** This weave may be taken multiple times. Each additional time, the multiplier increases. So the second time you take this feat, your weaves per hour becomes triple your Constitution modifier plus Wisdom modifier. The third time, it is quadrupled, and so on.

## TIE OFF WEAVE

You can tie off weaves, holding them in a more enduring state.

**Prerequisites:** Channeler.

**Benefit:** You are able to tie off eligible weaves, making them last as long as you desire. Make a DC 25 Channel check to tie off a weave that states in its description that it can be tied. It takes one full-round action to successfully tie off a weave. You can choose any duration you desire up to permanent.

**Normal:** Without this feat, weaves you activate dissipate when you stop embracing the True Source, or when you stop concentrating on them.

## WEAPON PROFICIENCY

You are proficient with a single weapon group, chosen from the following list.

**Benefit:** Choose a weapon group from the following group. You are proficient with weapons from this weapon group. For more information on these specific weapons, see Chapter Seven: Equipment.

**Normal:** If you wield a weapon with which you are not proficient, you take a -5 penalty to all attack rolls made with that weapon.

**Special:** You can take this feat multiple times. Each time, you choose a new weapon group. The weapon groups are Axes Picks and Hammers, Basic Weapons, Bows, Crossbows, Exotic Weapons, Heavy Blades, Light Blades, Maces, Polearms, Slings and Thrown Weapons, and Spears and Lances.