



CHAPTER EIGHT COMBAT



Though the inhabitants generally desire peace, skirmishes, battles, and wars happen throughout the Westlands. The Combat rules in Star Wars: Saga Edition work well for nearly all combat situations in the Wheel of Time, with exceptions including Autofire, Ion Damage, Shield Rating, and Stunning. Presented in this chapter are a few additional rules specifically for use in the Wheel of Time, which are ramming, which governs characters running into other characters at a run, and also ranged attacks in adverse weather, which, obviously, covers rules for shooting arrows or bolts in windy or raining conditions.

Also presented are the blademaster forms, which can be learned by taking the feat: Blade Techniques. By no means are the forms presented here all-inclusive, as there are many more besides them.

RAMMING

When making a Charge attack, instead of gaining a +2 bonus on your attack roll, you may attempt to ram your opponent. First, you must make an unarmed attack roll. If you are successful with the unarmed attack roll, you then make an opposed Strength check. If this Strength check is in your favor, the opponent is pushed back a square (or more) in addition to taking damage. If you fail, you still deal damage, your opponent doesn't move, and you stay in the nearest square. Ramming uses your unarmed attack for damage and is considered to be an attack (requiring an attack action).

You gain benefits or take penalties to your Strength check as follows:

Size Difference	Bonus
Four or more sizes smaller	cannot move opponent
Two or three sizes smaller	-5
One size smaller	+0
Same size	+5
One size larger	+10
Two or three sizes larger	+20
Four or more sizes larger	+40

If you succeed, you move your opponent one square in the direction in which you are running. If your Strength check also exceeds their damage threshold, they are pushed back a number of squares equal to 1 + your Strength modifier and knocked prone.

RANGED ATTACKS IN ADVERSE WEATHER

When attempting to make a ranged attack in adverse weather, your accuracy may be compromised, as follows:

Wind (Into or Sideways)	Effect
Mild (up to a gentle breeze)	No effect
Moderate (noticeable winds)	Range reduced by one quarter, -2 penalty to attack roll
Heavy (powerful winds)	Range reduced by half, -4 penalty to attack roll
Mighty (hurricane)	Range reduced by seven eighths, -10 penalty to attack roll

Wind (With)	Effect
Mild (up to a gentle breeze)	No effect
Moderate (noticeable winds)	Range increased by one quarter
Heavy (powerful winds)	Range increased by half
Mighty (hurricane)	Range increased by seven eighths

Rain	Effect
Drizzle	No effect
Shower	-1 penalty
Downpour	-2 penalty
Monsoon	-4 penalty

Wind and rain modifications stack.

BLADEMASTER FORMS

Presented below is a list of blade techniques. They are meant to be potentially minor in effect, but overall positive, though it limits the blademaster somewhat to use them.

Unless otherwise stated, a blade technique requires one swift action to use.

Arc of the Moon

You make an attack at the opponent's head.

Make a Focus check before making your attack roll. The result determines the effects, as below:

DC 15: You take a -5 penalty to your attack roll, but your critical range increases by 1. If the attack is a critical hit, you add your Dexterity modifier in addition to your Strength modifier when determining damage.

DC 20: As above, except you only take a -2 penalty to your attack roll.

DC 25: As above, except you only take a -1 penalty to your attack roll.

DC 30: As above, except you take no penalty to your attack roll.

Form Bonus: If you have the Vital Form talent, you add double your Strength and Dexterity modifiers on a successful critical hit when using this technique.

Boar Rushes Down the Mountain

You make a charging, vertical slash downward at your opponent, causing greater damage.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: If you successfully hit your opponent after you take a move action to move, you may reroll your damage roll, taking the better result. You take a -4 penalty to Reflex Defense until the beginning of your next turn.

DC 25: As above, except your penalty to Reflex Defense is -2.

DC 30: As above, except your penalty to Reflex Defense is -1.

DC 35: As above, except you take no penalty to Reflex Defense.

Form Bonus: If you have the Powerful Form talent, you deal an additional die of damage in addition to rerolling damage.

Boar Rushes Downhill

You make a simple downward slash meant for power.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You take a -1 penalty to your attack roll, and a -1 penalty to Reflex Defense. If your attack is successful, you deal +2 points of damage.

DC 20: As above, except you deal +4 points of damage.

DC 25: As above, except you deal +6 points of damage.

DC 30: As above, except you deal +8 points of damage.

Form Bonus: If you have the Powerful Form talent, you also cause the opponent to move an additional -1 step along the Condition Track when you successfully deal damage.

Bundling Straw

You make a quick thrust against a melee combatant in an effort to get by their defenses.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: Your opponent's shield bonus to Reflex Defense is reduced by 1.

DC 20: As above, except the penalty is -2.

DC 25: As above, except the penalty is -4.

DC 30: As above, except the opponent loses her entire shield bonus to Reflex Defense.

Form Bonus: If you have the Deft Form talent, your opponent also takes the penalty against all remaining attacks made by you for the round.

Cat Crosses the Courtyard

You move quickly and alertly, ready for any attacks that come.

Make a Focus check. The result determines the effects, as follows:

DC 15: You gain a +1 bonus to Initiative checks and Perception checks made until the next round.

DC 20: As above, except the bonus is +2.

DC 25: As above, except the bonus is +3.

DC 30: As above, except the bonus is +5.

Form Bonus: If you have the Defensive Form talent, you retain your Dexterity modifier to Reflex Defense if you are attacked during the surprise round while this form is being used.

Cat Dances on the Wall

You can make a series of tentative slashes meant more to buy time than cause serious damage.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You gain a +5 bonus your next Deception check made to feint, but you take a -5 penalty to your damage check for the attack.

DC 20: As above, except your penalty to damage is -2.

DC 25: As above, except your penalty to damage is -1.

DC 30: As above, except you take no penalty to damage.

Form Bonus: If you have the Defensive Form talent, you can reroll your Deception check to feint and keep the better result.

Cat on Hot Sand

You can make a series of tentative slashes against multiple opponents to distract them.

Make one Focus check. The result determines the effects, as follows:

DC 20: You can make a Deception check against a number of opponents equal to your Dexterity modifier. The same check affects each of these opponents. You take a -5 to the Deception check, however.

DC 25: As above, except your penalty to the Deception check is -2.

DC 30: As above, except your penalty to the Deception check is -1.

DC 35: As above, except you take no penalty to the Deception check.

Form Bonus: If you have the Deft Form talent, you can affect a number of opponents equal to twice your Dexterity modifier.

Courtier Taps His Fan

You can make an attack that is particularly harmful to one nearby enemy.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You treat your opponent's damage threshold as though it is 1 point less.

DC 20: As above, except the threshold is treated as 2 points less.

DC 25: As above, except the threshold is treated as 3 points less.

DC 30: As above, except the threshold is treated as 5 points less.

Form Bonus: If you have the Vital Form talent, the target also moves one additional step down the Condition Track.

Cutting the Clouds

You make an extremely fast strike against an opponent.

Make a Focus check before making your first attack roll. The result determines the effects, as follows:

DC 20: You gain one attack as a swift action at a -2 penalty to the attack roll. If successful, the attack deals normal damage with a -10 penalty.

DC 25: As above, except there is a -8 penalty to damage.

DC 25: As above, except there is a -6 penalty to damage.

DC 25: As above, except there is a -4 penalty to damage.

Form Bonus: If you have the Deft Form talent, you take no penalty to the attack roll.

Falcon Dives

An opening attack that is good at hitting your opponent at the expense of defense.

Make a Focus check before making your first attack roll. The result determines the effects, as follows:

DC 15: You take a -2 penalty to Reflex Defense for the round against the opponent you are attacking, but gain a +1 bonus to your attack roll.

DC 20: As above, except your bonus to your attack roll is increased to +2

DC 25: As above, except your bonus to your attack roll is increased to +3

DC 30: As above, except your bonus to your attack roll is increased to +5.

Form Bonus: If you have the Aggressive Form talent, your penalty to Reflex Defense is -2 only against the first attack made by your opponent until the beginning of your next turn.

Falling Leaf

You make downward, diagonal attacks against multiple opponents in the hopes of fending them off and possibly harming them.

Make a Focus check at the beginning of your turn. The result determines the effects, as follows:

DC 20: You gain a +1 shield bonus against all adjacent opponents until the beginning of your next turn, though all attacks you make during the round take a -5 penalty to the attack roll.

DC 25: As above, except your attack rolls are made at a -2 penalty.

DC 30: As above, except your attack rolls are made at a -1 penalty.

DC 35: As above, except your attack rolls are made at no penalty.

Form Bonus: If you have the Patient Form talent, your shield bonus is equal to 1 + your Wisdom modifier against all adjacent opponents.

Folding the Fan

You can draw or sheath your sword with amazing quickness. Drawing your sword using this technique is often called "Unfolding the Fan."

Make a Focus check. The result determines the effects, as follows:

Benefit: You can draw or sheath your sword as a swift action, rather than a move action.

Form Bonus: If you have the Deft Form talent, you can immediately make an attack against an adjacent opponent at a -5 penalty to your attack roll as a free action after drawing your sword (or before sheathing it).

Grapevine Twists

You twirl your sword around your opponent's in an effort to disarm him.

Make a Focus check before making your disarm roll. The result determines the effects, as follows:

DC 15: You gain a +1 bonus to your disarm check.

DC 20: As above, except your bonus is +2.

DC 25: As above, except your bonus is +3.

DC 30: As above, except your bonus is +5.

Form Bonus: If you have the Deft Form talent, you can throw the disarmed weapon a distance away equal to your Strength modifier.

Heron Spreads Its Wings

You make a calculated attack from a risky stance.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: You take a -5 penalty to your Reflex Defense until the beginning of your next turn. However, you deal an additional 1d4 points of damage if your attack is successful.

DC 25: As above, except you deal an additional 1d6 points of damage.

DC 30: As above, except you deal an additional 1d8 points of damage.

DC 35: As above, except you deal an additional 1d10 points of damage.

Form Bonus: If you have the Vital Form talent, your critical range is increased by 1 point on your attack, and if you score a critical hit, you deal two dice of extra damage instead of one.

Heron Wading in the Rushes

You make a slow, risky attack at your opponent's head.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 25: You take a -5 penalty to your Reflex Defense until the beginning of your next turn. However, your critical range is increased by 1. Note that you still only gain an automatic hit on a natural 20.

DC 30: As above, except your critical range is increased by 2.

DC 35: As above, except your critical range is increased by 3.

DC 40: As above, except your critical range is increased by 4.

Form Bonus: If you have the Vital Form talent, if you roll a successful critical hit with your attack you may reroll the lowest damage die and keep the higher result.



Hummingbird Kisses the Honeyrose

You make a stab at the opponent's face.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 25: You take a -10 penalty to your attack roll, but your critical threat range is doubled.

DC 30: As above, plus your opponent moves one additional step down the condition track if you score a critical hit.

DC 35: As above, plus your opponent moves two additional steps down the condition track if you score a critical hit.

DC 40: As above, plus your opponent moves three additional steps down the condition track if you score a critical hit.

Form Bonus: If you have the Vital Form talent, you also deal triple damage with a successful critical hit.

Kingfisher Takes a Silverback

You take a stab from a high stance at the opponent's legs.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You deal half damage, but your opponent's base speed is reduced by 1 square (minimum 1), until he heals the damage.

DC 20: As above, except your opponent's base speed is reduced by 2 squares (minimum 1).

DC 25: As above, except your opponent's base speed is reduced by 3 squares (minimum 1).

DC 30: As above, except your opponent's base speed is reduced by 4 squares (minimum 1).

Form Bonus: If you have the Vital Form talent, your opponent cannot move during his upcoming turn in addition to the penalty to his speed for all rounds after that until he heals the damage.

Leaf Floating in the Breeze

You defend against your opponent's attacks and return with attacks of your own.

Make a Focus check and choose one opponent. The result determines the effects, as follows:

DC 20: If your opponent attacks you during his turn and misses, you gain an immediate attack of opportunity, though the attack is made at a -5 penalty.

DC 25: As above, except your attack roll is made at a -2 penalty.

DC 30: As above, except your attack roll is made at a -1 penalty.

DC 35: As above, except your attack roll is made at no penalty.

Form Bonus: If you have the Patient Form talent, you can use this ability against any single opponent who attacks you, rather than choosing one opponent at the time of the roll. You make the roll as a reaction in this case.

Leopard in the Tree

You attack your opponent fiercely and suddenly.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: If your opponent is flat-footed or otherwise without her Dexterity modifier to Reflex Defense, you deal an additional 2 damage.

DC 25: As above, except you deal an additional 4 damage.

DC 30: As above, except you deal an additional 6 damage.

DC 35: As above, except you deal an additional 8 damage.

Form Bonus: If you have the Aggressive Form talent, you deal an additional 2d4 damage in addition to the extra damage from this ability.

Lightning of Three Prongs

You make three stabs at an opponent. One to each side, then finally to the center.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: As a standard attack, you make three quick strikes. Make one attack roll. If your attack is successful, your damage die increases by one die type.

DC 20: As above, except your damage die increases by two die types.

DC 25: As above, except your damage die increases by three die types.

DC 30: As above, except your damage die increases by four die types.

Form Bonus: If you have the Aggressive Form talent, your opponent takes a -1 penalty to Reflex Defense until the beginning of your next turn if you successfully deal damage with this attack.

Lion on the Hill

You stand in a guard position, ready to strike at anyone who strikes at you.

Make a Focus check. The result determines the effects, as follows:

DC 20: Against a number of opponents equal to your Wisdom modifier (minimum 1), any time they successfully hit you with a melee attack, you may make an attack against them, though you take a -5 penalty to the attack rolls. You can make a number of such reactive attacks up to your Dexterity modifier.

DC 25: As above, except you take a -2 penalty to the attack rolls.

DC 30: As above, except you take a -1 penalty to the attack rolls.

DC 35: As above, except you take no penalty to the attack rolls.

Form Bonus: If you have the Defensive Form talent, you can make unlimited attacks against opponents using this technique, but only one per successful attack against you.

Lizard in the Thornbush

You can make two quick, painful attacks against two opponents flanking you.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: Whenever you are flanked, you may make a standard attack and try one attack against two opponents flanking you. Each attack is done at a -5 penalty and does -5 damage.

DC 25: As above, except your penalty to the attack rolls is -2.

DC 30: As above, except your penalty to the attack rolls is -1.

DC 35: As above, except there is no penalty to the attack rolls.

Form Bonus: If you have the Deft Form talent, you take no penalty to damage when using this technique.

Moon Rises Over the Water

You can make two sudden, swift attacks against your opponent.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You make two quick attacks with one standard action (and one attack roll). Your opponent takes a -2 penalty to Reflex Defense against this attack, though your damage is reduced by 10.

DC 20: As above, except your damage is reduced by 8.

DC 25: As above, except your damage is reduced by 6.

DC 30: As above, except your damage is reduced by 4.

Form Bonus: If you have the Aggressive Form talent, you take no penalty to damage when using this ability.

Parting the Silk

You make an accurate swipe at your enemy.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You gain a +1 bonus to your attack roll, though you take a -5 penalty to damage.

DC 20: As above, except your penalty to damage is -2.

DC 25: As above, except your penalty to damage is -1.

DC 30: As above, except you take no penalty to damage.

Form Bonus: If you have the Vital Form talent, you can reroll a failed attack roll when using this ability, though you must keep the second roll, even if it is worse.

Ribbon in the Air

You make a slash that changes directions in mid-swing that can more easily get past your opponent's defenses.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You lose your Strength bonus to damage, but your opponent takes a penalty to his shield bonus to Reflex Defense equal to -1.

DC 20: As above, except your opponent's shield bonus to Reflex Defense is reduced by -2.

DC 25: As above, except your opponent's shield bonus to Reflex Defense is reduced by -3.

DC 30: As above, except your opponent's shield bonus to Reflex Defense is eliminated.

Form Bonus: If you have the Aggressive Form talent, your opponent takes an equal penalty to his armor bonus to Reflex Defense in addition to the penalty to his shield bonus.

River Undercuts the Bank

You make a slash against an opponent that is difficult to avoid.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: You gain a +1 bonus to your attack roll, but you cannot gain a critical hit with your attack, even if your roll is in your critical threat range. Furthermore, your attack takes a -5 penalty to damage.

DC 25: As above, except your bonus to your attack roll is +2.

DC 30: As above, except your bonus to your attack roll is +3.

DC 35: As above, except your bonus to your attack roll is +5.

Form Bonus: If you have the Powerful Form talent, if you roll a natural 20, you can make a second attack roll. If this second attack roll exceeds your opponent's Reflex Defense, the attack is considered to be a critical hit.

Rose Unfolds

You make an extended attack against multiple opponents.

Make a Focus check and ready an attack action against a number of charging opponents up to your Dexterity modifier. The result determines the effects, as follows:

DC 20: You can reroll your attacks of opportunity against each of the chosen opponents, though each attack has a -5 penalty to attack and damage.

DC 25: As above, except your penalty to the damage rolls is -2.

DC 30: As above, except your penalty to the damage rolls is -1.

DC 35: As above, except you take no penalty to the damage rolls.

Form Bonus: If you have the Patient Form talent, your Initiative roll result is considered to be one more than the highest of your opponents in melee range if you successfully deal damage against at least one of them.

Stones Falling from the Cliff

You bring your sword down vertically with great power, dealing greater damage or blocking a blow that would otherwise have hit you.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You take a -1 penalty to your attack roll, though your opponent's damage threshold is reduced by 1 against your attack, and their armor bonus is also reduced by 1.

DC 20: As above, except your opponent's damage threshold is reduced by 2.

DC 25: As above, except your opponent's damage threshold is reduced by 3.

DC 30: As above, except your opponent's damage threshold is reduced by 5.

Form Bonus: If you have the Defensive Form talent, you can use this ability as a reaction to gain an additional +1 shield bonus to Reflex Defense that stacks with any preexisting shield bonuses. This bonus lasts until the beginning of your next turn.

Striking the Spark

You can make an exhausting series of quick blows against an opponent.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You gain a +1 bonus on attack rolls and damage rolls for the round. However, at the beginning of your next turn, you must make an Endurance check (DC 20 + 5 for each attack made during the round). If the check fails, you move down one step on the

Condition Track.

DC 20: As above, except your bonus to damage is +2.

DC 25: As above, except your bonus to damage is +3.

DC 30: As above, except your bonus to damage is +5.

Form Bonus: If you have the Aggressive Form talent, you gain a +5 bonus on attack rolls and damage rolls for the round, but the DC for the Endurance check becomes 30 + 5 for each attack made during the round.

Swallow Rides the Air

You are adept at defending yourself while moving.

Make a Focus check before using a move action to move at least a number of squares equal to your speed. The result determines the effects, as follows:

DC 15: You take a -5 penalty to attack rolls, and gain a +1 shield bonus to Reflex Defense for the round against melee attacks.

DC 20: As above, except your penalty to attack rolls is reduced to -2.

DC 25: As above, except your penalty to attack rolls is reduced to -1.

DC 30: As above, except you take no penalty to attack rolls.

Form Bonus: If you have the Defensive Form talent, you gain a bonus to shield bonus equal to your Wisdom modifier.

Swallow Takes Flight

You make swift attacks against your opponent meant to hit them for little damage.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: If your attack misses, you still deal 1 point of damage to your opponent.

DC 20: As above, except you deal 2 points of damage if you miss.

DC 25: As above, except you deal 3 points of damage if you miss.



DC 30: As above, except you deal 5 points of damage if you miss.

Form Bonus: If you have the Deft Form talent, you deal the additional damage even if you hit.

Thistledown Floats on the Whirlwind

You make a jumping beheading attempt at your opponent.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: You make an Athletics check to jump (DC 20). If successful, you move your opponent down an additional step along the Condition Track, though you take a -5 penalty to your attack roll.

DC 25: As above, except your penalty to your attack roll is -2.

DC 30: As above, except your penalty to your attack roll is -1.

DC 35: As above, except you take no penalty to your attack roll.

Form Bonus: If you have the Aggressive Form talent, you move the target down an additional step along the condition track.

Tower of the Morning

You slash at your opponent vertically, starting low and ending high, causing serious damage at the expense of speed.

Make a Focus check before making your attack roll that uses a full-round action. The result determines the effects, as follows:

DC 20: Your attack ignores damage reduction and deals +1 point of damage.

DC 25: As above, except your damage bonus is increased to +2.

DC 30: As above, except your damage bonus is increased to +3.

DC 35: As above, except your damage bonus is increased to +5.

Form Bonus: If you have the Powerful Form talent, this technique only uses a standard action.

Twisting the Wind

You parry and twist against multiple opponents cornering you.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: You gain a +1 shield bonus to Reflex Defense against a number of opponents adjacent to you equal to your Wisdom modifier (minimum 1). However, you cannot move during the round.

DC 25: As above, except you can move at one-quarter your base speed (rounded down).

DC 30: As above, except you can move at one-half your base speed (rounded down).

DC 35: As above, except you can move at three-quarters your base speed (rounded down).

Form Bonus: If you have the Defensive Form talent, your shield bonus to Reflex Defense increases to +2 when using this technique.

Water Flows Downhill

You make a careful attack meant to hit but do little harm to an opponent.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 15: You gain a +1 bonus on your attack roll, but if you hit, you lose your Strength bonus to the damage roll and your damage die type is reduced by one step.

DC 20: As above, except your bonus is +2 to your attack roll.

DC 25: As above, except your bonus is +3 to your attack roll.

DC 30: As above, except your bonus is +5 to your attack roll.

Form Bonus: If you have the Deft Form talent, you deal the normal damage die type (though you still lose your Dexterity modifier from the damage roll).

Wood Grouse Dances

You gain a feel for your opponent with multiple slashes and parries.

Make a Focus check before making your attack roll. The result determines the effects, as follows:

DC 20: You take a -2 penalty to the attack roll and damage roll and make a free Perception check against one opponent. If the check exceeds the opponent's Will Defense, you find out the opponent's heroic level.

DC 25: As above, except you also determine the opponent's base attack bonus.

DC 30: As above, except you also determine the opponent's Reflex Defense.

DC 35: As above, except you also determine the number of hit points the opponent has.

Form Bonus: If you have the Patient Form talent, you can also find out how many Hero Points and Destiny Points the opponent has.