

New Career: Wood Elf Wardancer

Wardancers rove across the length and breadth of the Wood Elf realms in tightly knit troupes, treading paths and secret ways few others know of or dare use. They are welcomed to Elven halls and treated with the utmost respect, yet also with more than a little fear and wariness. Other Wood Elves regard the Wardancers as wild and unpredictable, and not without cause, for they are the servants and worshippers of the Elven trickster god, Loec, a deity whose conventions are a mystery to those not already committed to his path.

As wanderers and followers of Loec, individual Wardancers can often find themselves traveling through the greater Old World. Pursuing agendas that are often mysteries to other Wood Elves.

Wardancer Advance scheme

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
Base	-	Bronze	-	Base	Base	-	-	Silver	Gold

Career path

Tier 1: Trickster – Brass 4

Skills: Athletics, Dodge, Endurance, Intuition, *Melee (Any)*, Perform (Dancing), Stealth (Rural), Outdoor Survival

Talents: Ambidextrous, Dual Wielder, Step Aside, Talismanic Tattoos

Trappings: Two hand weapons, buckskins, war paint

Tier 2: Wardancer– Silver 1

Skills: Cool, Melee (Parry), Secret Signs (Wood Elves), Sleight of Hand, Track, Perception

Talents: Combat Reflexes, Fleet Footed, Stouthearted, Shadow Dances of Loec

Trappings: Asrai/Eonir War Blades, elven girdle, buckskins

Tier 3: Feastmaster – Silver 3

Skills: Charm, Entertain (Storytelling), Lore (History), Play (Any)

Talents: Combat Master, Seasoned Traveller, Strike Mighty Blow, Riposte

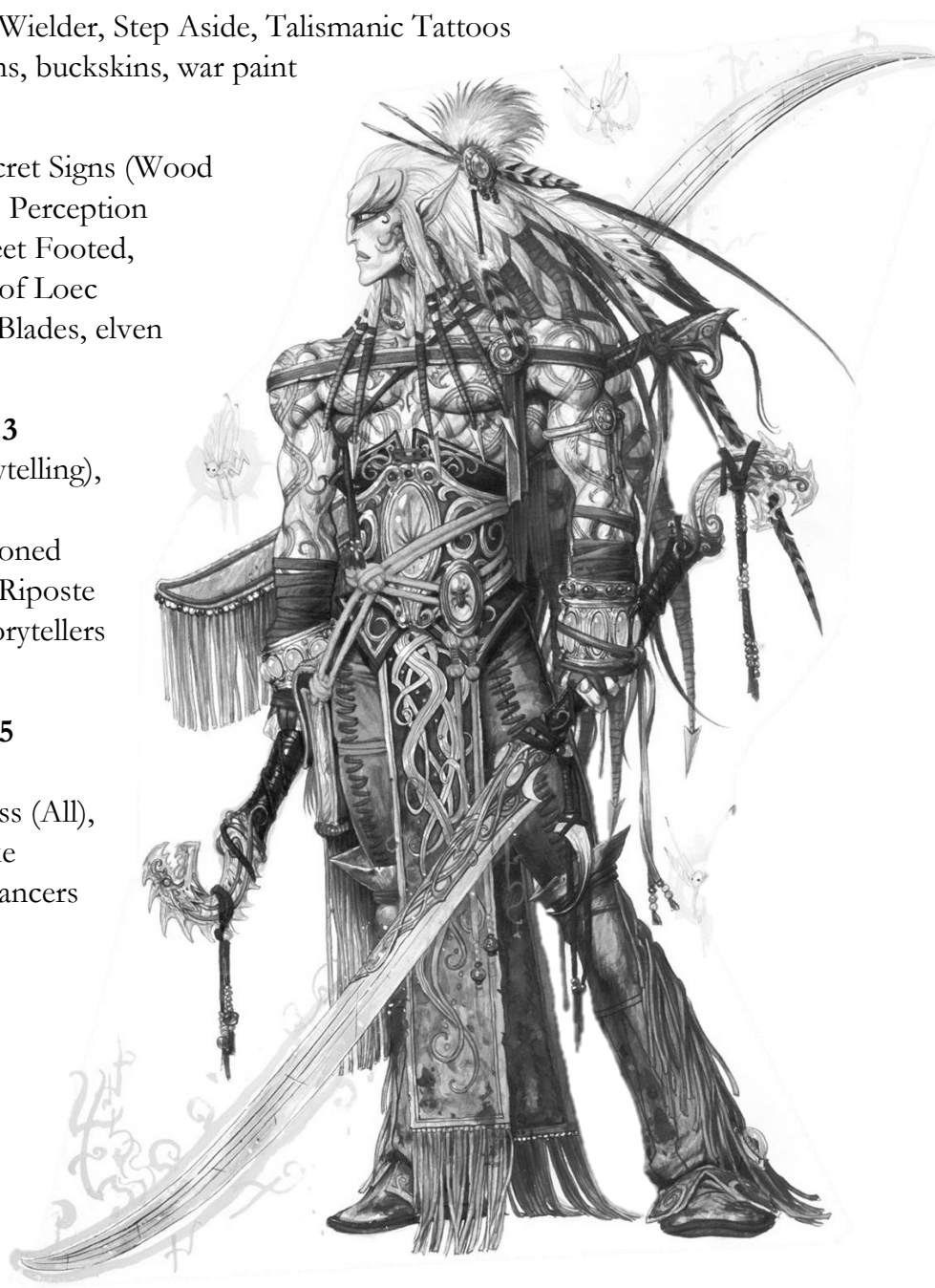
Trappings: Tall tales and a storytellers finesse

Tier 4: Bladesinger – Silver 5

Skills: Leadership, Lore (Any)

Talents: Careful Strike, Fearless (All), Furious Assault, Reaction Strike

Trappings: A troupe of Wardancers



New Talent: Talismanic Tattoos

Max: 1

Some wood elf warriors are adorned with all manner of tattoo's and warpaint that grant them the blessing of their gods. A character with the Talismanic tattoos talent gains a Ward (9+) and Magic Resistance (1) if they do not wear armour.

New Talent: Shadow Dances of Loec

Max: 1

In each round of combat that they fight, a Wardancer must choose a Shadow Dance to perform. They cannot choose the same dance in two consecutive rounds of the same combat encounter.

Whirling Death – Each strike of a Wardancer's blade is made with uncanny precision, capable of severing a head or piercing a heart with one deceptively elegant stroke. While performing this dance, the Wardancers melee attacks all gain the Impale weapon quality.

Storm of Blades – The Wardancers rain blow after blow upon their opponent, moving with such speed that the eye cannot follow each distinct cut and thrust. While performing this dance, the Wardancer gains a *Free Attack*.

The Shadows Coil – With agile grace the Wardancers evade the clumsy attacks of their enemies, becoming almost impossible to strike. While performing this dance, the Wardancer gains a Ward (5+). It replaces the Talismanic Tattoos Ward (9+) for the duration of the dance.

Woven Mist – The sinuous movements of this dance distract and confuse the enemy, allowing the Wardancers to strike before their foe can react. When performing this dance, the Wardancer gains the *Distracting* creature trait.

Acknowledgements

This is a fan made career and in no way endorsed by Games Workshop or Cubicle 7 all art belong to their respective artists etc. With that out of the way, credits should be given to the anons over at /wfg/ for giving feedback, ideas and suggestions for the career,

Thanks for reading, I hope you've enjoyed the fan material in the supplement and that it's given you the proper Tree hugger experience!

- Naggaroth Anon



For questions, email me at naggarothanon@gmail.com

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