

Robert Jordan's "The Wheel of Time"

an unofficial worldbook for GURPS(tm)

by Aaron Sherman

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This is an early draft of an unofficial worldbook for the Wheel of Time series. The goal is to provide everything that a commercial-class GURPS worldbook would provide: the magic system, advantages, disads, skills, templates, item and culture write-ups, creatures and ways to tie all of this into your game. If you want to contribute, drop me a line at ajs@ajs.com.

Please note that this worldbook was originally published in 2000, and has only been lightly updated since. Information from later books and subsequent versions of the GURPS system have ***not been applied***.

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Acknowledgements

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Introduction

Robert Jordan's "The Wheel of Time" is much more than the series of books via which the readers perceive it. This series of books represents a very thoroughly planned world with a history, a set of physical and mystical laws and a wide variety of cultures and peoples. As with every other work of fiction in the past 10 years, which has met the above criteria, someone had to turn it into a role playing game. This book uses GURPS (by Steve Jackson Games) as the underlying mechanics.

For those of you who have not yet dared to tread the 700+ page books (8, so far), this is the executive, non-spoiler summary (though much of the information elsewhere in this world-book may be considered minor spoiler material for mechanics, but not plot):

There are two primary forces. One is a force of absolute evil (as represented or promulgated by the Dark One). One is called the Wheel of Time, and seems to favor some sort of constant balance between good (as represented by the general needs of people) and evil. There is also an oft-mentioned, but rarely (ever?) heard from, Creator who is rumored to be the arch-enemy of the Dark One, and thus of evil.

As the Wheel turns, so the saying goes, ages come and pass. The story takes place in the Third Age, an age after a near loosing of the Dark One, and the tainting of the male-half of the source of all magic, The One Power (which is derived from the True Source, of which little is known other than that it is said to power the Wheel of Time....) Got that? Ok, let's try again.

The source of all magic working is the One Power (well, almost all) and that Power is divided into saidin (male only) and saidar (female only). No man may touch saidar (well, almost), nor may any woman touch saidin (well, almost). Saidin has been touched by the Dark One, so any man using magic goes nuts... eventually.

Now, it gets interesting (and hard to avoid spoilers). A certain figure of ages gone past, known as The Dragon, is supposed to be re-born in this Third Age, and save everyone from the return of Shai'tan (the Dark One) at Tarmon Gai'don (the Last Battle for the good guys). That's the back-plot, but through the course of these books we witness the people involved in bringing this prophesy to fruition, and share in their pain and joy, while creeping ever closer to this fabled Last Battle.

There's a lot more than that to it. There are Aes Sedai, a powerful society of women who use the One Power to their own ends, supposedly in the name of public good (and sometimes it is....) There are whole nations of people that aren't part of the story, initially, but slowly get drawn in. There are other figures than the Dragon Reborn who have huge parts to play. But

read the books if you want to know it all. This book is just an attempt to aid those who want to use GURPS to roleplay in the world set out by these books.

GURPS

GURPS is like the Wheel of Time, in that it represents a monumental effort (in this case, on the part of many) which provides gamers with a rich set of options. One could simply use the Basic Set and this book to play in a WoT game, but that's just the tip of the iceberg. There are rules for Psionics (see *Speaking with Wolves*), Martial Arts (see *Aiel* for uses of Martial Arts) and many other things which fit into WoT. An adventurous GM could also combine WoT with other genres (at least one person in the series has mentioned that during the Age of Legends, powerful Aes Sedai would travel to other worlds, though she may have been lying). Or, you could decide that one of the Ages gone past developed high-tech, and you want to use GURPS Ultra-Tech or GURPS Bio-Tech for artifact remnants. You could also transport a WoT character to a non-WoT game (say, as a result of a badly botched *Unweaving*). The point is that using GURPS means that none of these options are closed to you. You don't have to march out and buy 20 books to play, but they are there if you need them.

That said, **the requirements for this game are this book and GURPS Basic Set, 3rd Edition Revised**. You will almost certainly want Compendium I as well, and Psionics and Martial Arts would be useful, but are not required for most of the rules.

No attempt was made to update this document to 4th edition, but there is a conversion document online that you can work from: [GURPS 4th Edition Update](#).

Page references are in the standard GURPS style. *B28* would be page 28 GURPS: Basic Set. The other abbreviations are: M: Magic; MA, Martial Arts; CI, Compendium I; P, Psionics. See p. CI181 for a complete list. In other works, this should be referred to as WoT, and, since page numbers are not too helpful, you should use section headings. e.g. WoT:Magic.

Magic

Breaking with the normal conventions of GURPS worldbooks, this supplement dives straight into the most obvious part of WoT (Wheel of Time) which needs to be translated into GURPS: the magic system. WoT magic is fairly simple, but directly violates the basic magic system in GURPS (though it smells in some respects like the Knacks of pp. M96)

This system is unique enough to warrant its own rules, but some effort has been made to maintain game balance with the old system (in case the players wish to use the old system to transplant characters one way or the other). It is suggested that only one magic system be allowed per character.

The executive summary is: All mages will need the *Magery* advantage (level is only important for fatigue costs of channeling). They will also need the *One Power* skill and at least one, but usually all five *Aspect Magic* advantages at some level. Each use of the One Power has a "cost" in some specific ratio of the five aspects, and the strength of the effect is determined by how much of each aspect is used. Each unique use of the One Power may be taken as a skill, or

defaulted to the *One Power* skill at -2.

Terms

The word spell, which is used here for convenience of GURPS players, is analogous to the WoT term "weave". Also, the WoT books do not use the word "magic" (it is usually referred to as "The Power"). However, in this supplement, the two sets of terms will be used interchangeably

In the books, mages are often throwing around subjective terms like "power" and "strength" when referring to magic. Assume that this refers to the sum of all of the aspects used.

Aspects of the One Power

The One Power (as manipulated by those with the *Magery* advantage) has five basic aspects (are there more? we don't know, but other uses of magic have shown up in those who do not have the ability to manipulate the One Power). These are the four basic elements of classic alchemy (Fire, Water, Earth and Air) and Spirit. See the *Advantages* section for more detail on how each of these is purchased.

The One Power can be bent to just about any use, but each unique application of magic requires its own balance of some or all of these aspects. For example, starting a fire from wood would require the Fire aspect with a very little bit of Air. Manipulating weather would require Air and some of Fire and Water, depending on the particular weather phenomenon being affected.

Mechanics

In GURPS terms, a player who has the *Magery* advantage and advantages associated with any number of the five aspects, must first put themselves in contact with the One Power (see *Opening Up*, below) and state clearly what he or she wishes to do with the power. The GM will then decide what combination of the five aspects are required in what ratio, much like a drink recipe (e.g. 1 part Earth, 2 parts Water). Any mage with advantages in the right aspects can work any magical effect, but the strength of the mage in each aspect determines how strong the effect will be. Unless this particular use of magic (i.e. spell) is taken as a skill, the attempt will succeed or fail based on a skill roll against the player's *One Power* skill, with a -2 for each aspect required, and a -4 penalty if the caster has never seen the ability used (reduced to -2 if the caster has been told how to).

If, however, a "spell" requires an aspect for which the mage has no ability, the mage has no hope of producing any effect at all. Fortunately, most mages possess at least some ability, no matter how small, in each of the aspects.

Each use of magic may be learned as a separate M/H skill, in which case, the roll is made against that skill with no penalties for 1 or two aspects, and -1 for each additional aspect (4 and 5 aspect spells are M/VH) unless the attempt is being made under duress, in complex circumstances, or in direct competition with another use of the One Power. The GM will decide additional penalties based on these and other extreme cases. A player who has a spell skill which is otherwise not available must take the *Unusual Background* advantage.

Each spell will cost an amount of fatigue that is equal the total of all of the aspects used, divided by the level of Magery advantage (e.g. an effect which required 1 in Spirit and 3 in Earth would cost 4 fatigue divided by Magery, which can be no more than 4; see B21 and M103 for more information on the Magical Aptitude/Magery advantage). This means that powerful magic gets very expensive in terms of fatigue, unless you are a very strong channeler (and this is consistent with the books, where spells that would exhaust normal channelers are a walk in the park for the most powerful).

There are also a number of other skills associated with magic, and each of these skills increases the flexibility and application of magic. See the section on *Skills* for more information.

The range for magic wrought by the One Power is line of sight.

Opening Up

In order to use the One Power, a channeler must open him or her self to it, and establish the connection to the Source. This requires one turn and a separate roll against the One Power skill. However, once the connection is established, it may be left "on" for as long as the user wishes (though it will drain 1 point of Fatigue for each full minute that the connection is established and one point for the initial connection).

Men

For men, the process of accessing the One Power is one of fighting against a raging river that threatens to overwhelm the channeler. However, once the connection is established, this fight becomes second nature, and can be maintained by taking a -1 on all actions and skills based on IQ.

Men can damage themselves just as easily as women (see below), using the Power, but are not as tempted to do so, given the violent nature of the struggle.

Women

For women, using the One Power requires surrender. It is not nearly so distracting as for men, so no penalty is taken. However, a woman who uses as much of two or more aspects as she can must make a Will roll to avoid taking too much. If she does, she must roll 3d. On a 3, she takes 2d damage, and falls unconscious. On a 4, she is permanently cut off from the Power (see the *Stilled* disadvantage) and takes 1d damage. On a 5-6 she is temporarily cut off from the source and takes 1d-2 damage. This temporary burn-out lasts for 2d hours.

The woman in question gets a +1 on her Will roll for every point above 12 in her One Power skill.

The moral of the story is that women should always leave a little extra breathing room by not taking all of the Power that they might be able to.

Bad Things

Any failure to cast a spell (e.g. a failed skill roll) will result in a lack of the desired effect. However, a critical failure will result in unfortunate side effects from burn-out to simple psychic

"noise" which can be picked up by other channelers. The effect is left up to the GM, but should be based on the amount of power that was available and how much the caster failed by. For example, a botched attempt to light a candle would never be enough to burn out the character attempting it. At worst, it might cause the candle to spark, and ignite something else.

The Taint

The Taint on the male half of the One Power has been described as being like an oily film of vileness on the surface of saidin. The Power can only be accessed through the Taint (unless the Dark One allows you to do otherwise, and so far this has only been done for the male Forsaken). Being subject to the Taint is a -10 point disadvantage (see *Disadvantages*).

In terms of game mechanics, being exposed to the Taint causes the character to make a Fright Check (see B93), thus the Strong Will advantage (also B93) can be invaluable to a WoT character. Every time a Taint Check is failed, a -1 is applied to every subsequent check. Failure on this roll as no effect other than to drive the character further and further insane, so ignore all results on the Fright Check table which do not involve Mental Disadvantages. The GM should feel free to be creative with the details of these disadvantages, but keep in mind that they should in some way reflect the horror of touching the Dark One's Taint.

Also, once a Taint Check has been failed, the character must make a Will Roll in any stressful situation (that is, a situation which is potentially life-threatening, or one which enrages the character), in order to avoid seizing the Power. If that roll is failed, the character must then make a Will Roll to avoid using the Power to lash out in whatever way is most directly opposing the conflict. This second roll is made at +4. However, any penalties accumulated by successive Taint Check failures must be applied to these Will Rolls as well. If the second Will Roll fails, the character makes their Taint Check at -4.

Exposure to the Taint occurs once when a character seizes the Source and once every time the character weaves a spell. Thus, any spell casting requires a minimum of two Taint Checks.

For Example: Nimrod, an Asha'man, has failed his Taint Checks 10 times! However, he also has 4 levels of the Strong Will advantage. This means that he must make a Fright Check at -6 (-10+4) every time he seizes the Power. He must also make a Will Roll at -6 in order to avoid seizing the Power in stressful situations, and then another Will Roll at -2 (-10+4+4) in order to avoid acting with the Power without thinking.

Sensing Magic

Any use of the One Power can be sensed by anyone of the same gender as the caster who is close enough and has both the Magery advantage and skill in the One Power. For distance, add up the amount of each aspect required and multiply that number by itself, and then by 10 yards (e.g. for 2 Fire and 4 Water, range is $(2+4) \times (2+4) \times 10$ yards = $8 \times 8 \times 10$ yards = 640 yards). Note that if the magic is not in line of sight, a One Power skill roll must be made at -4.

If a critical success is rolled on the One Power skill (or the skill associated with this particular spell type, whichever is higher) or with line-of-sight to the casting, the senser can also tell what spell is being used. If they have never seen the ability before, they will be able to tell what aspects are being used in what ratios and magnitudes, but will have only their own guesses as

to what is actually being done. A normal success indicates that they know what aspects are being used and which one(s) are in highest concentration. A failure indicates that the observer is simply aware of an active use of the One Power. A critical failure results in the person being oblivious.

Similarly, any channeler may sense any other channeler of the same gender opening up to the One Power. The range is equal to the **senser's** Spirit aspect squared, times 10 yards, or line of sight, whichever is further. If line of sight is not available, the GM should make a One Power skill roll in order to sense.

Example Spells

This section contains a list of some common applications of the One Power, the ratios used to accomplish the effect, and some examples of the level of effect:

Balefire

Aspects: 1 part of each of the five aspects.

Mechanics: The target object is removed, retroactively, from existence. Two parameters determine the amount of each aspect required: size of the object and amount of time to be removed. These two, however, must be increased together. Thus removing a person would be retro-active by a few minutes. Removing a town would be retro-active by a few days, and an entire city might be months. This power is arguably the most dangerous application of the One Power, and is **never** taught openly. Those who learn it are cautioned to never use it, as it can destroy the very fabric of time, if used enough. This applies even to the agents of the Dark One.

Examples:

Remove a handful of material: 3 parts of each.

Remove a pig or chair: 6 parts of each.

Remove a person or table: 9 parts of each.

Increase by three for each additional doubling of volume.

Barrier

Aspects: 1 part Air

Mechanics: A section of air is rendered solid, though still transparent. This will stop any physical force, gas and (at the caster's option) sound. However, unless the barrier completely surrounds a space, gasses and sounds will only be slowed or muffled by having to go around the barrier. Anyone attempting to break through the barrier will have to have to do a number of points of damage to it equal to 3 times the amount of Air used. The damage to a barrier can be repaired by "re-casting" the barrier, in the same spot. Thus an attack to the barrier is likely to have to do its damage in one turn.

Examples: The area covered is up to the amount of air used, cubed, in square feet. Thus, 1 Air gets you 1 square foot. 10 Air gets you 1000 square feet. This can be moulded in any basic

shape, or along any existing contour.

Bind

Aspects: 1 part Air

Mechanics: Any person or creature may be bound, or an object rendered immobile. The amount of Air used acts as as three times that amount of ST, and the normal rules for grappling apply (see p. B111). See also *Move*.

Examples: All uses of Bind are the same, only the level of Air used varies.

Detect Magic

Aspects: 1 part Spirit

Mechanics: The presence of the One Power in an object or area can be detected. If there is an inverted weave (see *Invert Weave* skill) in the area, roll a quick contest vs. the skill of the caster, with a -4 penalty unless there is evidence or foreknowledge of the spell's existence. Success indicates the presence and component ratios of the spell, but not its nature.

Healing

Aspects: 2 parts Spirit, 1 part Fire, 1 part Earth

Mechanics: This is the gross ability to heal wounds. It can be as powerful as mending broken bones and sealing up otherwise fatal wounds, but cannot be used to bring back the dead or cure disease. The subject will receive 1 hit (lost HT) per multiple of base ratio required to cast this spell, but will lose an equal amount of fatigue. Lost limbs cannot be regenerated in this fashion, and scar tissue cannot be removed, once it has been allowed to form.

Examples: Healing simply scales as higher and higher power is put into it. Thus, healing 10 points of HT would require 20 spirit, 10 fire and 10 earth, which is not very hard with a small circle.

Light Fire

Aspects: 2 parts Fire, 1 part Air.

Mechanics: Any flammable material may be lit on fire.

Examples:

Lighting a candle: Fire: 1, Air 1

Lighting a torch: Fire 2: Air 1

Lighting a fireplace: Fire 3, Air 2

Igniting a bonfire: Fire 4, Air 2
Setting a house on fire: Fire 6, Air 3

Move

Aspects: 1 part Air

Mechanics: Any object, animate or not, may be pushed, pulled, lifted, etc. as per ST equal to two times the amount of Air. This ability lacks any fine control, but a skill roll may be made to act selectively (e.g. toss the top sheet of paper from a stack into the air) against the "Weave: Move" skill, which is M/H but defaults to DX-4 or IQ-4, whichever is higher. See also *Bind*.

Shielding

Aspects: 1 part Spirit.

Effect: The caster enters into a quick contest of skills with the target. Success results in the target being cut off from the One Power, and thus unable to work magic. Concentration is required to maintain the effect, though it may be "tied off", this will increase the chance of escape. No additional expenditure of fatigue is required after the Shield is established.

Mechanics: The caster rolls against their Spirit advantage (or any number less than that number, if the caster wishes to spend less fatigue). The defender rolls against their Spirit or average of all five aspects (whichever is higher). The result is the number of turns before the target may attempt another roll to escape.

Examples: There is only one application of shielding. The caster may use the *Tie Off* skill to make the spell maintain itself, but this reduces the effective Spirit level by 2 for the target's escape attempts.

Stilling

Aspects: 1 part Spirit.

Effect: This is the same as *Shielding*, but results in (semi-)permanent lack of access to the Source.

Mechanics: The same as *Shielding*, but the target rolls against twice the normal value.

Examples: Stilling is a one-application spell. It cannot be tied off or even maintained, as its effect is instantaneous and permanent.

Unravel

Aspects: 1 part Spirit.

Effect: A quick contest of skills is rolled between the caster of another spell, and the caster of Unravel. If the same amount of Spirit is used as the total of all of the aspects in the original spell, then the contest is simply skill vs. skill. However, apply Unravel's power minus the power of the original spell as a modifier to the Unravel roll if they differ. An attempt to Unravel may be made against a spell **as it is cast** if and only if there was some warning that the spell would be cast (e.g. the channeler of Unravel sensed the other channeler opening up to the One Power). Note that, as with anything else, you must be of the same gender as the caster in order to affect a spell.

Examples:

A spell, using 3 Air and 6 Fire is cast. Another channeler tries to unravel this spell. He or she uses 9 Spirit and rolls vs. the One Power skill (or Unravel Spell skill, if taken). If it fails, the Unravel spell fails. If it succeeds, the caster of the original spell rolls and the two rolls are compared as a quick contest (see p. B87). If the caster of Unravel cannot or does not wish to spend the full 9 Spirit, then they get a -1 for each level below 9. If they can and do spend more, then they get a +1 for each level above 9.

Disadvantages

Blocked Channeler

(-5 or more points)

Any channeler who learned to channel on their own (i.e. what the Aes Sedai call a Wilder) may have developed some "crutches" that helped them to understand their power. Most common is the belief that some particular condition must be met in order to channel. Aes Sedai call this a "block". There are modifiers to how much a block is worth, but the base is -5 points.

Frequency:

- The condition must always be met: -5
- Condition must be met on 15 or less: -3
- Condition must be met on 9 or less: -0

Rarity of condition:

- Common (anger, water, gestures, gold rings): +5
- Uncommon (particular weather, a certain person): +0
- Rare (a particular ring, someone is dying): -5
- Completely random / no condition (see frequency): +0

Extent of block:

- Cannot even sense the One Power or its use: -5

Enemy

(special)

The Enemy disadvantage [insert page reference] is fairly common in WoT. Certainly any man who can channel is likely to have either the *Secret* disadvantage [page reference] or have Aes Sedai as an Enemy. How frequent the Aes Sedai will appear should be discussed with your GM, but will likely depend on how well they know of you. The Red Ajah is very focused on finding men who can channel, so it would not be surprising to have any use of the Power communicated back to them.

Longing

The Longing is a condition which is innate to all Ogier, but does not appear in others. If an Ogier is gone from a stedding (magically null zones) for too long, they begin to despair and eventually die.

If an Ogier has been away from a stedding for over two years, or has spent less than half of that time in a stedding, he or she will begin to feel a certain pronounced homesickness. Thereafter, every month they must make a HT check, or lose 1 HT, permanently. They must also make a Will check every six months, or drop what they are doing and head directly to the nearest stedding.

Stilled

(-20 points)

A person who has been cut off from the Source will always feel the enormity of that loss. Most people who have been Stilled or gentled will eventually (sometimes immediately) commit suicide. Those who do not must find something in their lives to make up for the gaping hole left by the loss of the Source. For some this is revenge against those who did this to them. For some it is a pursuit which engages them completely. Whatever it is, it must border on an obsession in order to be enough. Simply working hard will not be enough.

Anyone who has been Stilled will not want to talk about it. If the issue is forced, they may become violent or run away. Make a Will roll if the issue is pressed, in order to remain calm. They will also be prone to dark and melancholy moods.

Taint

(-10 points)

All men who can channel are subject to the Taint. This is only taken as a disadvantage, if the character can actually channel (e.g. has the Magery advantage).

Advantages

Aspect Magic

(3 points / level)

Any application of magic (see the section on *Magic*) requires the use of one or more of the five aspects of the One Power. Access to each aspect is purchased separately as an advantage. Women and men tend to have roughly equal access to Spirit, but men tend to dominate Fire and Earth, while women dominate Air and Water. Levels of these advantages should be chosen with this in mind.

Aura Sense

(20 points)

This is a *Talent* for which the user need not have the *Magery* advantage. The character will automatically see auras around people from time to time (always if they can use the One Power, are ta'veren or have a critical role to play in history). These auras are often meaningless to the viewer, but can sometimes help to tell the future of the person being viewed. Images will be vague, and should be determined by the GM when and only when it suits him or her.

Detect ta'veren

(5 points)

This *Talent* seems to only appear in those who can use the One Power. The user must concentrate on a particular person who is in line of sight, and they will become aware of whether or not the person is ta'veren.

Dreaming

(15 points)

This is a *Talent* which allows the character to have prophetic dreams. The dreams come without any control from the character, and will be of a highly symbolic nature. The GM should treat this similarly to *Aura Sense*. Most people who have this talent are able to sense and use the One Power, but not all.

Entering tel'aran'rhiod

(15/30 points)

There are two ways to enter tel'aran'rhiod: by dreaming, and physically. This talent is related to (some say a part of) the *Talent, Dreaming*. This is not to be confused with the advantage, *Dreaming*, which is listed above, and includes only prophetic dreams.

For 15 points, the dreamer is able to make him or herself dream of tel'aran'rhiod, and actually show up there in the dream. For a description of tel'aran'rhiod see the section on *Other Places*. The sleep gained while in tel'aran'rhiod is only 1/2 as useful as normal sleep, and thus the dreamer will awaken unrefreshed, but better off than with no sleep. In game terms, this means that the character loses 2 fatigue for a half to full night in tel'aran'rhiod (as per the sleep deprivation rules on p. B134), 1 fatigue for over an hour and 0 for an hour or less. This fatigue can only be regained by additional rest equal to half the time spent in tel'aran'rhiod.

For 30 points, the dreamer can actually open a gateway to tel'aran'rhiod in the waking world. This is very dangerous, and any trainee who demonstrates the ability will be scolded never to do this. This is because tel'aran'rhiod is a dangerous place, and while dying there in a dream would be unpleasant, if you are physically there, you remain dead. However, since travel is quite fast in tel'aran'rhiod, this can be a cheap means of travel for those who do not know how to Travel, as per the spell.

Immune to Taint

(20 points)

Normally all males with access to the One Power will go mad, due to the taint on saidin. However, it is possible to get around the taint. So far, this has only been accomplished by collusion with the Dark One, and is only granted to the most powerful Darkfriends (known as Forsaken or Chosen, as they call themselves). In order for a player character to have this advantage, they would have to be in league with the Dark One.

One exception to this rule would be if the game setting were set in a time when the taint did not exist. In which case, this advantage would be automatic and free.

Immune to the One Power

(40/50/70 points)

It costs 40 points to be immune to any direct effects of saidin (the male half of the One Power); 50 points to be immune to saidar; or 70 points for both. Player characters should not be allowed to have this advantage, as it is very unbalancing, and occurs only twice in the stories.

Magery

This advantage is listed in the Basic Set (p. B21) and applies equally to the WoT mages. See the section on *Magic* for more details on how this advantage is applied.

Sense One Power

(10 points)

This advantage gives the character the ability to sense the use of the One Power. Only characters who do not have the ability to channel (Magery) must take this advantage. See *Magic: Sensing Magic* for more details.

Sense Weave Residue

(10 points)

Normally, once a weave has been allowed to dissipate (e.g. the spell ended), most channelers will lose the ability to sense that there even was a spell worked there within seconds. However, someone with this *Talent* can sense weaves even after they have faded. A perception roll must be made, as if the character were using normal sight. The GM should make this roll any time the character is within sight of an area in which a spell was cast within the last 2 days. After that, the weave begins to fade, and a -2 is applied to the roll for each day thereafter. The skill *Read Weave* will allow a character to analyze the weave more accurately, and determine details. Otherwise, he or she will only know the rough power level of the weave (e.g. "Very Strong" or "Only about enough to light a candle").

Speaking With Wolves

This *Talent* allows a person to speak with wolves at a distance, but is not really an advantage. The user simply purchases the Telepathy psi-power with the Telescan, Telesend and Telereceive skills (pp. P25-26), with a -60% cost reduction on the power cost (not the skill) for the fact that they can only be used to communicate with wolves and can only be used for voluntary communication (see pp. P28 for more info on limitations for psi-powers). The Telescan ability is somewhat modified. The user can search for any wolf, and need not know which one they are looking for, but the wolves may choose to be "invisible" to this scan. As these two modifications cancel out, and do not affect the other skills, no modification to the cost results.

So far, in the books, all characters who have this ability have also had other "features":

Yellow eyes

This counts as a -5 point social stigma (p. B27).

Acute senses

As per the advantages on p. B19.

Smell emotions

Characters in the books have been able to tell the emotional state of those around them using their sense of smell (to pick up body odor, pheromones, or whatever). This can be purchased as the Emotion Sense skill (p. B167) from the Telepathy psi power, which the character already needs to speak with wolves.

Talents

(per Talent)

A Talent is the ability to work a particular type of specialized magic. In some cases, it is just a loose grouping of spell skills, in which case this advantage does not apply (e.g. Healing and Traveling). However, some Talents involve access to nearly independent powers (e.g. Dreaming (15 points) and detecting ta'veren (5 points)) which may or may not require the One Power. The GM will need to make a case-by-case choice as to which Talents are advantages and which are not, as well as deciding the point cost. Usually the deciding factor is: if the Talent is used without the user casting a spell, then it is an advantage.

Most Talents are described elsewhere in the list of advantages, but any that are not can be spelled out by the GM. The GURPS Psionics and GURPS Supers books can be very helpful for this.

ta'veren

(special)

This advantage makes the player much more plot-attracting. Much of the GM's plans will tend to concern the character and events will bend to the final goals that the GM has when the character is around. Taking this advantage costs no points, but the GM should be duly appreciative and supply you with a higher caliber of snack food. You can choose from "minor" ta'veren (call it "PC glow"), "strong" ta'veren ("You won't believe what the Innkeeper does when you ask for a room") or "powerful" ta'veren ("Why should I role-play, I'm the GM, and there's a ta'veren in the party").

Skills

Circle

(Mental/Hard) (special default: *One Power -2*)

Any number of wielders of the One Power may link together to form a "Circle". The Circle can then cast larger spells than any one member could have. In order to create a Circle, one person has to be the controller. The controller may not use the Circle ability as a default, though all of the other members of the circle may, as long as they have had the chance to observe someone else linking into a Circle at least once in the past (or someone joins this Circle before them). Anyone defaulting the skill must have the complete attention of the controller, and so one turn per member must be taken to incorporate each such unskilled channeler. Skilled members may

all link up quickly, and so only take one turn total. However, keep in mind that each person joining a circle must already be opened up to the Power.

Once linked, the controller wields the effective power of all the members' Aspect Magic advantages added together. So if there are two members of a Circle and each have 1 level of Spirit, then the Circle has 2 levels of Spirit. Fatigue for this power is evenly distributed among the members (so, even though you may only add a little power, you use just as much Fatigue as anyone else).

[Note: can men link alone at all? Check CoS or PoD for answer.]

If there are male and female members of a Circle, the Fire and Earth power added by the men is doubled, and the Air and Water power added by the women is doubled. However, only a woman may lead a Circle with both men and women. If there are thirteen members of a Circle, the Spirit power of the Circle is doubled, thus thirteen of the weakest Aes Sedai could overpower even the Dragon himself.

[Note: guessing on what the benefits of m/f circles and circles of 13 are, but these guesses make all known facts about circles fit, and we need SOME mechanic here.]

Invert Weave

(Mental/Very Hard) (No default)

The caster of a spell may use this skill to cause the spell to be delayed. The spell is given some trigger, the complexity of which acts as a modifier to the Invert Weave skill. When that trigger action occurs, the spell goes off. This is often used for traps and alarms. The following list gives guidelines for trigger conditions:

Anybody walks by: -0

Anyone who can channel walks by: -2

A spell is cast in the immediate area: -2

Noon three years from today: -2

My brother walks by: -4

The long-dead reincarnation of The Dragon attempts to take the sword: -8

Note that the condition must either be temporal ("at sunset") or based on an event that takes place near the casting of the spell ("the guard passes this point"). The spell must be successfully cast, and then a successful Invert Weave roll must be made.

In order to detect an inverted weave, a person must be able to channel, be the same gender as the caster and use a *Detect Magic* spell at -4.

If the Invert Weave skill is being used by someone who is leading a Circle, then they get a +1 on the roll for each two members of the circle, including the controller.

See also the *Tie Off* skill.

One Power

(Mental/Very Hard) (No default)

This skill is the default skill for all uses of the One Power. The player must have the *Magery*, and at least one of the *Aspect Magic*, advantages in order to use this skill. For details on its use see the *Magic: Mechanics* section.

Read Weave

(Mental/Hard) (No default)

A spell (or "weave") can be read to determine what spell it is, and how it works. Normally any one who can channel, and is of the same gender as the caster, can detect a spell as it is being cast (see *Magic*), but the Read Weave skill will allow someone who can channel to detect exactly what spell is being cast, and determine other details about it (e.g. if the spell is *Traveling*, the reader could determine what location the gateway goes to.

In combination with the *Sense Weave Residue* advantage, this skill allows a channeler to read a weave that has been terminated. The roll is made at -1 for each hour since the spell ended, but the maximum penalty is -8, but the same information may be gathered.

See the *Unweave* skill for a way to foil the use of this skill.

Spells

(Mental/Hard or Mental/Very Hard) (Special default: One Power -2)

See the section on *Magic* for details on how specific uses of the One Power can be taken as skills.

Tie Off

(Mental/Very Hard) (No default)

This skill allows the caster of a spell to make the spell maintain itself. Any spell which requires ongoing concentration (e.g. Bind, Shield, etc) may be Tied Off. A separate Tie Off skill roll is required. On success, the spell is tied off, and the caster can stop maintaining it (but the spell acts at -2 to the caster's skill vs attempts to cancel or subvert it). On a failure, a separate skill roll vs the spell's skill (or the One Power skill) is required to see if the caster lost control of the spell (in which case it will shut off). Worst case, a critical failure on the Tie Off roll means that the spell stops working immediately with no subsequent Spell roll.

Note that, when working in a *Circle* which has created some effect (e.g. a *Shield*), any number of the members of the Circle may attempt to Tie Off. A successful roll means that they can leave the circle, but the spell will continue to work as if he or she were in the circle. However, the circle will be at -2, overall to defend against interference, and that one tied off portion may be attacked by any caster with a skill greater than 16, as if it were a stand-alone spell with only that one Circle member's power. If successful, the overall power of the ongoing effect is reduced as if the Tied Off portion had not been part of the casting.

This is a complex way of saying that tying off part of a circle weave exposes it to being taken apart piece-by-piece. In the time when WoT is set, there is no known way to avoid this. Based on objects which are still around, there must have been a way to tie off whole circles at once, in the Age of Legends.

Unweaving

(Mental/Very Hard) (No default)

Normally, when a spell is to be ended, the power to it is simply released, and this takes no skill. However, it is also possible (though *very* dangerous) to end a spell (or "weave") by individually pulling apart each thread of the Power which was used to build it. The only advantage to doing this is that someone with the *Sense Weave Residue* advantage cannot sense the weave once it has been unwoven. If the Power is simply cut off, it can still be sensed.

To unweave a spell, you must make a skill roll vs. Unweaving. Success means that the spell is pulled apart. This takes 3d turns, minus the amount which you succeed by. So, if you roll a 10, and your skill is 14, you succeed by 4. Then you roll 3d and get 11. You subtract the 4 from 11, and it takes 7 turns to unweave the spell. Critical success means that it only takes one turn. Minimum time is always 1 turn, no matter how much you succeed by.

Critical failure results in the unweaver being burnt out (see the *Stilling* spell and the *Stilled* disadvantage). This may, however, be a temporary condition. Make a HT check at -2 once each day for the next three days. A success indicates that the ability to channel returns. Any other characters within a number of yards equal to 2 times the amount of power used in the original spell must make HT checks at -2 or be burnt out in the same fashion.

Normal failure requires a roll on the following table (roll 3d):

3-4	Burn-out, as above, but only for caster.
5-6	Major explosion: 3d to everyone within power/3 yards.
7-8	Serious explosion: 2d to everyone within power/4 yards.
9-10	Minor explosion: 1d to everyone within power/5 yards.
11-13	Flash and bang: HT check at -6 or blind/deaf for 2d turns
14-16	Flash and bang: HT check at -4 or blind/deaf for 1d turns
17	Flash: HT check or blind for 1d turns
18	Small pop!

Even on a failure, though, the weave is collapsed, and cannot be traced.

Cultures, Groups and Races

The many different cultures and one non-human race (Ogier) in WoT are the cornerstones of the story. There are a number of semi-independent city-states and kingdoms which interact with each other through trade. There are also nomadic groups (the Aiel) in the desert to the east.

These cultures have many things in common. For one, the GURPS tech-level of Robert Jordan's world is between late 2 and very early 4, and this is quite consistent across the races (though there are some high-magic-tech items here and there from the Age of Legends. Also, the attitudes toward men who can channel vary only slightly from immediate ostracizing to hatred.

On the other hand the various cultures tend to be very distinct in most other ways. Thus, they each get their own section below.

Aes Sedai

A powerful group of female mages who act as a sort of magical police force, cutting men who can use the Power off from the Source; manipulating politics on a grand scale; and generally being unpleasant. On the other hand, they have been indispensable when the Power was needed (e.g. the Trolloc Wars). The general lack of need for such powers has been leading to an ever-eroding public opinion of the Aes Sedai, and some have begun to agree with the Whitecloaks (a fanatical group of crusaders) that all who use the One Power are acting on behalf of evil.

One of the few things that keeps public opinion in check is the fact that the Aes Sedai have all taken three oaths (which are excerpted here exactly, since Aes Sedai often take the literal phrases as far as they can be stretched):

- “Under the Light, I vow to speak no word that is not true.”
- “Under the Light, I vow to make no weapon for one man to kill another.”
- “Under the Light, I vow not to use the One Power as a weapon except against Shadowspawn, or in the last defense of my life, the life of my Warder, or that of another sister.”

Each of these counts as a 10 point Vow (pp. B37). Aes Sedai in training (Novices and Accepted) have not yet taken these vows.

Aes Sedai tend to develop an ageless appearance, which renders them somewhat identifiable. This counts as a 1 point disadvantage, but does not count toward your 5 quirks.

Aes Sedai can bond at will with a Warder (regardless of the man's willingness, though the subject is, by tradition, usually trained for the roll and willing). Warders are telepathically bonded with their Aes Sedai. For the Aes Sedai they count as a 30 point ally (10 points for the point value of the Warder, times 3 for appearing all the time). The telepathic link is a wash, point-value wise, because of the massive impact of the Warder's death: Make a Will Roll or die. On success you will have to go through a massive grief process for at least 6 months, during

which you should make a will roll to avoid suicide.

The Telepathic link will allow both Warder and Aes Sedai to gauge the direction and very rough distance of the other. It also conveys some emotion, and allows the Aes Sedai to compel their warder to perform certain tasks (in general, the Warder will be willing to do anything which does not place the Aes Sedai in danger or violate any fundamental beliefs). For more detail on Warders, see the *Templates* entry.

The Aes Sedai are organized into Ajahs. There are seven that the Aes Sedai will admit to:

Blue—The "meddlers". The blue Ajah concerns themselves mostly with taking on causes and working to fulfill prophecy.

Brown—Seekers of knowledge. The Brown Ajah are sort of the librarians and scientists of the White Tower.

Gray—Negotiators who seek consensus.

Green—The "Battle Ajah", as it is referred to. Greens tend to be the only Ajah that keep multiple Warders per Aes Sedai. They are preparing for Tarmon Gai'don.

Red—The Reds are the ones who seek out and gentle men who can channel. Because of this, they tend to attract women who do not like men very much, especially those who can channel.

White—The philosophers.

Yellow—The Yellow practice Healing in its many forms.

The Tower flatly denies that there is a **Black Ajah**, in the service of evil. This is incorrect, the Black Ajah has members in all of the other Ajahs, and is directly influenced by the Forsaken (the most powerful mages of evil, who were born during the Age of Legends).

The Aes Sedai headquarters is the White Tower, on the island of Tar Valon. They are lead by the Amyrlin Seat, who is elected by the Sitters of the Hall of the Tower (three members of each Ajah).

Aiel

The Aiel are mostly a mystery to people of Cairhien and the rest of the west. They live in the Aiel Waste, a large desert to the east of Cairhien.

Characters who are Aiel will have several unusual features:

- They tend to stand somewhat taller than westerners (6-7' tall) and all have blue eyes, varying from gray to sky-blue.
- No Aiel will use a sword. Treat this as a Major Vow (pp. B37).
- ji'e'toh. This counts as a 15 point Code of Honor (pp. B31) which actually covers a lot of daily life and cultural ground as well as matters of honor. Followers of ji'e'toh will work to the exclusion of their own needs to meet debts of honor, but have a very Aielish definition

of those debts. One point which tends to strike westerners as odd is the taking of gai'shain. gai'shain are essentially prisoners of war, but are used as servants. They are made to perform this way for a year and a day, at which point they are set free. gai'shain are in turn compelled by ji'e'toh to perform their labors without incident, and to commit no acts of violence or even to touch a weapon.

- Most Aiel will have a Minor Phobia (pp. B35) of large bodies of water.

Aiel are fierce fighters. They train to a point which most westerners will never achieve. To represent this, it is suggested that you use the martial arts rules from GURPS Martial Arts. Specifically, the Kobujutsu style (realistic, pp. MA89-90) with a focus on Staff, Shield and Spear. They will also tend to have the Bow, Knife, Knife Throwing and Net skills (pp. B50-51).

Aiel women who can channel (and some who have other Talents or mundane abilities) become Wise Women. These Wise Women hold a position of power and respect in Aiel life.

Aiel *men* who can channel will "voluntarily" leave their homes and travel north to the Blight where they fight the shadow-spawned creatures there until they are killed or go insane from the Taint.

Asha'man

The Asha'man ("guardian" in the Old Tongue) are a group of men who can channel. Set up by the Dragon Reborn, they are learning to use their power as a weapon to fight the Last Battle. Like Aes Sedai, the Asha'man go through stages of training. [Insert stages of Asha'man training here]

Any Asha'man who shows clear signs of madness from the Taint will be killed. Usually by poison in their drink. This is something which is generally known by those who have been Asha'man for some time, but rarely, if ever, spoken of.

The headquarters of the Asha'man is in Andor, and it is called the Black Tower.

Atha'an Miere

The Atha'an Miere are also known as the Sea Folk. They are a sea-faring people who keep most of their culture shrouded in secret. What is known is that they tend to be a matriarchal society, with a woman in charge of each ship, and a Mistress of Ships [correct name?] who leads them. Each ship also has a Windfinder, who can channel, and is particularly trained at weather-working. In fact, the Atha'an Miere tend to have the strongest weather-workers in existence, but this fact has been carefully hidden from the Aes Sedai, to avoid having their wind-finders taken to the tower.

The Atha'an Miere are masterful traders, and will generally have several professional skills related to commerce, even if they are not directly involved in trading themselves. Those in charge of negotiating for a ship are among the most respected negotiators and hagglers in the world.

Like most isolated cultures, the Atha'an Miere have a unique name for, and legends

surrounding, the predicted champion of good. It is assumed by those few who know of their Coramoor prophecy that the Coramoor is just a different name for the Dragon Reborn, and so far, the Atha'an Miere seem to be acting on this assumption as well. But they, like the Aiel seem to have not quite as much awe in the face of their promised one as those expecting the return of the Dragon. Part of the Sea Folk legends appears to rotate around one of the two most powerful angreals ever made, which, unknown to anyone else, is located on one of their islands. This is the female half of a pair of large statues of which the other is located near Cairhien, and has just recently been unearthed.

Caemlyn / Andor

Andor is a kingdom which covers the central portion of the continent. It is immediately bordered by all of the other kingdoms with the exception of [insert list here].

The kingdom of Andor has existed since Manertheren (sp?) fell after Artur Hawkwing's time. The monarch has traditionally been a Queen, though the occasional, but never successful King has cropped up. The tech level is slightly above average, as Andor is ideally located for a great deal of trade, second only to the sea-ports. High tech level 3 items are available, and the occasional tech level 4 item will crop up in the aristocracy, but always as a result of new research.

Caemlyn is the capital city of Andor, and is, itself located at the eastern end of the kingdom. The throne in Caemlyn is quite famous and is called the Lion Throne, after the decorations that are carved into it. References to the Lion Throne are often made instead of directly referring to the Queen.

To the extreme west, just before the Mountains of Mist, are the Two Rivers and other areas that are somewhat isolated, and so tend to be part of Andor only in name. Even taxes are lightly collected, because of the difficulty in managing areas so remote from the capital.

Tar Valon (the home of the Aes Sedai) is also located in Andor, to the north-east, and while it is not directly governed by the Lion Throne, the Queen of Andor has traditionally always trained in the Tower, regardless of her ability.

Characters who are from Caemlyn will tend to be somewhat more understanding of the Aes Sedai because of this close relationship with their government. They will also tend to have fairly negative feelings about the Whitecloaks and their Aes Sedai-hating ilk.

Appropriate professions for characters from this area include merchant, courtier, farmer (tobacco and food products are one of Caemlyn's major exports) or any of the craft skills.

Ebu Dar / Altara

TBD

Ogier

[Need racial info, as well as culture]

[steddings, Longing (see Disadvantages), etc.]

Seanchan

[Include damane, etc and what is known of social structure]

Tinkers/Traveling People

Tinkers is the name that various groups in and around the main continent in WoT use to refer to the Traveling People, a pacifistic group of traveling entertainers and merchants. Their history is shrouded in mystery, but they will readily discuss their search for "The Song". While they do not know what song this might be, they are convinced that when they find it, they will know. As such, they will be interested in any musical traditions that players might be familiar with, and will invite them to sing and play at their gatherings.

Tinkers have a Major Vow, precluding all forms of violence. They will also tend to have skills in acrobatics, singing, musical instruments, mercantile skills and negotiation.

Their pacifism is taken to a fanatical extreme, and they will gladly lay down their own lives rather than allow violence to occur.

Creatures

[Note: This section needs some serious fleshing out, and point totaling]

gholam

590 points

ST: 19 IQ: 10 DX: 15 HT: 20

Advantages:

Fast Regeneration [50]

Immunity to the One Power [70]

Body of Water (-50%, only shape) [20]

Sense One Power [10]

Disadvantages:

Odious personal habits (must eat blood) [-15]

Slave mentality [CI94] [-40]

A constructed creature which resembles a man, but is nearly invincible, immune to the One Power and capable of tracking its use. They were designed as assassins who could track and kill channelers of the One Power.

gholam require fresh blood to feed on, and while they prefer human, any will do.

Gray Man

An assassin in the service of the Dark One, who has no soul. As such, they gain a certain

invisibility by being quite ignorable. All perception rolls made in relation to Gray Men are made at -4, and even noticing that a Gray Man is in the room requires a perception roll. Otherwise, they are simply accomplished assassins of whatever variety is available. Note that they are completely in thrall to the Dark one, and will have no real lives of their own (perhaps there are exceptions to this, but we have not seen it in the books).

As an example, here's a generic assassin who is a Gray Man:

ST: 10 IQ: 12 DX: 12 HT: 10
Knife: 14
Knife Throwing: 14
Long Sword: 12
Camouflage: 14
Stealth: 14
Shadowing: 13
Brawling: 13
Holdout: 13
Climbing: 12
Advantages:
 Hard to Notice (4)
 Wealth: +1
Disadvantages:
 Status -1

Myrddraal

ST: 16 IQ: 9 DX: 14 HT: 18
Long Sword: 17
Interrogation: 15
Intimidation: 15
Running: 15
Brawling: 16
Spear: 15
Disadvantages:
 Hideous
 Nocturnal
Advantages:
 Hard to Kill

Myrddraal are tall (6'5" to 7") and have smooth skin where most would have eyes. Their complexion is pasty white.

They are often captains of a force of Trollocs (see below). They also have the ability to bind Trollocs to them, so that if they die, their Trollocs die too. This is often used to keep Trollocs in line.

They can see as normal, and can also sense the use of the One Power by males or females, but cannot use it themselves.

Once killed, a Myrddraal will thrash about and continue to fight for several minutes, unless hacked to pieces or bound.

Both Myrddraal and Trollocs are creatures created by the forces of Evil to act as foot-soldiers in the confrontations that arise.

Trollocs

ST: 15 IQ: 6-8 DX: 13 HT: 16

Weapon of choice: 13

Running: 13

Brawling: 15

Disadvantages:

Hideous

Nocturnal

(per species)

Advantages:

(per species)

Trollocs are large (6' to 6'10") creatures which have the body of a man, and the head of some creature (usually birds of prey, goats or boars). Their intelligence is slightly better than animalistic.

Trollocs will do nothing other than wander and kill randomly without a guiding force, which they feel is too powerful to turn against.

TODO

Need to add: Creatures from the blight (EotW); desert creatures from the Aiel Waste (mostly snakes and lizards) (TDR,...); Seanchan flying creatures (ACoS,APoD); all the fish that Sivan keeps mentioning; the creature(s?) at Shadar Logath (EotW,TDR).

Templates

About Templates

The templates in this section are designed to help with the creation of character types which are unique to the world of The Wheel of Time. The various GURPS template books (GURPS: Warriors and GURPS: Rogues) are also useful for coming up with more mundane characters.

Aes Sedai

This generic template is meant to give a flavor of Aes Sedai development without getting too bogged down in example. Aes Sedai tend to be very distinct, and a template system is not the best way to capture their features. Note that the reduced ST and DX are due to the relatively

sedate lives that most Aes Sedai lead. This may not be appropriate for members of the Green or Red Ajahs, or other Aes Sedai who are physically active. The totals are given with and without the Warder.

ST: 9 [-10] IQ: 13 [45] DX: 9 [-10] HT: 10 [0]

Statistics: 25

Advantages: Status (3), Legal Immunity, Magery (1), Aspects (any combination) [30], Collected

Warder Option: Ally (Warder) [30]

Disadvantages: Minor Phobia (men who channel, in the red ajah, this tends to take the form of hatred) [-5], Ageless Appearance [-1], Three Vows [-30]

Skills: One Power, Circle, Meditation, Law (pick a kingdom), Law (White Tower)

Spells: Healing, Push, Bind, Start Fire

Warder

Warders are trained for service by the Aes Sedai. Green Ajah Aes Sedai will tend to have more than one Warder, while Red Ajah will have none.

ST: 11 (fatigue: 19) IQ: 11 DX: 13 HT: 11 (hits: 19)

Advantages: Extra Fatigue (8), Extra Hit Points (8), Strong Will, Combat Reflexes [15], Reduced Sleep [10]

Disadvantages: Major Vow (serve their Aes Sedai) [-10]

Skills: 3 Weapons of choice [24], Tracking, Survival (wilderness), Tactics, Brawling, Stealth, First Aid, Interrogation, History (warders), Camouflage

Note also that all Warders that are trained at the Tower will have a cloak which allows them to blend in with their surroundings. This gives a +4 to stealth and camouflage skills when there is cover *or* a +6 at night, away from bright lights (but never both).

Wilder

Wilders are what Aes Sedai call women who can channel, and learn to use their abilities without training. They are generally looked down on by other Aes Sedai even if they become Aes Sedai, themselves. Wilders generally learn bad habits, magically speaking, and thus are often limited in comparison with other Aes Sedai, but this is not always the case. Some wilders who the tower lets go, or who run away join an underground group called the Kin, and are able to further improve their abilities. This template assumes a wilder who has either not been found by Aes Sedai or is a Novice, and is best used in conjunction with a character concept that describes what *else* the character has done with her life.

ST: 10 IQ: 12 DX: 10 HT: 10

Advantages: Magery (1), Aspects (any combination) [20]

Disadvantages: Blocked Channeler (common/always/can sense Power) [-5]

May also have: Secret (Channeling), Enemy (Aes Sedai), Enemy (Whitecloaks), Phobia (Aes Sedai) or Phobia (Using the One Power)

Skills: One Power [1]

Asha'man

This template is a rough sketch, because Asha'man, even more so than Aes Sedai, are shaped by their lives before coming to the Black Tower. As such, this template should be used as an add-on to an existing character concept.

ST: 10 [0] IQ: 12 (Will: 15) [20] DX: 12 [20] HT: 11 [10]

Attributes: 50

Advantages: Magery (1) [15], Strong Will (3), Aspects (any combination, with weight toward Fire, Earth and Spirit) [30]

Disadvantages: Taint [-10], Odious Personal Habit (channels), Enemy (Aes Sedai)

Possibly some of: Blocked Channeler, Phobias, and other mental disadvantages that stem from the Taint.

Skills: One Power, Brawling, Sword

Aiel Warrior

There are many types of Aiel warrior, and each clan has their own specialties in combat. The following should sum up the general abilities available, though, and give a good point to start from. Warrior characters are equally male or female with no difference in status because of gender. Note that this template is quite expensive, but then the characters that we are introduced to are uniformly very impressive.

[124 points]

ST 11 (Fatigue: 16) [10] IQ 10 [0] DX 14 [45] HT 11 [10]

Statistics cost: 65

Advantages: Extra Fatigue (5) [15], Fit [5], plus: Alertness (1) [5] and Composed [5]; or Higher Pain Threshold [10]

Disadvantages: Major Vow (no swords) [-10], Code of Honor (ji'e'toh) [-15], Minor Phobia (fear of water) [-5],

Advantages/Disads total: (30 - 30) 0

Skills: Bow (Aiel short bow) (14) [4], Camouflage (12) [4], Climbing (12) [1/2], Running (12) [4], Sign Language (Aiel Hand-Talk) (11) [2], Spear Throwing (13) [1/2], Stealth (15) [4], Survival (desert) (11) [4], Tactics (10) [4], Tracking (desert) (12) [4], and 5 points from: Knife Throwing (14) [1], Law (Aiel) (10) [4], Leatherworking (10) [1], Poisons (desert) (11) [4]

Martial Arts Style: Kobujutsu/realistic (Aiel Warrior Style)

Primary Skills: Staff (13) [2], Spear (16) [8], Shield (16) [4]

Secondary Skills: Axe (14) [2], Knife (14) [1], Short Staff (14) [4], Brawling (14) [1] (note: Knife and Short Staff replace Jitte/Sai and Tonfa from Kobujutsu. These options reflect the difference between the Aiel and Japanese cultures).

Maneuvers: Off-Hand Weapon Training (Spear) (13) [1]

Total: (65 + 0 + 59) = 124

Aiel Wise Woman

Wise Women are those Aiel who are brought into the female side of the Aiel power structure. They are mostly women who can channel, but some have other Talents, and some are powerful in other ways (force of personality, intelligence, etc.) Wise Women should not be underestimated, as their use of the One Power can be just as potent (and in some ways more so) as Aes Sedai. They are also the only ones besides clan chiefs who know the secret that the Aiel keep about their history and their failure to Aes Sedai. The example below gives channeling ability as an optional add-on. The cost for the character is given first in terms of the non-channeller, and then the channeller.

[100/155 points]

ST 10 (Fatigue: 13) [0] IQ 13 [30] DX 11 [10] HT 11 [10]

Stats: 50

Advantages: Clerical Investment (2) [10], Composed [5], Extra Fatigue (3) [9], Legal Enforcement Powers [5], Status (2) [10], High Pain Threshold [10]

Channeller Option: Magery (1) [15] Aspects: Any combination with weight toward Air, Water and Spirit [30],

Disadvantages: Major Vow (no swords) [-10], Code of Honor (ji'e'toh) [-15], Minor Phobia (fear of water) [-5]

Advantages/Disads Total: (49/94 - 30) = 19/64

Skills: Area Knowledge (Rhiudan) (13) [1], Bow (Aiel short bow) (9) [1], Climbing (10) [1], First Aid (14) [2], Hidden Lore (Rhiudan) (12) [1], History (Aiel) (12) [2], Interrogation (12) [1], Intimidation (13) [2], Knife (11) [1], Law (Aiel) (12) [2], Running (11) [4], Spear (10) [1], Survival (desert) (14) [4], Teaching (14) [4], and two of: Leadership (13) [2], Meditation (11) [2], Politics (13) [2], Sign Language (Aiel hand-talk) (13) [2], Dreaming (pp. CI139) (11) [2]

Channeller Option: One Power (13) [8], and one of: Circle (12) [2], Read Weave (12) [2], Unweaving (11) [2]

Skills: 31/41

Total: (50 + 19/64 + 31/41) = 100/155

Items

The items available in WoT are artifacts from the Age of Legends. Since they cannot be

manufactured in the present day (yet), there are no costs listed for creating a new item. It would be very rare to unheard of for a starting character to have any of these items.

a'dam

A powerful ter'angreal which allows one woman who can channel to control another woman who can channel. Made of some silvery metal, the a'dam is placed around the neck of the woman to be controlled, and there is an attached bracelet which can be attached to the wrist of the woman who is to control it.

Once the a'dam is on, the women using it can feel each other's emotions to some extent, but only at a very high level (pleasure, pain, fear, etc.) The collar can also be used by the controller to send pain to the wearer (between 1 point and 2d damage, selectable by the controller, which if the optional stun rules are used, will be only stun damage).

A man who can channel touches the a'dam will receive 1d damage per turn until he puts it down. A man who attempts to control a woman with the a'dam (where both can channel) will take 2d damage (non-stun if the optional stun rules are used) per turn and so will the woman.

The woman wearing the a'dam will not be able to take the a'dam off, and will suffer 1 point of damage for each turn she tries. If given a direct order by the control of the a'dam, she will have to obey, or suffer nausea and pain (1 point per turn).

angreal

A powerful and rare item left over from the Age of Legends which allows a mage to use more of the One Power than they would normally be able to stand without burning themselves out. In mechanical terms, the angreal acts as a multiplier to all of the aspect advantages; the size of the multiple being a direct measure of the power of the angreal. Fatigue costs for the total amount of power use must be paid as normal.

There are also sa'angreal (very powerful angreal, same mechanics) and ter'angreal which are generic magical devices. The ter'angreal often are oddly shaped devices of nearly indestructible material which have some trigger condition (sometimes use of the Power, sometimes mundane).

Bowl of the Winds

A very powerful ter'angreal which can affect the weather. The Bowl of the Winds was lost for a very long time, but was recovered by the Kin (a group of women who ran away from the White Tower or were not strong enough to be Aes Sedai).

This ter'angreal is even more rare than most, in that it is capable of drawing from both saidin and saidar. It requires a flow of Air to power it, and the more Air the more powerful the effect. In game terms, the Bowl is able to produce the effect of 1 power in each of the 5 aspects from both saidin and saidar for every 1 power in Air that is channeled into it. So if 20 power were channeled in, it would produce 20 of each aspect from saidin and 20 of each aspect from saidar.

[Is this enough to simulate the effect that the Bowl had? It could be argued that the Bowl did not have to do much to the weather, as the Dark One was only able to affect the weather as much

as he did because he was unopposed.]

Other Places

tel'aran'rhiod

tel'aran'rhiod is the world of dreams. It is visited by many people while they dream, although most never recall their visit as anything more than a particularly vivid part of a normal dream. The landscape, structures and all other major features in tel'aran'rhiod mirror the waking world, so a building that was just painted blue would appear blue in the world of dreams as well. However, details tend to be a bit sketchier. For example, a stack of papers could be picked up and read from, and some of the information in the original stack from the waking world would appear, but not all of it.

Of course tel'aran'rhiod tends to be devoid of the people who normally inhabit the world. There are some native residents, though, and most of those are not the type that characters will be wanting to run into.

Travel in tel'aran'rhiod is much simpler than travel in the waking world. Simply concentrate on a destination, and appear there.

Any change made in the world of dreams will remain for a time (or if it is wrought with the One Power, it can be semi-permanent), but will tend to revert back to the mirror of the waking world that it was.

[Place between the waygates with Macin Shin (sp?)]

Campaign Ideas

As with any other setting based on a work-in-progress, the Wheel of Time setting comes with a risk to game masters. That is, if you run a game, you have to try to avoid creating situations that contradict existing, and yet-unpublished books while making the campaign interesting and somewhat unexpected for the players. What follows are some ideas on how you might accomplish this.

Aes Sedai

The Aes Sedai play a large part in the books, and given the size of their organization, it is entirely likely that there a number of groups of Aes Sedai off on missions for the Tower at any given time. In this campaign setting the players would be Aes Sedai (and perhaps Warders). The point level would probably be 150-200 points.

Borderlands

The border between the civilized world as our heros know it, and the Blight is a rough area, characterized by powerful city-states holding their own against constant raids by Trollocs,

Myrddraal and even more unpleasant things out of the Blight. This could be rich territory for anything from a "Monty Hall dungeon crawl" to a one- or two-shot that set the characters up to lead large armies into the Blight to fight back Trolloc incursions. This would be around a 100-point campaign, with limited (if any) magic.

Sub-plots

It can be dangerous to assume that a loose thread in the story will continue to dangle, but there are many details in the stories which the brave GM might choose to expand on and turn into a campaign. Included in these might be:

- The Game of Houses in Cairhien. Intrigue, politics and the occasional murderous Aiel!
- Illian under Sammael. There may have been groups in Illian working against parts of Sammael's control.
- Life on the road. Many traveling groups, from the Traveling People to the Illuminators (the people who make fireworks, which makes them a target for a great deal of military intrigue) have been introduced, and this would be another great way to work in intrigue and action.

These would make decent 75-100 point games.

The Age of Legends

The Age of Legends ended 3000 years before the Wheel of Time books pick up, so there would be a lot of work involved in trying to set up a campaign then. On the other hand, it would be the perfect setting for a high-powered magic-based campaign, especially toward the end.

This might even be the topic of a later source book.

The Dark Side

Throughout the Wheel of Time, we are introduced to group after group of Darkfriends. Heck, half the White Tower appears to be Black Ajah! With all that action going on, it might be interesting to run a game where the players were all Darkfriends, perhaps in service to one of the Forsaken (er, Chosen!)

This sort of campaign is self-limiting though, since the books will likely end in the overthrow of the Dark One's influence (for an Age or so).

The power level of such a campaign would depend on who these Darkfriends are. If they were Aes Sedai of the Black Ajah, then it would be about the same as an Aes Sedai campaign. On the other hand they might just be normal people (say anywhere from 75 to 150 points).

The Kin

There is a group of women who can channel (of which many are very powerful) in the vicinity of

Ebu Dar. They try to keep a low profile, but one could imagine them getting pulled into any number of odd exploits (perhaps against their will). The Kin tend to be less trained, but older than Aes Sedai, so they might be very skill-weighted, but about the same point count.

Asha'man

The Asha'man are a new group, and so they don't have a wide-ranging presence yet. Perhaps a game could be centered around training missions.

Guidelines

NOTE: This section applies to the original source files that made up the first draft of this worldbook and are preserved, here, for posterity. The new version is simply a Google Doc.

The following guidelines apply to anyone who wishes to modify this book:

1. First, if you just want to send in comments or small changes (or even suggested additional material) please send plain text to (ajs@ajs.com).
2. For more extensive editing, and/or to throw your lot in with the GURPS: WoT dev team, you should get the POD source from the author (ajs@ajs.com) and modify that. Don't modify the HTML, it's generated from the POD.
3. Each section must be listed in the WoT.pod, table of contents, and must begin with "=head1 GURPS Wheel of Time: *Section*", where *Section* is the section name as it also appears in the table of contents.
4. If you have a list of names, items or concepts, prefer using sub-section headings (e.g. =head2, =head3, etc.) instead of lists. This will cause the section headings to be put into the index at the top by the pod2html program. Use lists if you feel that the items in the list would be inappropriate for the index.

Changes

1998-12-01 - 2000-12-26—Initial POD-based draft

2018-04-19—Google Docs draft update