

Waywatcher

When each Wood Elven settlement is so small, a surprise attack would be disastrous. Waywatchers are specially selected from amongst the finest of the Wood Elf Scouts, and given the task of watching over routes leading to the dwellings. Through their knowledge of the terrain, their traps and their stealth, they can often deter forces many times their own number from invading the Glades they defend.

Waywatchers have refined stealth to an art unparalleled in the Old World, dressing in cloaks of green and brown, and working leaves and foliage into their cloaks and clothing. When so disguised, they can hide in branches or bushes mere inches away from their foes. This expertise allows them to acquire the skills *Concealment Rural* and *Silent Move Rural* twice. This doubles the test modifiers associated with *Silent Move Rural*. When Waywatchers use dyes and paints, and entwine foliage and leaves into their clothing, the second purchase of *Concealment Rural* increases hiding test bonuses from +20% to +40% (or from +5% to +10% if moving cautiously).

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+20	+1	+1	+3	+30	+1	+20	+10	+10	+30	+10	

Skills:

Concealment Rural
Follow Trail
Herb Lore
Marksmanship
Orientation
Prepare Poisons
Ride - Horse
Secret Signs - Waywatcher
Set traps
Silent Move Rural
Specialist Weapon - net
Spot Traps

Trappings:

Elven bow and arrows
Leather Jack
Rope - 20 yards
Sword or Axe
Camouflaged cloak and clothes

Career Entries:

Beastfriend
Mercenary
Wood Elf Scout

Career Exits:

Mercenary Captain
Spy
Templar
Wardancer