



## CHAPTER TEN

# LATENT ABILITIES



Some individuals, a rare few indeed, are born with special abilities. Some are able to enter the Dream World. Others are able to communicate and gain kinships with wolves. Still others can view symbolic auras around other individuals. These abilities are extraordinarily rare, and even most heroes do not have even one of these abilities. For expediency, in this book these are called latent abilities.

While the ability to channel may itself be considered a latent ability, channeling and the One Power are covered in Chapter Eight: The One Power.

An individual who has a latent ability does not initially know it. In fact, some may go their entire lives never realizing their abilities. Often, however, what will happen is an individual will discover his ability at some point in his life, whether he is young or old. The method of discovery varies by the ability.

### THE DARK ONE'S OWN LUCK

The Dark One's Own Luck is the only one in this list that is perhaps not a latent ability. Rather than granting specific abilities, it acts as an aura of wild luck, normally good, but it can also be quite bad. A hero with the Dark One's Own Luck normally shows uncanny luck her whole life. The point of realization is when something is noticed, a constant, unstopping sensation that lasts to a certain, climactic point.

As previously stated, the Dark One's Own Luck gives wild luck. At times, this luck will be very good, even unnaturally good. "Stacked" cards will still give the best hand, a randomly chosen road will lead her where she needs to go, she will fall onto the only pile of leaves at the base of the tree, etc. Such supernatural luck is prone to raise suspicions if witnessed often enough. Sometimes, however, luck will be terrible. Weighted dice will still result in bad rolls, the house fire will somehow send an ember at her and ignite her coat, etc.

### DARK ONE'S OWN LUCK TALENT TREE

You have the Dark One's Own Luck, possessing not only phenomenal luck, but luck that can change the entire outcome of encounters in which you find yourself.

**Dark One's Own Luck:** You have the Dark One's Own Luck. Any time you perform an action that requires an ability check, skill check, or attack roll, you may choose to leave the result to pure chance. Doing so, you roll a 1d4 in addition to the check, and the result of the d4 grants a bonus or penalty as follows:

- 1: Subtract your Charisma modifier as a luck penalty.
- 2: No change.
- 3: Add your Charisma modifier as a luck bonus.
- 4: Add double your Charisma modifier as a luck bonus.

If the check already involves your Charisma modifier, you add the above results after adding your original Charisma modifier.

You must declare that you are leaving the roll to chance before taking the action. The Game Master may decide that some actions are not able to be left to luck, at her discretion. This is always applied to luck checks and games of complete chance.

**Improved Dark One's Own Luck:** When using the Dark One's Own Luck to leave an ability check, skill check, or attack roll to pure chance, you roll a d6 instead of a d4, which grants the following results depending on the die result:

- 1: Subtract double your Charisma modifier as a luck penalty.
- 2: Subtract your Charisma modifier as a luck penalty.
- 3: No change.
- 4: Add your Charisma modifier as a luck bonus.
- 5: Add double your Charisma modifier as a luck bonus.
- 6: Add triple your Charisma modifier as a luck bonus.

Furthermore, you may apply this bonus die to any Hero Point bonus die result. You may also apply it to any reroll when you are able to roll again and keep the second result. In gameplay terms, this is an unpredicted stroke of luck.

*Prerequisite:* Dark One's Own Luck.

**Lucky Defenses:** Once per encounter, your luck comes in and affects your Defenses. As a free action, you gain a modifier to all three of your Defenses equal to negative two plus the result of a d4. This modifier lasts a number of rounds equal to your Charisma modifier.

This talent may be taken multiple times. Each additional time it is taken, you can use it an additional time per encounter.

*Prerequisite:* Dark One's Own Luck.

**Period of Luck:** You go for minutes, hours, or even days in which your luck is completely wild. You may use this ability up to a number of times per month equal to your Charisma modifier, but you must use it at least once a month.

Roll a 1d4. The result determines the duration of this spurt of luck or unluck, as follows:

- 1: A number of minutes equal to your Charisma modifier (minimum 1).
- 2: A number of minutes equal to your Charisma modifier x 4 (minimum 4).
- 3: A number of hours equal to your Charisma modifier (minimum 1).
- 4: A number of hours equal to your Charisma modifier x 4 (minimum 4).

Next, roll 1d8. The result affects all roll results as follows:

1: You take a -5 penalty to all ability checks, skill checks, and attack rolls, and take a -2 luck penalty to all Defenses. Furthermore, you cannot use any Hero Points except to avoid death when reduced to 0 hit points.

2: You take a -2 penalty to all ability checks, skill checks, and attack rolls, and take a -1 luck penalty to all Defenses. Furthermore, you temporarily lose one Hero Point unless you only have one left.

3: You must reroll any successful check and keep the second result.

4: You gain a +2 bonus to all ability checks, skill checks, and attack rolls, and you gain a +1 luck bonus to all Defenses.

5: You gain a +5 bonus to all ability checks, skill checks, and attack rolls, and you gain a +2 luck bonus to all Defenses.

6: You may reroll any failed ability check, skill check, or attack roll, but the result of the reroll must be kept, even if it is worse. You also gain 1 temporary Hero Point. If this Hero Point is not used by the end of the period of luck, it is lost.

7: You may reroll all ability checks, skill checks, and keep the better result. You also gain 1 temporary Hero Point. If this Hero Point is not used by the end of the period of luck, it is lost.

8: You may reroll all ability checks, skill checks, and keep the better result. You also gain 1 temporary Destiny Point. If this Destiny Point is not used by the end of the period of luck, it is lost.

At the end of this period of luck, if your character has a Destiny, you either gain the Destiny Bonus or take the Destiny Penalty, depending on whether or not the period of luck brought you closer or further away from your Destiny.

*Prerequisite:* Dark One's Own Luck.



## DREAMING

Dreaming is the ability to enter Tel'aran'rhiod at will, and also the ability to perform wondrous feats once there. Masters of the Dream World can teleport themselves throughout the known world

with their will, control their appearance, view others' dreams, and even witness prophetic visions.

The ability to channel is not necessary to be a Dreamer. A Dreamer may enter the Dream World by mistake the first few times, or otherwise unintentionally. Typically, control of this ability must either be figured out by the Dreamer or taught by another with this ability. More information on Tel'aran'rhiod is available in Chapter X: The Westlands and Beyond.

Any hero with the Wolfbrother Talent automatically qualifies for this Talent Tree as well.

### DREAMER TALENT TREE

You are a Dreamer, able to enter Tel'aran'rhiod at will, but potentially manipulate your surroundings as well.

Note that any character with the Wolfbrother talent automatically qualifies for this talent tree as well.

**Control Self:** You are able to maintain concentration on your own self while in the Dream World, appearing as you wish to be presented while still able to do other things at the same time. Keeping concentration while in the Dream World requires only a swift action any time you wish to take another action in the same round.

*Prerequisite:* Dreamer

**Dreamer:** You may make special Wisdom checks (DC 20) to enter the Dream World at will. Doing so requires a full minute of time spent in concentration, during which you attempt to fall asleep. Once you enter the Dream World, you are asleep in the physical world.

**Dreamport:** You are able to move great distances at will while in the Dream World. By making a Wisdom check, you may travel to any place you are aware of, with a base DC of 10 to travel (if the location is nearby and very familiar to you). Traveling in this way takes a full-round action.

The DC may increase, depending on several factors, including distance and lack of familiarity with the destination, as follows:

+2 for every 100 miles from you

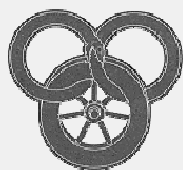
+5 if you know the location, yet not very well

+10 if you know of the location, but have never been there

You must be able to maintain concentration on moving. If you are distracted or threatened, the DC is increased by an additional +10.

*Prerequisite:* Dreamer.

**Dreamvision:** You are able to see brief visions of the future in the Dream World. By making a special Perception check (DC 30), you are able to see glimpses of a loved one's future. If the person is not a loved one, the DC is increased by +5.



## VISIONS AND TELLINGS

Gamemasters completely control the contents of any visions of the future in their games. A player never chooses these contents, though he may decide with his GM the contents of any tellings or visions of the future if they pertain to the character's back story.

Gamemasters should be very careful in the frequency at which they allow characters to have prophetic visions and tellings in their games. They should only happen rarely, not more than a handful of times over the course of any book.

Furthermore, Gamemasters should be extremely careful about what they include in the wording and symbols of the visions. Usually, they are meant to be mysterious, with many possible interpretations and vagueness to the actual subjects. It is too easy to have a prophetic element in the game that is quickly and correctly interpreted, possibly ruining the mystery.

Foretellers make vague and uncontrolled statements, often not even about a specific person. The symbols and auras a Viewer sees are always about the subject around which the auras rotate. Dreamers, including Wolfbrothers, can see visions of the future in Tel'aran'rhiod, though not all have this ability.

Note that this check is only allowed when the GM tells you there may be something to see. If the check fails, the character is unaware of any attempt to see the future (or is otherwise unaware that there is anything to see). This is not a conscious check, but a reaction to something presented to you.

*Prerequisite:* Dreamer.

**Improved Dreamer:** The DC for you to enter the Dream World is 15. You may spend a Hero Point to enter the Dream World as a standard action.

*Prerequisite:* Dreamer.

**Interpret Dreams:** You are able to make Intelligence checks (DC 20) to interpret someone's dreams. When interpreting a dream, you may also decipher any additional meanings the dream has, such as tellings of future events, seeds of problems forming or currently presenting, current status, etc.

You may reroll this check and keep the better result if you witness the dream in the Dream World.

You may also reroll Intelligence checks made to remember your own dreams and keep the better result.

*Prerequisites:* Dreamer, Remember Dream.

## FORETELLING

Foretelling is a mysterious ability which manifests itself in cryptic statements made by a Foreteller. They always invariably come true, though the interpretation can be mysterious and difficult to discern before the foretold event comes true.

Foretelling only occurs when the GM has it occur through the Foreteller. It is unpredictable and uncontrollable. A person with this ability will use it spontaneously and suddenly, and possibly from a very young age. Only channelers can be Foretellers.

## FORETELLING TALENT TREE

You are a Foreteller, and have the ability to make prophetic statements.

**Foreteller:** At the GM's discretion, you may make a cryptic statement about a future event or the future of a person. The Gamemaster decides the contents of the statement.

## OLD BLOOD

A hero with the Old Blood is a character with access, through her very blood, to her ancestors. They may "whisper" to her, giving her long-forgotten knowledge, sudden skill mastery, and other helpful guidances.

An Old Blooded hero will show flashes of unknown brilliance in previously untrained skills, and just as suddenly, they may lose the skill. Other indicators include speaking random Old Tongue phrases or a feeling that ancestors are near or watching over her.

## OLD BLOOD TALENT TREE

You are descended from an ancient and powerful bloodline, and your connection is such that your lineage gives you certain benefits.

**Ancestral Warrior:** Once per encounter, you may spend a Force Point as a swift action to designate one opponent in your line of sight. For the remainder of the encounter, you may reroll your first attack roll each round against that opponent and keep the better result.

*Prerequisites:* Old Blood.

**Ancient Tactics:** Knowledge (tactics) is a trained skill for you.

Also, all allies (excluding you) may reroll their Initiative checks, but must keep the second result.

*Prerequisites:* Old Blood.

**Old Blood:** Once per encounter, you may take 20 on any skill check, even if the skill doesn't normally allow 20 to be taken.

**Spontaneous Skill:** Once per day, you may make an untrained skill check as though you were trained in the skill. You cannot use this talent to make an untrained Channel check as though you were trained in the skill unless you have the Channeler feat.

You can select this talent multiple times; each time you do, you can use it one additional time per day.

*Prerequisite:* Old Blood

## SNIFFING

Sniffing is a special ability that enables the Sniffer to literally be able to smell recent anger or acts of violence. These sensory presentations will be stronger depending on how much time has transpired or how violent the act was. For this reason, the rare individuals found with this ability are often used as detectives or scouts.

A latent Sniffer who hasn't yet realized his ability will literally smell strange, foul scents when near anger or violence and not realize what he is experiencing. These smells may be unexplained for years, though an intelligent hero will figure it out fairly quickly, or a person with knowledge of Sniffers may inform them.

### SNIFFER TALENT TREE

You are a Sniffer, able to smell recent violence and track by it.

**Increased Sniffer Range:** The range units for the Sniffer talent is increased to leagues, rather than miles. Furthermore, when using the Smell Intent talent, the range is increased to a number of squares equal to one-half your heroic level (minimum 2).

*Prerequisite:* Sniffer.

**Sense Old Violence:** The DC of Perception checks made to use the Sniffer ability increases by 2 for each week that has passed, rather than for each day that has passed.

*Prerequisite:* Sniffer.

**Smell Intent:** You can sense a person's intentions for violence (or lack thereof). Any time you are within two squares of someone, you can make a Perception check to sense whether or not their intentions are violent. They may oppose this with a Deception check to maintain their composure, but they take a -5 penalty to the check as you do not read their facial expressions, but rather smell their bloodthirst or anger. Success means you realize they are likely to do violence soon. If they attack, you may act alertly during the surprise round.

*Prerequisite:* Sniffer.

**Sniffer:** You may make a Perception check to detect recent violence. You are considered trained in the Perception skill when using this ability, even if you are not.

The difficulty depends on how recent the violence was, how many people were hurt, and how violent it was. For every day that has gone by, increase the DC by 2. For every ten people involved, decrease the DC by 1.

The more violent the act, the easier it is to detect. Having someone brutally tortured to death (or something similarly violent) has a base DC of 15. A person murdered who suffered for a few hours has a base DC of 20. A person quickly murdered has a base DC of 25. Brutality that doesn't result in death has a base DC of 30. Violence that results in

some pain but no severe injuries has a base DC of 35. Finally, fierce anger and lightly painful violence has a base DC of 40.

Intent may also affect the DC, as may the level of anger. If someone was extremely angry, the DC is decreased by 5, just the same as if someone was extremely afraid. Passionless or accidental violence increases the DC by 5.

Because of the nature of smelling violence, you can become physically ill from using this ability. Any time you use this ability, the GM makes a secret attack against your Fortitude Defense (1d20 + 0). Each subsequent check made to use this ability increases the bonus the GM gets on this roll by +5. If such an attack is successful, you begin to become physically ill, and you move -1 persistent step along the Condition Track for each success the GM has until you get at least eight hours of rest.

This ability has a range of a number of miles equal to your heroic level, and the DC is increased by +1 for every mile beyond that.

## TREESINGING

Treesinging is the only latent ability presented in this chapter available to Ogier heroes, and indeed may only be manifested in Ogier characters. This ability is all but unheard of even among the Ogier.

Treesinging is the ability to soothe and otherwise manipulate plant life, specifically wood-based plant life such as trees or vines, though special songs and hands-on interaction. The Ogier may "ask" the tree for a sungwood item, which is much harder than other types of wood or wooden items. Additional specific abilities include healing plants, giving plants fortitude, enhancing growth, or even communicating with them. Ogier with this ability tend to feel an especially close kinship with trees, even above that of other Ogier.

### TREESINGER TALENT TREE

You are a Treesinger. You can do legendary things with trees, including creating sungwood items, give trees extra resilience, and more. This talent tree is only available to Ogier characters with the Latent Ability feat.

**Commune with Trees:** As a full-round action, you may create a relationship with a tree and gain recent memories from things it has witnessed. By making a Persuasion check (DC 15), you may find out anything that has happened to the tree or within ten squares of the tree for the past week.

*Prerequisite:* Treesinger.

**Create Sungwood Item:** You can create an item of sungwood. Doing so takes a number of minutes equal to the base DC an ordinary item of its type.



To do this, you must have a tree and be able to touch it. Instead of making a Crafts check and damaging the tree, you make a Persuasion check with the tree, and the DC is equal to what the Craft check would have been. The tree takes no damage from doing this.

Items made with Treesung wood have a hardness and hit points as a normal wooden item would, but increased by 50%.

Armor made with Treesung wood are treated as a normal piece of armor, plus an additional +1 bonus to the wearer's Fortitude Defense. Note that "normal piece of armor" means a piece of armor made from wood, not from metal. So, a "normal breastplate" made from Treesung wood would grant a +1 bonus to Fortitude Defense more than a breastplate made from wood.

Weapons made from Treesung wood are treated as masterwork items.

*Prerequisite:* Treesinger.

**Heal Tree:** You may heal a tree's hit points or heal it from diseases. Instead of making a Treat Injury check, you make a Persuasion check (DC 20 for healing hit points, 25 for healing diseases). If the check is successful, the tree gains a number of hit points equal to 5 + your heroic level. Or, if you were trying to heal it from a disease, a successful check cures the disease. Performing this action requires ten minutes of coaxing the tree.

*Prerequisite:* Treesinger.

**Tree Resilience:** You grant a tree a +20 bonus to Fortitude Defense, and increase its hardness and hit points by 25%. Doing this requires a full minute of coaxing the tree.

*Prerequisite:* Treesinger.

**Treesinger:** You may perform Persuasion checks with trees.

Furthermore, you may use Persuasion checks to find out if there is anything ailing the tree, such as damage taken or diseases or other parasites within it. Doing so requires a full round action and a DC 15 Persuasion check. In order to interact with a tree you must be able to touch it.

## VIEWING

Viewing is a cryptic ability to perceive visual auras around another individual's head that hint at future destinies and fates. Nobody can see these auras except the Viewer, and they only appear briefly and never reappear. Like Foretelling, this ability is uncontrollable and may come to the perceptive Viewer at random. The interpretation of these Viewings may or may not be correct or easily discernable.

Viewers will often see faint auras at first, early in their lives, around others. These symbols will be more pronounced around heroic characters, and especially around channelers or characters with destinies.

### VIEWER TALENT TREE

You are a Viewer, and are able to see auras and even symbols around a person that enable you to know something of a person's role in the Pattern.

**Notice Viewings:** The GM can make involuntary rolls for your Viewing ability. Doing so is a free action from you, though the DC is the same, as are the limitations of your viewing ability.

*Prerequisite:* Viewer.

**See Aura:** You can discern auras around people, which give you vague impressions of a person's destiny and soul. When you use the Viewer ability, you can also determine that character's Madness score, Taint score, and whether or not they are a Darkfriend.

You may also reroll Perception checks made to sense deceit, though you must keep the second result, even if it is worse.

*Prerequisite:* Viewer.

**See Symbols:** You see symbols that give hints to the person's future. When you use the Viewer ability, you see symbols that hint at future, present, or past roles and events in that person's life. The GM, of course, determines the exact symbols and their meanings. Your character understands the symbols' meanings with a successful Intelligence check (DC 20). Failure on the Intelligence check means you don't understand what the symbols mean (though you remember them). Success means you gain understanding of an event that will happen in a person's life or an important event in the person's past that affects his destiny.

*Prerequisite:* See Aura, Viewer.

**Viewer:** You can see faint auras around certain people. Only Reborn characters, ta'veren, and people with Destinies may be sensed with this Talent.

Any time you see a person, you may make a special Perception check to see if you sense a faint aura around the person as a full-round action. Success means that you gain a sense of their role in the Pattern. You find out how many Hero Points and Destiny Points they have and their heroic level.

The DC to sense this in a ta'veren is 20. The DC to sense it in a Reborn hero is 25. The DC to sense it in a person only with a Destiny (and not Reborn nor ta'veren) is 30.

This ability may only be successfully used on a person once a month. If the check fails, it may not be used again for at least one week.

## WOLFBROTHER

Wolfbrothers (or Wolfsisters) are humans with a special kinship with wolves. In the Wheel of Time world, wolves themselves have special abilities such as the ability to communicate through telepathy and enter Tel'aran'rhiod. These abilities, and others, such as superb senses and pack unity, are available to Wolfbrothers. Unlike other latent abilities, being a Wolfbrother may result in madness.

Typically, Wolfbrothers who are unaware of their special condition will have frequent dreams in which wolves are present, receive sudden communicative sensations, their senses will sharpen, or their eyes will begin to turn gold. It may take even longer for them to realize what is happening.

### WOLFBROTHER TALENT TREE

You are a Wolfbrother. Wolves see you as a human-shaped wolf, and you can gain certain abilities that cause you to become more wolf-like, and more attuned to your wolf friends.



**Wolf Alpha:** There are always a number of wolves equal to one-half your heroic level within 1 mile of you, or within 1 mile of any city you are in. Additionally, wolves you communicate with are always considered Friendly when you communicate with them.

*Prerequisite:* Wolfbrother.

**Wolf Hearing:** You may reroll Perception checks made to avoid surprise, eavesdrop, hear distant or ambient noises, and notice targets, and keep the better result.

*Prerequisite:* Wolfbrother.

**Wolf Scent:** You may reroll Perception checks made to search or sense deception, and Survival checks

made to track, and keep the better result. You may use the track ability of the Survival skill even if you are not trained in that skill.

The use of this talent is a Madness trigger for Wolfbrothers.

*Prerequisite:* Wolfbrother.

**Wolf Vision:** You ignore concealment (but not total concealment) from darkness.

Furthermore, your eyes turn gold, granting you the ability to always take 10 on Persuasion checks made to intimidate (except checks made to intimidate wolves).

The use of this talent is a Madness trigger for Wolfbrothers.

*Prerequisite:* Wolfbrother.

**Wolfbrother:** You are able to speak telepathically with wolves. You can make Gather Information and Persuasion checks with wolves, who are always treated as Indifferent or better (GM's discretion) at a range in miles of up to 2 x your Charisma modifier, though you take a -10 penalty to the rolls. Communicating this way requires no sounds to be made, nor even does it require you to be able to see the target or targets. It is all done telepathically.

Communicating with wolves telepathically is a Madness trigger for Wolfbrothers.

**Wolfspeak:** You may use Gather Information and Persuasion checks at a range of miles up to 10 x your Charisma modifier. Furthermore, you do not take a penalty to these rolls when communicating with wolves.

*Prerequisite:* Wolfbrother.

## MADNESS

Some characters have abilities that can cause their brain to weaken and malfunction. Specifically, male channelers and Wolfbrothers can suffer Madness if they use their abilities.

Any time a character gains a Madness Point, he also risks a bout of temporary insanity. Furthermore, whenever a character acquires a number of Madness Points equal to half his Wisdom score, he takes a permanent degradation.

Degradations are permanent, though they can be overcome by treating the mad character's insanity (see Psychologist merit in Chapter Five: Feats). The degradation is triggered whenever an event occurs as described in the description of the degradation. No matter the situation, however, the degradation is a permanent piece of the character's behavior, so it will always affect the character's behavior even if the trigger for the degradation isn't met at the moment.

Degradations can be overcome. Any time a degradation is triggered, it makes an attack equal to 1d20 + 20 + your Madness score. This attack goes against your Will Defense. If the attack fails, you may continue to act without the degradation being triggered (though you still have to experience the permanent effects).

Whenever a character performs a trigger for Madness, an attack is made against his Will Defense. The bonus to the attack varies, depending on the trigger. If the attack succeeds, the character gains a Madness Point.

## MALE CHANNELERS

Channelers who use *saidin* risk a weakening of their mental strength every time they so much as hold the One Power, and it can be even more severely weakened with strong weaves.

### Triggers

The following actions trigger attacks against the character's Will Defense.

**Gripping *Saidin*:** Any time a channeler touches *saidin*, an attack equal to 1d20 + 10 + the character's current Madness rating is made.

**Holding *Saidin*:** For every minute the character holds the One Power, an attack is made equal to 1d20 + the character's current Madness rating.

**Creating Weaves:** Every weave created causes an attack equal to 1d20 + the result of the Channel check to be made. If the character is using an *angreal*, the attack gains a +5 bonus. If the character is using a *sa'angreal*, the attack gains a +10 bonus. If the character is overchanneling, the attack is rerolled, and the best result is kept.

### Degradations

Any time the character gains a degradation, he chooses from the following list:

**Dillusions:** Dillusions give the character false impressions of himself and his abilities. He may think himself a grand weapon master, even though he has little to no training, or he may think he is a Whitecloak where he never joined and used to despise the organization. At all times, he will think in those terms, such as making plans to attack with the real weapon masters or walk into the Whitecloak camp to gain advice from his "allies."

Any time the character fails a Charisma check (except ones made to Channel), this degradation causes the character to descend even further into dillusion, giving him a -5 penalty to all Charisma checks for the rest of the scene in addition to the above described behavior.

**Hallucinations:** Hallucinations create false sensations that the character is convinced are real. This may be there is a massive monstrous being just ahead of them, dangerously evil whispers at night, or the feeling that it is becoming too hot no matter the real temperature. While the hallucination is not in effect at all times, the character believes that the coming and going sensations are real, so it is only a matter of time before they happen again.

Any time the character fails a Wisdom check, this degradation causes the character to experience the hallucination even more fully. He takes a -5 penalty to all Wisdom checks, and probably can do little besides acting with or against the perceived presence.

**Paranoia:** Paranoia is unreasonable fear, typically of things that might not even be present or true. The character will become edgy, always double- and triple-checking their food for poison, scouting out four or five times because they are worried someone is following them, etc. This doesn't necessarily mean that the character cowers away from combat situation, though it can in extreme cases.

The GM picks a circumstantial trigger for this, such as sleeping anywhere indoors that is not the character's own home, or seeing a body of water. Any time the character experiences this trigger, he becomes irrationally afraid and can only make either a move action or a standard action each round for the duration of the scene.

**Regression:** The character becomes less intelligent and more child-like. His knowledge of his real age has nothing to do with his behavior, he simply becomes more immature and unthoughtful.

Any time the character fails an Intelligence check, this degradation causes the character to lose virtually any understanding of his surroundings. The battle going on around him, the nobles debating various laws, nothing will be fully fathomed. Additionally, the character takes a -5 penalty to all Intelligence checks for the rest of the scene.

### Loss of Mind

If the character ever gains a number of Madness Points equal to his Wisdom score, he loses his mind. For a male channeler, this means that his degradations take over and he is beyond repair. All of his degradations are treated as being permanently triggered (and with the roll against his Will Defense succeeding). He is forever lost and can no longer be played.

## WOLFBROTHERS

Wolfbrothers risk insanity when they communicate with wolves or use their other abilities. Each passing week, they struggle with canine urges that they must overcome, because if they do not overcome them, they can become, mentally and behaviorally, more lupine.

### Triggers

The following actions trigger attacks against the character's Will Defense.

**Using Wolfbrother Talent:** Certain Wolfbrother talents trigger an attack against the character's Will Defense, as described in the talent description. This attack is equal to 1d20 + 10 + the character's current Madness rating.



## Degradations

Any time the character gains a degradation, he chooses from the following list:

**Carnivore:** The character gains a strong taste for raw flesh (though not human or wolf flesh). Cooked meat is barely adequate and loses most of its good flavor, and vegetables and fruit are only something to eat if you are forced to or if you know enough about nutrition to know that your body needs such things.

Any time the character smells meat (cooking or raw), the character gains an overwhelming urge to eat raw meat. For the remainder of the scene, the only thing he will eat is raw meat, though he won't necessarily lose his civility and humanity to get it.

**Frightening Dreams:** For most Wolfbrothers, the ability to walk in the Dream World is a boon. Even for this Wolfbrother, it is a boon most of the time. However, two or three times a week the character will have wretched nightmares that cause him to wake up having barely slept and preventing him from easily returning to sleep.

Once per week, the character experiences a dream so terrifying that it limits his ability to function at his maximum level for the rest of the day. He takes a -2 penalty to Will Defense for the rest of the day and moves down one step on the Condition Track until he sleeps for at least eight hours.

**Tooth and Claw:** The character “realizes” that it is unnatural for him to fight with man-made weapons, for his teeth and claws are far deadlier weapons. He will often scratch or bite people during fights, even if he is using melee or ranged weapons.

Any time the character takes damage that brings him down one step on the Condition Track, he drops his weapons and fights the rest of the scene unarmed.

**Wildheart:** The character becomes uncomfortable in urban settings, or even in large groups. All the while, he has a yearning to be out in the wild, where he feels he belongs.

The GM picks a circumstantial trigger for this degradation. It could be things such as seeing wolves in the wild, or being in an enclosed space crowded with people, etc.

When the trigger occurs, the character makes every reasonable effort to get out into the wild. A “reasonable” effort is one that includes still keeping your mind for the most part, so he wouldn't attack his friends necessarily, nor would he injure himself greatly, etc. Once in the wild, he remains there for the remainder of the scene, after which he sort of “comes to.”

## Loss of Mind

If the character ever gains a number of Madness Points equal to his Wisdom score, he loses his mind. For a Wolfbrother, this means that he loses all semblances (except physical) of humanity, and becomes, mentally, a wolf. All of his degradations are treated as being permanently triggered (and with the roll against his Will Defense succeeding). He is forever lost and can no longer be played.