

Far Rider

The finest of the Glade Riders are sometimes called upon to undertake particular tasks, scouting out enemy positions, carrying messages and supplies to remote settlements, or leading their comrades into battle. Their travels often take them deep into the barbarous lands of the Empire or Bretonnia, where only guile, cunning and a familiarity with the guttural languages spoken by the humans keep them from being hunted down and murdered as spies. These skilled individuals are known as Far Riders.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+30	+10	+2	+1	+4	+20	+2	+20	+20	+10	+20	+20	+10

Skills:

Concealment Rural

Disarm

Dodge Blow

Secret Signs - Waywatcher

Shadowing

Silent Move Rural

Secret Language - Ranger

Speak Additional Language - Old Worlder (generally Breton or Reikspiel dialects)

Specialist Weapon - Lance

Specialist Weapon - Two Handed

Trappings:

Elven steed, trappings and harness

Elven bow and arrows

Sleeved Mail Shirt

Sword or Axe

Shield

Spear

Career Entries:

Glade Rider

Wood Elf Scout

Career Exits:

Spy

Wardancer

Waywatcher