

# SLICING RULES

## ONE POWER DEXTERITY RULES

To simulate the dexterity in weaving the power, a new stat is introduced, called Channeling BAB.

**Determining the Channeling BAB.** The Channeling BAB score is determined by the formula:

Channeling BAB = Channeler level + secondary channeling stat + 4 (if female; males don't get any bonus)

For example, a level 8 channeler with a secondary channeling stat of 15 (mod: +2) would have a Channeling BAB of  $8 + 2 = 10$ . If female, it would be 14.

**Effect of *angreal*.** *Angreal* and *Sa'angreal* add their rating to the Channeling BAB score.

**Effect of overchanneling.** Overchanneling doesn't alter the Channeling BAB score.

**Effect of linking.** A circle has a Channeling BAB score figured out by the following formula:

Channeling BAB of the leader + one fifth of the Channeling BAB of each member of the link [round up each number]

For quick calculations during the game, players should write the rounded up fifth of their Channeling BAB somewhere in their character sheet.

**Example:** The Channeling BAB of full circle of 13 Aes Sedai having each a Channeling BAB of 14 is  $14 + (12 * [14/5]) = 14 + 12 * 3 = 50$ .

This makes large circle extremely efficient at slicing weaves.

## NEW WEAVE

The following description is quite verbose, but the principle is very simple: to cut a weave, you just make a channeling BAB contest and the weave slot you use must be within 3 levels of the target weave.

### SLICE (WARDING TALENT)

[any]

(Common; the cross-gender version is lost to all but Aes Sedai, Asha'man & Forsaken)

**Level:** varies

**Casting Time:** special (see text)

**Range:** Close (25ft + 5ft/ 2 levels)

**Target:** one weave

**Saving Throw:** No (special)

**Weave Resistance:** No

**Note:** The weave can be woven with Spirit only (as in the Nynaevae vs Moghedien fight), with Spirit and Air (as in the Merean vs Moiraine fight), with Spirit, Fire and Earth (as in the Rand vs Lanfear fight), or with Fire only (as in the Talaan vs Nynaevae fight). From all these examples, it seems channelers use which powers they want into this weave.

Allow to slice other weaves, preventing them from having any effect.

**Detecting the weave to slice.** You can only slice weaves that you know are being woven or maintained. For same gender weaves, the enemy channeler must be in line of sight for you to see that he/she is weaving (no weavesight check required to see the weave). For opposite gender weaves or reversed same gender weaves, you must make a wisdom check at DC 20. Men at close range have the advantage of goosebumps (+2 bonus); the use of appropriate *ter'angreal* can also detect cross-gender channeling (+5 bonus, not cumulative with the goosebumps). Finally, if the target weave has been inverted, you must make a spot check against the weave DC to determine where it is.

**Casting time.** The casting time depends on what's happening. In any case, you must be embracing the Source to be able to slice a weave. If a weave is aimed at you or at one of your companion, you can slice it at the cost of a move action. In any other case, it costs you an attack action.

*Full defense mode.* You can decide to use all your

strength and attention to defend yourself and your companions of any channeling attacks. In that case, you take a full round action, and can a number of weaves equal to your secondary channeling stat modifier during that round.

*Full attack mode.* Alternatively, you can decide to put all your strength into a single attack. This means any enemy channeler will be at -5 when attempting to slice your attack. However, this will cost you a move action, meaning that you won't be able to defend yourself against an attack that round.

*Reaction embrace.* If you are using composure checks for embracing rules, the GM may allow you to embrace the source and slice an incoming weave as a reaction action, as long as you manage to embrace the Source quick enough to have a move action left.

**Cost of the slicing.** The level at which you use the slicing weave mustn't be lower than 3 levels of the target weave (minimum casting level: 1). In case you can't use a weavesight check to know what the level of the weave is, you must guess the appropriate level; if you guess too low, your cutting attempt fails. The cost doesn't change when you attempt to cut opposite gender weaves.

**Slicing success.** Success in slicing the weave is automatic for any weave that takes at least 1 full round to be woven (except if another channelers slices your slice weave, of course) or for weaves that are being maintained. For weaves that take 1 action to be woven, you and the enemy channeler must make a contest of OP Dexterity rolls:

**You:** channeling BAB + 1d20  
(+ 5 defense bonus if the weave is aimed at you)

**Enemy:** channeling BAB + 1d20

Trying to cut an opposite gender weave suffers a -10 penalty. If your total is greater or equal to the result of your enemy, then you successfully sliced the weave; otherwise, you didn't manage to slice the weave and it works normally. Due to the +5 defending bonus, a defending channeler has the upper hand unless weaker in the use of the One Power or against an opposite gender channeler.

**Backlash.** When you successfully slice a weave while your enemy was weaving it (that is, when you slice a non-maintained weave other than a shield), the weaves snaps back at the enemy channeler, causing him/her to suffers from subdual damage equal to the level of the weave that was cut.

**Weaves that can't be sliced.** Tied off weaves cannot be sliced.

**Example:** An enemy channeler (Channeling BAB: 18) hurls a shield at you. To defend yourself, you decide to cut her attempt. You are not currently embracing the Source, but your GM uses the composure checks rules for embracing and allows reaction em-

bracing. You get a high enough score on your composure check to embrace as a free action, so you still have a move action and an attack action left. Your Channeling Bab is 16. As you are defending yourself, you get a +5 bonus. The contest is thus:

**You:**  $16 + 5 + 1d20 = 21 + 1d20$

**Enemy:**  $18 + 1d20$

You roll 12 and your enemy rolls 14. That's 33 vs 32, so you successfully cut her weave. It costs you a move action, so you still have your attack action left. You can now counter-attack with a shield, and your opponent will have the choice to slice it.

## NEW FEAT

**Cross-gender slicing:** You only suffer from a -5 channeling BAB penalty when trying to slice another gender's weave. You also get a +5 bonus to wisdom checks to know whether an opposite gender weave is being spun.

# SHIELDING RULES

## ONE POWER STRENGTH RULES

To simulate the strength in the power, a new stat is introduced, called One Power Strength

**Determining the OP Strength.** Your OP Strength is:

**OP Strength** = 10 + max weave level you can cast (which depends on your level and your primary channeling stat).

For example if you level and main channeling stats allow you to cast weaves up to level 4, your OP Strength is 14. The associated mod is +2, as for a normal stat.

**Angreal and OP Strength.** An *angreal* or *sa'angreal* adds to your OP Strength rating.

**Overchanneling and OP Strength.** Overchanneling doesn't allow you to increase your OP Strength rating.

**Linking and OP Strength.** The OP Strength of the circle is:

OP Strength of the strongest member  
+ OP Strength mods of all other members

(If a member has a +0 mod, it counts as a +1.) For quick calculations during the game, players should write their OP Strength stat and OP Strength stat mod on their character sheet.

**Example:** Three channelers, of OP Strength 15, 14 and 16, link. The leader is the one with Strength 14. The OP Strength of the link is  $16 + 2 + 2 = 20$ , as it's not the leader's OP Strength that is important, but the member's greatest strength, which is 16. Note that it's the contrary for channeling BAB.

For weaves who do not have upper levels like shielding, circles can cast them at any level they are allowed to (max = OP Strength - 10); how the cost in weave slot is determined is then quite tricky, unless you use a slot pool system.

## NEW WEAWE

The following description is quite verbose, but the principle is very simple: to shield a channeler, once you have avoided all slicing attempts, you must be able to use weaves powerful enough to overcome the OP Strength of your target (which depends on whether he is channeling or not) and make a DC roll depending on how great the difference is.

### SHIELD (WARDING TALENT)

[Spirit] or [Spirit, Fire, Earth] or [Spirit, Air, Water]  
(Common; the cross-gender version is lost to all but Aes Sedai, Asha'man & Forsaken)

**Level:** 3+ (+1 level for cross-gender attempts)

**Casting Time:** 1 action

**Range:** Close (25ft + 5ft/ 2 levels)

**Target:** One Channeler

**Saving Throw:** No [special mechanics to resist the effect]

**Weave Resistance:** No

**Note:** The [Spirit] only version works on same gender channelers. When *saidin* tries to shield *saidar*, you must use the [Spirit, Fire, Earth] version and when *saidar* shields *saidin*, it must be the [Spirit, Air, Water] version. Each version must be learned separately.

The Shield weave allows you to cut the enemy channeler from the True Source, preventing him from channeling and ending any weave he/she maintains. The Sever weave is a knife-sharp version of the shield weave, and allows you to sever the target, removing his/her ability to channel (at least until a Restore the Power weave is used).

Once the weave has been woven, you hurl it at the enemy channeler, trying to put it between him/her and his/her source. If your weave is not sliced, you must determine if you managed to cut him from his/her source. For this, you look up the strength used in your attempt:

10 + shield weave level (not counting the cross-gender additional cost, if any)

and you subtract from this number the following number which depends on whether the enemy channeler is embracing the source or not:

**embracing the source:** Defender's One Power Strength

**not embracing the source:**  $10 + \text{mod}$  of the One Power Strength stat of the defender

(The weave level used is the level you chose to cast the weave, not the weave slot it actually cost you, i.e. you don't take into account the cross-gender additional cost.) What happens depend on the number you get:

Difference	Result
+2 or more	you successfully shield the opponent
+1	1d20 vs DC 5 if successful, you shield the opponent
0	1d20 vs DC 10 if successful, you shield the opponent
-1	1d20 vs DC 15 if successful, you shield the opponent
-2 or less	you fail to shield the opponent

If you want to sever the target, you must add another 10 to the DC to manage it, as severing is much more difficult than shielding, as the weave's sharpness tends to smoothe when slicing between the enemy channeler and the True Source.

If the enemy channelers are linked, the defender's One Power Strength is the circle's OP Strength (see above). If you succeed, you only shield the leader of the link and the link is broken, but the other members of the enemy link are free to channel (or even to re-link).

**Example:** a full circle of 13 Aes Sedai (each having a OP Strength of 14 and Channeling BAB 12) is finally confronting Logain (OP Strength 20, Channeling BAB 20), the false Dragon. The circle has a OP Strength of  $14 + (2 * 12) = 38$  (allowing it to cast level 28 weaves) and a Channeling BAB of  $12 + (12 * 3) = 48$ . It hurls a level Shield of level 28 (maximum strength) straight to Logain. Logain, who is plenty aware of the attempt, tries to slice the weave; he rolls a 17 which gives total of  $17 + 20 + 5 - 5 = 37$  (+5 for defending, -5 because cross gender). The circle leader rolls a 14 which give the circle a total of  $14 + 48 = 62$ : Logain failed to slice the weave. The circle must now determine if it has overcome Logain's hold to the source. Because Logain is embracing the source, we must compute  $38 - 20 = 18$ ; as it is a number  $> 1$ , the Aes Sedai shield successfully overcomes Logain's hold on the source, which stops Logain's channeling and finish any weave he was holding.

In fact, with this system, no man whatsoever can resist a circle of 13 weak Aes Sedai (each of channeling strength 10), because their link strength is  $10 + (12 * 1) = 22$  while a male channeler's max is 20.

**Breaking a shield.** If you are being shielded, you can try to break the shield by rolling a d20 and adding your OP Strength. The DC depends on whether the shield is being held or not:

**shield being held:**  $DC = 18 + \text{shielder One Power Strength}$  (if more than one channeler is maintaining it, consider them linked)

**shield tied off:**  $DC = 10 + \text{shield weave level used}$

A channeler can only try once to break a shield and it is a full round action; he can only attempt to break the shield again if the channelers holding it change. In case the roll of the shielded channeler is equal to the DC, the shield breaks.

**Example:** Logain (OP Strength: 20) tries to break the shield after the restoration of his power by Nynaeve; being shielded by 6 Aes Sedai of average strength (One Power strength: 14). As he has had time to prepare his attempts, he takes a 20, for a total of  $20 + 20 = 40$ ; the DC is  $18 + 14 + 5 * 2 = 18 + 14 + 10 = 42$ : Logain doesn't break the shield; should there had only been 5 Aes Sedai, he would have broken the shield (40 vs. 40). With this system, no man can break a shield held by 6 linked Aes Sedai who have 14 in One Power Strength (his max roll is 40 and the DC is 42).

**Unravelling a shield.** It's not possible to unravel a shield that is maintained. But, as soon as one of the channeler maintaining the shield ties it off, you can try to unravel the resulting knot. For that, you do a channeling BAB check:

**You:** Channeling BAB + 1d20  
**DC:**  $20 + (2 * \text{weave level})$

Once you have done so, the other channelers still maintaining the shield will notice a change, so you must act quickly. You can either try to break through the shield (but you may not take 20 or 10 as you are doing this under stress) or try to unravel the other knots if there are still some tied off.

**+1 weave cost.** You can use the weave against an opposite gender channeler.