

Glade Guard

It is hardly surprising that a race that places such great importance on defending its borders will have a standing guard dedicated to the tasks. What is surprising about the Wood Elves is the proportion of their populace involved in this. Almost every Wood Elf will serve as a Glade Guard at some time in their life, forming a front line against attacks and, when necessary, policing the affairs of the kindred. As a result, the Wood Elf nation can, when pressed, mobilise almost in its entirety.

Whenever the number of Glade Guards dwindles, members of the community will volunteer to take a turn, spending a year or so in a state of readiness for conflict, learning the skills and disciplines that have earned the Elven force such a keen reputation amongst the less civilised nations. It is a serious life, poorly suited to the wildness and impulsiveness of the Wood Elves; those who undertake service often become more reflective, more thoughtful as a result, and many life-long friendships are formed through the sense of camaraderie the work brings.

Any established member of the kindred will be welcomed into the Guards. In game terms, this means that the career should always be treated as a career exit for Wood Elves living in a kindred.

Advance Scheme

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

Skills:

Disarm
Dodge Blow
Strike Mighty Blow
Strike to Stun

Trappings:

Sleeved Mail Shirt
Sword or Axe
50% chance of a Shield
50% chance of a Spear

Career Entries:

Mercenary
Militiaman
Watchman
Woodsman

Career Exits:

Mercenary Captain
Templar