

## Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender*	+2	
Attacker on higher ground	+1	+0
Attacker prone	-4	**
Attacker invisible	+2***	+2***
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender stunned, cowering, or off balance	+2***	+2***
Defender climbing (cannot use shield)	+2***	+2***
Defender surprised or flat-footed	+0***	+0***
Defender running	+0***	-2***
Defender grappling (attacker not)	+0***	+0****
Defender pinned	+4***	-4***
Defender has cover	--- See Cover ---	
Defender concealed or invisible	- See Concealment -	
Defender helpless	See Helpless Defenders	

\*A character flanks a defender when the character has an ally on the opposite side of the defender and that ally threatens the defender

\*\*Most ranged weapons can't be used while the attacker is prone, but a character can use a crossbow while prone.

\*\*\*The defender loses any Dexterity bonus to AC.

\*\*\*\*Roll randomly to see which grappling character is struck when an attack is made against two or more grappling characters. The character attacked also loses any Dexterity bonus to AC.

## Cover

Cover	AC Bonus	Cover Reflex Save Bonus
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4*
Total	-	-

\*Half damage if save is failed; no damage if successful.

## Concealment

Concealment	Example	Miss Chance
One-Quarter	Light fog; moderate darkness; light foliage	10%
One-Half	Dense fog at 5ft.	20%
Three-quarters	Dense foliage	30%
Nine-tenths	Near total darkness	40%
Total	Attacker blind; target invisible; total darkness; dense fog at 10 ft.	50%

## Helpless Defenders

Melee attacks get a +4 circumstance bonus to hit.

Helpless defenders can't use dexterity bonus to Defence.

His Dexterity score is considered to be 0 so his Dexterity modifier to Defence is considered -5

**Coup de Grace:** Full round action. Melee and bow or x-bow if in next square. Auto hit. Auto Crit. If the target survives damage he must also make a Fortitude save (DC 10 + damage dealt) or die. Can't deliver a coup de grace against a creature that is immune to critticle hits.

## Actions in Combat

Attack Actions	Move	AoO*
Attack (melee)	-	No
Attack (ranged)	-	Yes
Attack (unarmed)	-	Maybe
Cast 1-action weave	-	Yes
Feint	-	No
Heal a Friend	-	Yes
Strike an object	-	Yes
Total Defence	-	No
Use 1-action skill	-	Maybe
Move Actions	Move	AoO*
Move	1xspeed	No
Climb	1/4speed	No
Draw/Sheath a weapon	5-foot step	No
Extinguish flames	5-foot step	No
Light a torch	5-foot step	Yes
Open a door	5-foot step	No
Pick up an item	5-foot step	Yes
Retrieve a stored Item	5-foot step	Yes
Move a heavy object	1xspeed	Yes
Stand up	5-foot step	No
Full Round Actions	Move	AoO
Charge	2xspeed	No
Coup de grace	5-foot step	No
Full attack	5-foot step	No
Run	4xspeed	Yes
Cast full-round weave	5-foot step	Yes
Concentrait to maintain a weave	5-foot step	No
Free Actions	Move	AoO
Activate an item	-	Yes
Drop an item	-	No
Drop to the floor	-	No
Ready	-	No
Speak	-	No

\*Regardless of the action, if a character moves within or out of a threatened area, a character usually provokes an attack of opportunity. This column indicates whether the action itself (not the moving) provokes an attack of opportunity.

\*\*A character must move in a straight line before attacking and must move at least 10 feet.

\*\*\*Those actions defined as standard or move-equivalent actions. Most allow a 5-foot step, though actions that are variant charge actions follow the move for partial charge.

\*\*\*\*Unless doing so is a full-round action, in which case a character could start a full-round action and then finish it the next round with a cast a spell action. Spells that take longer than 1 full round to cast take twice as long to cast.

## Poison

Poison	Type	1st Dam	2nd Dam
Knockout drops	ingested DC12	1d6Dex	Unconscious*
Sence-Deadening poison	Inhaled DC12	1d6Wis	2d6Wis
Weakening poison gas	Inhaled DC 12	1d6 Str	2d6 Str
Knockout gas	Inhaled DC 18	1d6 Dex	Unconscious*
Paralytic poison	Injury DC 15	1d6 Dex	Paralysis
Deadly poison	Ingested DC 15	1d6 Con	2d6 Con
Red adder Bite	Injury DC 16	1d6 Con	2d6 Con
Blood Snake Bite	Injury DC 17	2d6 Con	4d6 Con
Contact Poison	Injury DC 18	1d4 Con	2d4 Con

\*unconscious and stable

## Table: Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantite	20	40/inch of thickness

## Common Weapon & Shield Hardness & Hit Points

Weapon	Hardness	HP
Tiny blade	10	1
Small blade	10	2
Medium-size blade	10	5
Large blade	10	10
Small metal-hafted weapon	10	10
Medium-size metal-hafted weapon	10	25
Small hafted weapon	5	2
Medium-size hafted weapon	5	5
Large hafted weapon	5	10
Huge club	5	60
Buckler	10	5
Small wooden shield	5	10
Large wooden shield	5	15
Small steel shield	10	10
Large steel shield	10	20
Tower shield	5	20

## Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC*
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Spear	5	2	14
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

\* Break DC: The DC for a Strength check needed to destroy the item in one action, rather than reducing it to zero hit points through a series of attacks.

### Length

10 inches = 3 hands = 1 foot  
3 feet = 1 pace  
2 paces = 1 span  
1,000 spans = 1 mile  
4 miles = 1 league

### Area

100 paces by 100 paces = 1 hide

### Weight

10 ounces = 1 pound  
10 pounds = 1 stone  
10 stone = 1 hundredweight  
10 hundredweight = 1 ton

## Climb

DC	Example Wall or Surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree. An unknotted rope.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds. A perfectly smooth, flat, vertical surface cannot be climbed.
-10*	Climbing a chimney (artificial or natural) or other location where one can brace against two opposite walls (reduces DC by 10).
-5*	Climbing a corner where the character can brace against perpendicular walls (reduces DC by 5).
+5*	Surface is slippery (increases DC by 5).

\*These modifiers are cumulative; use any that apply.

## Balance

Surface	DC
7-12 inches wide	10
2-6 inches wide	15
Less than 2 inches wide	20
Uneven Floor	10
Surface Angled	+5*
Surface Slippery	+5*

\*Cumulative; if both apply, use both.

## Track

Surface	DC	Surface	DC
Very soft Ground	5	Firm Ground	15
Soft Ground	10	Hard Ground	20

Condition	DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked:*	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:**	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

\*For a group of mixed sizes, apply only the modifier for the largest size category.

\*\*Apply only the largest modifier from this category.

If the character fails a Wilderness Lore check, the character can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Simple Weapons-Melee

Weapon	Damage	Critical	Range	Type**
<i>Unarmed Attacks</i>				
Strike, unarmed (M)	1d3S	X2	-	(B)
<i>Tiny</i>				
Dagger	1d4	19-20/X2	10 ft.	(P)
Dagger, punching	1d4	X3	-	(P)
Gauntlet, spiked	1d4	X2	-	(P)
<i>Small</i>				
Mace, light	1d6	X2	-	(B)
Sickle	1d6	X2	-	(S)
<i>Medium-size</i>				
Club	1d6	X2	10 ft.	(B)
Spear, Aiel	1d6	X3	20 ft.	(P)
Mace, heavy	1d8	X2	-	(B)
Morningstar	1d8	X2	-	(B&P)
<i>Large</i>				
Quarterstaff	1d6/1d6	X2	-	(B)
Spear, Seanchan	1d8	X3	20 ft.	(P)

Simple Weapons-Ranged

Weapon	Damage	Critical	Range	Type
<i>Small</i>				
Crossbow, light	1d8	19-20/X2	80 ft.	(P)
Sling	1d4	X2	50 ft.	(B)
<i>Medium-size</i>				
Crossbow, heavy	1d10	19-20/X2	120 ft.	(P)

Armor

Armor	Armor Bonus	Max Dex	Check Penalty	Speed
<i>Light armor</i>				
Padded	+1	+8	0	30 ft.
Leather	+2	+6	0	30 ft.
Studded leather	+3	+5	-1	30 ft.
Mail shirt	+4	+4	-2	30 ft.
<i>Medium armor</i>				
Hide	+3	+4	-3	20 ft.
Brigandine shirt	+4	+3	-4	20 ft.
Full mail	+5	+2	-5	20 ft.
Breastplate	+5	+3	-4	20 ft.
Lacquered plate*	+5	+3	-3	20 ft.
<i>Heavy armor</i>				
Full Brigandine	+6	+0	-7	20 ft.*
Banded mail	+6	+1	-6	20 ft.*
Plate-and-mail	+7	+0	-7	20 ft.*
Full plate	+8	+1	-6	20 ft.*
<i>Shields</i>				
Buckler, Aiel	+1	-	0	-
Shield, small, wooden	+1	-	-1	-
Shield, small, steel	+1	-	-1	-
Shield, large, wooden	+2	-	-2	-
Shield, large, steel	+2	-	-2	-

Donning Armor

Armor Type	Don	Don Hastily	Remove
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute*
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes*	1 minute	1 minute*
Half-plate or full plate	4 minutes**	4 minutes*	1d4+1 minutes*

\*If a character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

\*\*A character must have help to don this armor. Without help, it can only be donned hastily.

Martial Weapons-Melee

Weapon	Damage	Critical	Range	Type
<i>Small</i>				
Axe, throwing	1d6	X2	10 ft.	(S)
Hammer, light	1d4	X2	20 ft.	(B)
Handaxe	1d6	X3	-	(S)
Lance, light	1d6	X3	-	(P)
Pick, light	1d4	X4	-	(P)
Sap	1d6S	X2	-	(B)
Sword, short	1d6	19-20/X2	-	(P)
<i>Medium-size</i>				
Battleaxe	1d8	X3	-	(S)
Flail, light	1d8	X2	-	(B)
Lance, heavy	1d8	X3	-	(P)
Longsword	1d8	19-20/X2	-	(S)
Pick, heavy	1d6	X4	-	(P)
Rapier	1d6	18-20/X2	-	(P)
Scimitar, Seanchan	1d6	18-20/X2	-	(S)
Trident	1d8	X2	10 ft.	(P)
Warhammer	1d8	X3	-	(B)
<i>Large</i>				
Axe, Hafted	1d12	X3	-	(S)
Bill	2d4	X3	-	(S)
Boarspear	2d4	X3	-	(P)
Greatclub	1d10	X2	-	(B)
Pike	1d8	X3	-	(P)
Poleaxe	1d10	X3	-	(P/S)
Scythe	2d4	X4	-	(P&S)

Martial Weapons-Ranged

Weapon	Damage	Critical	Range	Type
<i>Medium-size</i>				
Shortbow	1d6	X3	60 ft.	(P)
Shortbow, Aiel	1d6	X3	70 ft.	(P)
<i>Large</i>				
Longbow	1d8	X3	100 ft.	(P)-
Longbow, Two Rivers	1d8	X3	110 ft.	(P)

Exotic Weapons-Melee

Weapon	Damage	Critical	Range	Type
<i>Medium-size</i>				
Ashandarei	1d6/1d8	19-20/X2	-	(B/S)
Sword, Warder's*	1d10	19-20/X2	-	(S)
Swordbreaker*	1d6	19-20/X2	-	(P)
<i>Large</i>				
Scythesword, Trolloc	2d4	18-20/X2	-	(S)

Exotic Weapons-Ranged

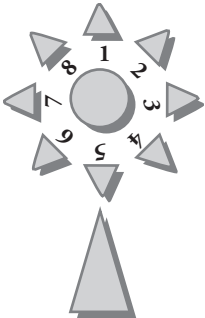
Weapon	Damage	Critical	Range	Type
<i>Small</i>				
Whip	1d2S	X2	15 ft.	(S)
<i>Medium-size</i>				
Net	*	*	10 ft.	-

Grenadelike Weapons

Weapon*	Direct Hit	Splash	Range
Acid(flask)	1d6	1pt**	10ft.
Oil(flask)	1d6	1pt**	10ft.
Illuminator's rocket	2d6	1d6**	40ft

\*Unless otherwise indicated in the description, grenadelike weapons require no proficiency to use. See text for full details on using these weapons.

\*\*Grenadelike weapons deal splash damage to all creatures within 5 feet of where they land



## Concentration DC

10 + damage dealt+ casting level
10 + half of continuous damage + casting level
10 + damage dealt + casting level
Distracting weave's save DC + casting level
20 + casting level
10 + casting level
15 + casting level
5 + casting level
10 + casting level
Distracting weave's save DC + casting level
15+casting level

## Distraction

Injury or failed saving throw during the casting of a spell (for spells with a casting time of 1 full round or more) or injury by an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action).
Suffering automatic continuous damage
Damaged by weave.
Distracted by nondamaging Weave. (If the spell allows no save, use the save DC it would have if it did allow a save.)
Grappling or pinned.
Vigorous motion (on a moving mount, bouncy wagon ride, small boat in rough water, belowdecks in a storm-tossed ship).
Violent motion (galloping horse, very rough wagon ride, small boat in rapids, on deck of storm-tossed ship).
Weather is a high wind carrying blinding rain or sleet.
Weather is wind-driven hail, dust, or debris.
Weather caused by weave.
Casting defensively (so as not to provoke attacks of opportunity).

## Overchanneling

### Check

DC	Overchanneling Attempt	Fort DC
15	Cast 0-level weave with no slots left	15
20	Cast a 1st-level weave with no slots left	25
25	Cast a 2nd0level weave with no slots left	35
20	Cast a weave 1 level higher than slot	15+weave level
25	Cast a weave 2 levels higher than slot	25+weave level
30	Cast a weave 3 levels higher than slot	35+weave level

### DC missed by

### Result

1-5	The channeler suffers a severe headache and overwhelming fatigue. As a result, she suffers a -1 penalty on all skill and ability checks, attack rolls, and saves. She recovers when she is able to rest for at least six hours.
6-10	The channeler suffers headache and fatigue resulting in a -2 penalty on all rolls. She also takes 1d6 points of damage and cannot overchannel again until she gets six hours of rest.
11-15	The channeler suffers headache and fatigue resulting in a -3 penalty on all rolls. She also takes 2d6 points of damage and cannot channel at all for 24 hours
16-20	The channeler suffers headache and fatigue resulting in a -4 penalty on all rolls. She also takes 3d6 points of damage and cannot channel at all for 48 hours.
21-25	The channeler suffers headache and fatigue resulting in a -5 penalty on all rolls. She also takes 4d6 points of damage and cannot channel at all for two weeks.
26+	The channeler is stilled-completely unable to channel. In addition, she suffers headache and fatigue resulting in a -6 penalty on all rolls and takes 4d6 points of damage.

## Weavesight (int)

DC	Task
10	Identify which of the Five Powers are used in the weave.
15	Identify the weave. If you are familiar with the weave, you know its name and effects; if not, you sense its general effect
20	Learn the weave, if it is of a level you are capable of casting without overchanneling.
25	Learn the weave, if it is of a level you could cast while overchanneling.

## Madness p.210

### Madness rating

0-15

16-30

31-40

41-50

51-60

61+

### Trigger Condition

-

Injury

Will Save

Casting Weave, *Ter'angreal*

Threat

Constant

### Madness rating-1d20

05 or lower

06-15

16-25

26-35

36-45

46-55

56+

### Symptoms

Delusion

Suspicion

Panic

Withdrawal

Fury

Disease

Dementia

### Duration

2d6 minutes

2d6 hours

2d6 rounds

2d6 hours

2d6 rounds

see text

See text

## Linking

Circle Size	Min No. Men	Max No. of Men	Add Lvl's
2-3	0	1	+1
4	0	2	+1
5-6	0	Less than half of total	+1
7-13	0	Less than half of total	+2
14-27	1	Less than half of total	+3
28-36	2	Less than half of total	+4
37-45	3	Less than half of total	+5
46-54	4	Less than half of total	+6
55-63	5	Less than half of total	+7
64-72	6	Less than half of total	+8

## Composure

DC	Effect
15	+2 to Bluff, Diplomacy, and Intimidate Checks for the next 10 minutes
20	Quickly fall asleep. In combat situations +1 bonus to attack roll for 5 rounds
25	Comfortable in moderate extremes of temperature. +5 bonus to concentration checks due to weather.