

# The Wheel of Time



THE WHEEL OF TIME™

The Wheel of Time turns, and ages come and pass, leaving memories that become legends. Legends fades to myth, and even myth is long forgotten when the age that gave it birth comes again. This is not The Beginning. There are no beginnings nor endings to the turning of the Wheel of Time. But it is A beginning

Welcome to the Wheel of Time. Here is a world nearing the brink. Channelers are people who can tap into the One Power, the life force that turns the wheel of time. It's two halves Sai'din (the male half) and Sai'dar (the female half) are equals and opposites. Channelers draw in power from their sources, and weave threads of Earth, Fire, Wind, Water, and Spirit together to cast powerful magics. The Male half was tainted, but has been recently cleansed by the Dragon.

Shai'tan, the Dark One, sealed by the creator at the time of creation is breaking free from his prison. His servants, the Forsaken are loose in the world, bringing with them the knowledge of a golden age of channeling long past. With armies of Shadowspawn at their call, and darkfriends hiding among the people, they seek to spread chaos to the nations of the world before their dark lord breaks loose to destroy reality as we know it.

Rand Al'thor, the Dragon Reborn is the only hope for the world. The prophesized re-incarnation of long dead hero, he seeks to unite the world against the forces of darkness no matter the cost, before the Dark One breaks free in the Last Battle and he must do battle with him at the place his prison touches our reality.

When the Wheel spun you out, you were given **+1000cp** to spend. Will you use them in service of the Light? Or Shadow?

**Age:** 1d8 + 16 (If Rolling Aes Sedai add a zero to your d8 result) or Pay 100cp and choose your age and gender

## Locations

Roll 1-7 you land in the appropriate area. Roll 8...it's your lucky day, take your pick.



**Roll a 1: Tar Valon:** Home of the White Tower, seat of the Aes Sedai. This is city state is hosts the women who shape the world. The white tower sends it women to the nations of the world to advise rulers and nobles, and maintains possibly the worlds largest spy network.

**Roll a 2: Andor:** The most prosperous nation in the world, Andor is a large landlocked nation full of a hardy strait-forward people. Andorans are often friendly, but stubborn. They tend to eschew the political games other nations love and their queen has close relations to Tar Valon. It is also home to the Black Tower, the newly established home of the Asha'man, male channelers. Still under construction, the Black Tower trains its men very harshly and at an alarming pace as weapons to prepare for the Last Battle.

**Roll a 3: Tear:** Home of the Stone, the nigh impenetratable fortress that houses Callandor, an extremely powerful Sa'Angreal. Rand claiming Callandor and taking the stone was the event that proved him as the Dragon Reborn to most of the world. Tairens have a harsh social divide between their rich and poor, and many nobles believe commoners to actually be lesser beings.

**Roll a 4: Pick a Borderland:** Arafell, Sheinar, Kandor, Saldaea: The Borderlands border the Blight, and are essentially under constant attack from shadowspawn. They are removed from the politics of the rest of the world's nations, choosing to focus entirely on holding back the Blight. Each is friendly with the others and the white tower, and is highly militarized.

**Roll a 5: The Waste:** The enormous desert in the far east of the world is home to the Aiel. Most of the world sees them as dangerous savages, though they actually have a strong if unique culture. The harshness of the land leads many to believe that there are far fewer Aiel than there truthfully are. The Aiel Clans are constantly fighting each other, and have only a single neutral city that their potential Chiefs and Wise Women will make a pilgrimage to.

**Roll a 6: Seanchan:** A strange land across the ocean on another continent. They are all united under a single empress, and have possibly the most cutthroat political system in this world. They are currently waging a massive war called The Return in an attempt to take over the entirety of the other nations, which they see as their nation's birthright. If you start here, you will have to try to join The Return if you hope to make the journey to the rest of world, and effect story of the world. They believe all Channelers are dangerous, and shackle them with a neckband called an A'dam that leaves them entirely in another's control.

**Roll a 7: The Blight:** The land corrupted by the influence of the Dark One's prison, each year it creeps a little further south. All plant life in this land is affected by what is called the blight, a white speckled disease that makes anything growing poisonous. It is roamed by clans of Trollocs, bestial half animal creatures that will eat anything from human to their own dead. Myrddraal are eyeless humanoid creatures who can travel in shadow, attack and move faster than a snake strike, and mentally control groups of trollocs. Darker things roam here as well. Poisonous plants will kill with a touch, many trees can constrict the life out of you, and strange creatures roam.

# Origins

## Drop-in

Free

No memories clouding your judgment, but no connections to the world.

## Soldier

-100 cp

Having served as a soldier in your nation's military, you know your way around a weapon. You also have a basic grasp of world politics and military tactics. You've probably made a few contacts in various places during your time serving, though you've probably made a few enemies as well. On top of that, depending on your starting nation it wouldn't be surprising if you don't get along well with one or more of your neighboring nations and probably distrust nobles on general principle.

## Forester

-200cp

A farmer or hunter from a small village, your connection to the land is extremely strong. You know how to read the weather, barter goods, travel safely, and can get on well enough with good normal common folk. However, it's been sometime since you've seen a tax collector, let alone a nobleman, so the way city folk and the upper crust act is lost on you.

## Warder

-300cp

Having trained for years in White Tower, you have become a human weapon few but Aiel can hope to match. You've been chosen by an Aes Sedai/Asha'man to be a warder, and you are now bound to them. You can always tell each others location, and rough physical state. In exchange for heightened senses, reflexes, and an Aes Sedai companion, you will serve as their personal bodyguard and confidant, following their orders and keeping them safe. Be warned, few Warders survive the death of their Aes Sedai, the backlash of the bond will usually drive them into a bloodrage where they kill all around them, until they fall themselves.

## Aiel

-200cp

You were raised from birth in the Wastes, the massive desert near the spine of the world, and it has molded your people into the finest warriors in the world. From childhood you're clan has had the rules of Ji'e'toh, honor and obligation, drilled into you. This has left you with an extremely strict code of honor, and while this is normal for all clans of Aiel, the customs of the Wetlanders seem strange, foreign, and often foolish to you. Having fought wars over pools of water you could step over, seeing large lakes in the rest of the world or the ocean will leave you unnerved.

## Aes Sedai/Asha'man

-800cp

Channelers will be among the higher levels of strength, though likely not as strong as the forsaken or main characters.

- **Aes Sedai** (women only): Disciples of the White tower, Aes Sedai are female channelers who take it upon themselves to guide the world. Though in the decline for generations now, they are still a force to be reckoned with. They are magically sworn to: Tell no lies, never use the one power as a weapon except in self defense or against shadowspawn, and make no weapon for one to kill another. This is to make the world feel safe around them, though many still distrust them as they are known to meddle and cleverly speak around their oath about lying.
- **Asha'man** (Male only): Disciples of the Black tower, Asha'man are the future weapons of the Dragon in the Last Battle. The male Source was tainted long ago by the Dark One driving male channelers mad, and has only recently been cleansed by the Rand. Despite this, the Dragon knows they will be needed soon, and so set up a place of learning for them. It is a harsh place, but with a noble purpose. Male channelers will start untainted (unless they decide to take a visit to the drawbacks)



## Perks and Powers

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### **The Oneness**

-100cp

Also known as the flame and the void. The ability to ignore all emotion, thoughts, taunts, and pain, your concentration cannot be broken except by the most grievous of pain or the most shocking thoughts. Using this while channeling greatly improves your weaves, and with a weapon the world will seem to shrink to only you and your opponent.

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### **Survivalist**

-100cp: Free for Foresters

Hunting and tracking come naturally to you. In the wilderness few can hide their trail from you, and you have a penchant for finding paths and routes when traveling. Hiding your own movements also becomes easier; though the more people you have with you, the more difficult it is.

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### **Noble**

-200cp

With this you will be recognized as a minor noble for your starting nation. People will generally offer you more respect, you will have a small income, and you can get away with a haughty attitude. (If starting in the blight, you will be a noble of the fallen nation of Malkier. No income or home, but all the borderlands will welcome you with open arms)

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### **Weapons Mastery**

-100cp: Rank 1 Free for Soldier

You know which end of the sword to hold. You can hold your own in a fight, and are skilled as a soldier. While not likely to beat a true master, you can at least put up a fight. You have basic training in a close quarters and a ranged weapon.

-300cp: Rank 2 Free for Aiel and Warder

You are a master of your chosen weapon. A fight or battle feels more like a dance to you, and your weapon is an extension of your body. Whether you've been trained by an Aiel clan chief, gone through the harsh warder training, or earned your heron marked sword from a blade master, few in this world can truly challenge you in a fair fight.

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### **Tactician**

-100cp: Rank 1 free for Soldier

Your time on the field has taught you the basics of battlefield tactics. While not up to coordinating a large scale engagement, you can handle a squad of your own very effectively. You know how to react to surprises and changes to the battle plan, and can set up a very effective ambush.

-300cp - Rank 2

Your tactical skills are on par with the 5 great-captains. You can direction legions of soldiers, and get a feel for an officers capabilities within a few moments. You naturally know how to play to your strengths and your enemies weaknesses. You know when step in and take control, and when to let the battle flow and the officer's command.

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### **Sniffer**

-300cp

You can smell past violence. Whether it's a person or a place, you can tell if something violent had happened there, and the more intense it was the longer the smell will last and the stronger it will be. This will be very useful in telling when people are trustworthy, or tracking down criminals, but the smells are rarely pleasant, and this could be a difficult skill to have in a world heading towards something called the Last Battle. Each type of violence and committer have a slightly unique sent that you can understand innately.

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### **Viewings**

-400cp

You can see images or objects floating around certain people in the world. These sights will always be related to something in that person's future. It can be anything from love or glory to injury or death. While the images are always clear, their meaning isn't. Some meaning you will understand at a glance, while for others you'll only have a vague idea. Many images will be completely baffling, but with enough experience you may be able to start making educated guesses.

## Perks and Powers

### **The Dark Ones Own Luck**

-500cp: Discounted for Drop-ins

Chance warps around you and your luck is unnatural. While not always guaranteed the result you want, your luck will usually be beneficial. All things random will likely be your friend, so if you need to find someone in a city looking at random will likely produce results faster than searching in a pattern. This will also come with some limited danger sense, as you will feel an odd sensation, like dice rattling, in the back of your mind whenever a major choice or turning point is on the horizon. Expect odd looks when a coin lands on its side, or all the dice in all the games in the tavern come land on the same side.

### **Dreamwalker**

-500cp: Discounted for Aiel

You have all the skills of an Aiel Dreamwalker. You can sleep at will and you gain access to Tel'Aran'Rhiod, the world of dreams. It mirrors our world, though the less constant a thing is in reality, the weaker its presence in the world of dreams. Expect buildings and mountains to be there, though letters or tools are likely to flicker in and out of existence. Ideas have more power here than physics, and you can change the environment or yourself with thought alone. Teleport anywhere you picture, and peek in on the dreams of others, but make time for normal sleep as rest in Tel'Aran'Rhiod isn't as restful as normal and any harm you come to in the dream will be reflected in real life. If you die in the dream, you die in the real world.

### **Wolf-brother**

-500cp: Discounted for Foresters

Something old is returning, and the pack calls to humanity once more. You are something rarer than a channeler, a wolf-brother. Your eyes turn golden and your senses, particularly smell, are increased drastically. You have a mental connection to any wolves in the area and more often than not, they are happy to talk. Like people they are all unique, though their ways are different than Two-Legs like yourselves. You also gain access to the world of dreams, but you will have to learn its ways for yourself from the wolves.

### **The One Power**

-600cp: Free for Aes Sedai/Asha'man

You were born with the spark, the natural ability to channel the one power. You draw upon the one source and form flows of power. With training you can weave together to achieve numerous results. You can open gateways to distant places, alter the weather, heal mortal wounds, bind someone in air, or form shields to block other channels. There are also forbidden weaves such as compulsion, to bend people to your will, or Balefire which not only destroys whatever it touches, but erases it from having existed. If taken without Aes Sedai or Asha'man you will have to teach yourself or try and find a teacher in the world to help you learn weaves. Pick Earth, Fire, Wind, Water, or Spirit to excel in.

# Items and Companions

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## Companions

### **Warder**

-300cp: Free for Aes Sedai/Asha'man

A fully trained warder companion. They come with whatever freebies a warder would come with, and was either bonded by you yourself if a channeler, or bonded to you by a channeler. Can import an existing companion

### **Channeler**

-500cp: Free for Warder

Either an Aes Sedai or an Asha'man. You are bonded to them, and therefore bound to protect and serve them to the best of your ability. Can import an existing companion.

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## -50 cp

### **Armor**

Free for Soldier

A set of well forged and maintained armor for a country of your choosing

### **Weapon**

Free for

Soldier/Aiel/Warder

A well forged and maintained weapon of your choosing.

### **Dice**

Free for Drop In

A beautifully carved set of ivory dice. Balanced by default(weighted optional)

### **Bag of Coin**

Free with Lord

A satchel with about 50 Andoran Gold Crowns

### **Horse**

Free for Forester

A young and healthy horse with a disposition of your choosing. Upgrade to a well trained warhorse with armor and a cool Old Tongue name for 50cp

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## -100 cp

### **Nightflowers**

A large crate full of various types of nightflowers. If you lack the one power, a nice handful of fireworks can give a edge in battle. Useful for surprise, destruction, or if clever, mimicking the one power. Don't let the illuminators guild catch you with these.

### **Great Serpent Ring/Sword and Dragon pins**

Free for Aes Sedai/Asha'man

A ring of the serpent eating it's tail, or silver sword and golden dragon pins. These are the signs of an Aes Sedai or Asha'man status. While you may not always want to flaunt your position, there are times when it can save a lot of time letting people know at a glance who, and what, you are. Just don't get caught wearing these if you aren't truly a member of one of the towers.

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## -200 cp

### **Well**

A ter'angreal that can store a small amount of the one power for future once. Useful when somewhere that will cut you off from the power. The capacity of this well is enough for one small gateway, a shield, or a few offensive weaves.

### **Water Vase**

A small vase that will constantly produce water from the air. Useful when on the road, and would be seen as nearly priceless to any Aiel Clan.

### **Bloodknife Ring**

Discount Soldier

A black ring with a blood red ruby embedded in it. When blood a person's blood is smeared on it, the wearer will receive increased speed and strength, and the ability to wrap themselves in shadow, making them all but invisible in the dark. In exchange for these perks, the ring drastically shortens the lifespan of the blood donor. Removing the ring can slow the process, but it still drains their life-force.

### **Sapphire Necklace**

This necklace is innately tied to emotions. The gemstone turns cold when the nearest person to you is angry, and it warms when they are pleased. Very useful for one on one negotiations, unless you are an excellent judge of distance can be difficult to read in large groups.

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## -300 cp

### **Avendahsora Leaf**

Discount Forester

A small stone Avendahsora leaf on a chain. When dangled in the ways, will point you towards the exit you seek. When outside, will point you to the nearest waygate. The ways are warped and dangerous to walk, but if you don't have access to traveling it's likely the fastest way to travel from one country to the next.

### **Color Shifting Cloak**

Free for Warder

A cloak that blends its colors to the surroundings. When worn with the hood pulled up and holding still, the wearer is practically invisible. The colors tend to shift slightly, but this has a tendency of enhancing its effect, rather than hindering. It is also quite comfortable, warm, and waterproof.

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**-400 cp**

**Angreal**

**Discount Aes Sedai**

A small statue or piece of jewelry touching this will greatly increase your strength in the power. This angreal is of middling strength and will increase your strength by roughly two to three times.

**Dull Knife**

**Discount Soldier/Drop-in**

When keeping this knife on your person, you will be all but invisible to shadowspawn. A handy thing to have, especially if you plan on traveling in the blight, though will not keep you safe from darkfriends.

**A'dam**

An a'dam is a ter'angreal that is basically a forced link. A necklace and bracelet connected by a slim silver chain, when the necklace is around the neck of a channeler, the wearer of the bracelet has complete control over him/her. The bracelet can guide the weaves of the channeler, and force them to feel anything from ecstasy to agony. If the channeler tries to remove the necklace themselves, they are overwhelmed by crippling nausea.

**Stone Bracelet**

**Discount Soldier**

When worn covers the wearer in an invisible, but durable set of armor. The armor can be pierced if damaged heavily enough, and kinetic force is still transmitted, however as long as the bracelet is intact it will always regenerate.

**Power Forged Weapon**

**Discount Warder**

This weapon from the age of legends was forged using the one power. It is razor sharp, never needs sharpening, and is supernaturally hard. The balance on the weapon is perfectly suited to you. It is extremely valued and a symbol of some stature.

**Medallion**

**Discount Drop in**

A necklace that will unmake any threads or weaves of power that touch it. While it is touching your skin you are also immune. It feels cool to the touch when the power touches it, and colder the stronger the attempt. Be warned it will not stop weaves from affecting you indirectly, I.E. having something thrown at you with the power.

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**-500 cp**

**Dreamspike**

**500cp: Discount Aiel**

A dreamspike is a metal stake that exists in both the real and dream worlds. It has several rings around it that can be twisted. Depending on the settings of these rings you can forbid traveling in a sphere around the spike, and in the dream world there will be a visible dome that is physically painful to move through. In the dream world you also will not be able to mentally move yourself through the Sphere from either direction.

**Dream Ter'Angreal**

**500cp: Discount Aes Sedai/Asha'man**

A small ring or necklace. When you sleep with it touching your skin it will result in you entering the world of dreams. You won't be there as strongly as a natural dreamer and therefore your thoughts have less impact, but you can still travel the dream world and meet with other dreamers at night.

**Oath Rod**

**500cp**

A white scepter, if a thread of spirit it channeled into it while someone is touching it, any vows or promises made by the person become physically impossible for them to break. Another one of these is currently in possession of the White Tower and is used to swear in new Aes Sedai. These rods can also be used to free people from oaths.

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**-600 cp**

**Sa'Angreal**

**600cp**

A slightly larger object than an angreal, the increase in power a sa'angreal grants is an order of magnitude above an angreal. As much of an increase an angreal grants over a normal channeler, a sa'angreal is that difference above an angreal. With this you can challenge a group of linked channelers alone, and fight hordes of average enemies.



## Drawbacks

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### +100 cp

#### **The Dragon's Fang**

Have the Dragon's Fang tattooed somewhere visible on your body. Expect to be suspected of being a darkfriend

#### **In the name of the Light**

A Whitecloak captain has named you darkfriend and pursues you with a squad of Children.

#### **Gai'shan**

An Aiel has taken you Gai'shan. You must act as a servant for a year and a day, touching no weapon and doing no harm. If you try to flee or escape they will come after you

#### **Stilled**

(Cannot be taken with One Power)

You could once channel and have had that power ripped away from you. You will never forget the wonder of touching the power, and will never touch it again. Healing has no effect on you.

### +200 cp

#### **Unhealing Wound**

You've been attacked by a corrupted weapon and now have a wound that refuses to heal. Healing has no effect, and the wound tends to break open during combat or strenuous activities. It pains you constantly

#### **Miasma**

Bubbles of Evil happen frequently around you. Food will spoil for no reason, Shadowspawn will conjure out of the mist, your weapons turn against you and various other supernatural unpleasanties will plague your time here.

### +300 cp

#### **Tainted**

The madness is in you. As of yet, no cure or form of healing has been found for any of these.

- If you're a channeller you've come in contact with the taint. You will hear voices, see darkspawn in shadows, or always feel you are being watched.
- If a wolfbrother the pack calls strongly to you. When emotions run high you may forget who you are, and fully embrace the wolf in you.
- If a normal human, you've come in contact with an artifact from Shadar Logoth or Padan Fain himself. You suffer extreme paranoia, bouts of rage, and a lust to reclaim the artifact you carried.

#### **Chosen**

One of the Forsaken has taken an interest in you, and has made you their priority target

## **Your ten years are up, and the wind rises again.**

### **You have to make a choice:**

**Duty is heavier than a mountain:** You've survived the Last Battle and then some. It is time to rebuild and your place is here, with all your gear and companions

**By the Light and my hope for salvation and rebirth:** Your life as a jumper is complete and you wish to return home. You keep everything you've gained, but you won't be visiting other worlds again.

**The Wheel weaves as the Wheel wills:** Your place in the pattern is elsewhere, and you will continue jumping until you find it.