



## CHAPTER SIX HEROIC TRAITS



Most of the heroes played in the Wheel of Time are going to be Humans, and the Star Wars: Saga Edition Roleplaying Game Core Rulebook provides statistics for humans' average height, weight, and lifespan. These rules suffice for the Wheel of Time Roleplaying Game as well, though Atha'an Miere and Borderlanders tend to be taller on average, while Cairhienins tend to be shorter than average. Overall, however, the range is roughly the same for all backgrounds.

Ogier characters are considered to be a child from age 1 – 19, a young adult from 20 – 99, an adult from 100 – 349, middle aged from 350 – 449, old from 450 – 549, and venerable from age 550. Their average height and weight is 2.8 meters and 190 kg for males, and 2.4 meters and 150 kg for females.

### HERO POINTS

In the Wheel of Time RPG, characters do not gain Force Points. Instead, they are called Hero Points, which work just like they do in the Star Wars RPG. Some intuitive differences exist, and other obvious differences where the Force wouldn't apply. Other uses for Hero Points include the following:

- Background skill bonuses.
- Some talents and weaves require you to spend a Hero Point to activate.
- As a swift action, gain one additional weave that doesn't count against your channeling durability.
- Reduce your Madness or Taint score by 1.

### DESTINY

The rules for Destinies in the Wheel of Time game work just like the rules in the Star Wars game, though specifics about the various destinies might be different.

- Increase the effects of some weaves.
- Immediately gain 3 Hero Points.

### TA'VEREN

At the Gamemaster's choice, a character may be made into a *ta'veren*, which is a special individual around whom the Great Tapestry bends and turns. Even with no effort, grand events, good and bad, happen around the character. In game terms, the Gamemaster may have such events happen, which may or may not affect the story, though they should never be under the control of the player. Such significant events should not happen more than a number of times per level equal to the character's Charisma modifier, and the GM should be very careful about letting these things affect the overall story. Rather, they should be background events for the main story most of the time if not every time.

In addition to these out-of-control effects, *ta'veren* gain one additional Hero Point at each level. Furthermore, the character's Destiny and Hero Points become more useful, as follows:

### HERO POINTS

Whenever a *ta'veren* rolls multiple dice to improve an attack roll, skill check, or ability check, she may reroll the lowest die, and keep the highest of all the results.

Other *ta'veren* Hero Point uses:

- Add Charisma modifier to all Defenses for one round.
- Add Charisma modifier to all attack rolls and damage for one round.
- Reroll any failed Charisma-based skill check and keep the second result.
- Reduce your Madness or Taint score by a number of points equal to your Charisma modifier or by 2, whichever is higher.

### DESTINY POINTS

Whenever the GM makes a character a *ta'veren*, he immediately gains one Destiny Point.

Other *ta'veren* Destiny Point uses:

- Reroll any failed attack roll and keep the second result.
- Immediately gain 5 Hero Points.

## REBORN CHARACTERS

As the Wheel of Time turns, Ages are repeated after they have become long forgotten. Individuals may also be born again. The Great Tapestry recreates the thread of old heroes and weaves them into the Pattern time and again. Not all people are reborn heroes. Only those worthy and vital to the Tapestry are woven again and again, and again.

The Gamemaster must grant permission for a character to become a Reborn character. A character must spend his first-level Destiny Point if he chooses and is able to be a Reborn Hero. Different Reborn Heroes gain different benefits, as follows:

### Reborn Commander

You were once an uncanny, nearly unbeatable commander of troops, and if you choose the same path in this life, you could become at least equal to that past life.

**Commander Hero:** Any time you spend a Hero Point to gain bonus dice to Knowledge (tactics) or Persuasion checks, the die type increases by one (d6 becomes d8, etc.).

**Commander Destiny:** Any time you provide a beneficial effect to your allies or a detrimental one to your enemies, you may spend a Destiny Point to add one-half your heroic level to the bonus or penalty (minimum one).

### Reborn Healer

In a past life, you were able to heal anything. Now, your potential is just as great.

**Healing Hero:** You may spend a Hero Point to heal additional hit points equal to five plus your heroic level any time you restore hit points to a character.

**Healing Destiny:** You may spend a Destiny Point to take 20 on any Treat Injury check, even when distracted or threatened. Furthermore, if this Treat Injury check is made to revivify a being, you may make the check a number of rounds after the fallen creature falls to 0 hit points equal to one-half your heroic level.

### Reborn Jack-of-all-Trades

You had a knack for knowing how to do everything in a previous life, and you seem to have the same knack in your current life.





**Skilled Hero:** Once per day, you may spend a Hero Point to make a skill check with any skill you are not trained in (except Channel) as though you are trained in it.

**Skilled Destiny:** You may spend a Destiny Point to take 20 with any skill you are not trained in (except Channel) and act as though you are trained in the skill.

### Reborn Journeyman

You were once a traveler who saw all of the known world, and the thrill of the journey has not left you after many lives.

**Journey Hero:** Any time you spend a Hero Point to gain bonus dice to Gather Information and Knowledge (culture) checks, the die type increases by one (d6 becomes d8, etc.).

**Journey Destiny:** Any time you spend a Destiny Point to gain Hero Points, you also gain an additional number of Hero Points equal to one-quarter your heroic level, rounded down.

### Reborn Leader

You were once a talented and revered leader, and in this life leadership skills come naturally to you.

**Leader Hero:** Any time you spend a Hero Point to gain bonus dice to Knowledge (politics) and Persuasion checks, the die type increases by one (d6 becomes d8, etc.).

**Leader Destiny:** Any time you make a Charisma check or Charisma-based skill check (other than Channel), you may spend a Destiny Point to take 20, even if circumstances wouldn't normally allow 20 to be taken.

### Reborn Ranger

You were once an unstoppable defender of the wilds, and now you feel a kinship in wilderness areas.

**Wild Hero:** Any time you spend a Hero Point to gain bonus dice to Knowledge (nature) and Survival checks, the die type increases by one (d6 becomes d8, etc.).

**Wild Destiny:** Any time you are traveling more than twenty miles, you may spend a Destiny Point to halve the time it would normally take (whether by foot, mount, ship, or other means).

### Reborn Survivor

You have always been hard to kill and have been able to survive things most can't.

**Tough Hero:** Whenever you use your second wind ability, you may spend a Hero Point to regain additional hit points equal to 5 + your heroic level.

**Tough Destiny:** You may spend a Destiny Point to gain damage reduction equal to your Constitution modifier. This damage reduction bonus lasts until the end of the encounter.

### Reborn Weaponmaster

You were a legendary bowman in a past life, and your potential with the bow is equally legendary.

**Weapon Hero:** Whenever you spend a Hero Point to gain bonus dice to an attack roll made with a weapon in your chosen weapon group, the die type increases by one (d6 becomes d8, etc.).

**Weapon Destiny:** You may spend a Destiny Point to deal severe damage on one successful attack made with your chosen weapon group. By spending this Destiny Point after a successful attack, you deal one additional die of damage with the attack, and instead of rolling the dice for damage, you deal damage as though you had rolled the maximum possible results.

### Reborn Weavemaster

In a past life, you were a master of the One Power, able to channel many weaves with such mastery that you became renowned for it.

**Weavemaster Hero:** Whenever you spend a Hero Point to gain bonus dice to Channel checks made to learn or create a weave, the die type increases by one (d6 becomes d8, etc.).

**Weavemaster Destiny:** You may spend a Destiny Point to take 20 on any Channel check made to create a weave. Any variables in the weave's effect is maximized when creating this weave.

