

Arcane Warrior

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+40	+20	+1	+1	+6	+20	+2	+20	+20	+20	+20	+20	+10

Skills: sense Magic, Scholastic Lore - Religion (elven pantheon), SW group – appropriate, Weapon Specialisation – appropriate, Aethric Attunement

From the [Unofficial Tome of Careers v2](#)

Sword Warden of Hoeth

Sword Wardens are young Sword Masters in training recently sent out from the White Tower in order to better hone and refine their martial prowess. Though Sword Wardens are not as deadly as a fully fledged Sword Masters, their skills are still beyond the understanding of ordinary Elves. In battle a Sword Warden wields his trademark Greatsword with effortless grace, while in peace they act serve as the personal attendants and protectors of High Elf Mages, Scholars and Diplomats. Their strict personal regimen of privation and continuous study is only lifted when necessary for their duties, and this has led more than one to leave the order and seek a life of adventure

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

Skills: Academic Knowledge (Any One), Dodge Blow, Perception, Read/Write

Talents: Disarm, Lightning Reflexes or Warrior Born, Quick Draw, Specialist Weapon Group (Two Handed), Strike to Injure

Trappings: Elven Greatsword, Medium Armour (MailShirt), Religious Symbol of Hoeth

Career Entries: None

Career Exits: Bodyguard, Scholar, Sword Master of Hoeth

Sword Master of Hoeth

Sword Masters are a band of ascetic warriors who by ancient tradition wield the Elven Greatsword, a tremendous weapon fully six feet in length. Every Sword Master develops his skills to a terrifying degree, and each has a style as distinctive as a signature, with a vast repertoire of parries, counters and killing strokes. Such is their skill and athletic ability that they ply their huge blades as swiftly as a lesser warrior might swing a hickory switch. In exchange for tutelage and membership each Sword Master serves the Order not only as a soldier and guardian, but as an agent and investigator. Like the crude Witch Hunters of Human lands, they investigate the activities of magicians whose researches may be slipping towards the forbidden mysteries of the ruinous powers. In addition, they are frequently assigned to the Phoenix King to act as his operatives as well, ferreting out and eliminating Dark Elf spies and corrupt political elements.

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

Skills: Academic Knowledge (Any Two), Common Knowledge (Any Two), Dodge Blow, Intimidate, Perception, Read/Write, Search, Speak Arcane Language (Arcane Elf), Speak Language (Any Three)

Talents: Etiquette, Ghilead* (Any One), Seasoned Traveller, Strike Mighty Blow

Trappings: Good Quality Elven Greatsword, Good Quality Medium Armour (Mail Shirt), Religious Symbol of Hoeth

Career Entries: Sword Warden of Hoeth

Career Exits: Bladelord of Hoeth, Spy, Witch Hunter

Blade Lord of Hoeth

Within the Tower of Hoeth, which stands in province of Saphery, there is a library which contains the greatest collection of lore and books in the known world. The Library is protected by some of the ultimate scholar-warriors in Ulthuan: The Bladelords of Hoeth. These Elves have mastered the art of fighting with and without weapons, but specialize in using two-handed swords and surpass any known fighter with these weapons. They train arduously, honing their exceptional agility, and mastering every nuance and facet of sword fighting, until Such is a Bladelord's skill with the blade that he can raise his sword, sever an enemy's neck and return his sword to rest before a lesser warrior can even raise a shield to block him.

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+40	-	+2	+1	+6	+30	+2	+30	+20	+30	+30	+40	+10

Skills: Academic Knowledge (Any Three), Charm, Command, Common Knowledge (Any Three), Dodge Blow, Intimidate, Lightning Reflexes, Perception, Ride, Search, Silent Move, Speak Language (Any Four)

Talents: Coolheaded, Ghilead* (Any Two), Lightning Parry, Linguistics, Magic Sense, Orientation, Sixth Sense, Stout-Hearted, Strong-Minded, Wrestling

Trappings: Best Quality Elven Greatsword, Best Quality Medium Armour (Mail Shirt), Religious Symbol of Hoeth

Career Entries: Sword Master of Hoeth

Career Exits: A selfless life of simple Heroism

Wardancer

Among the Wood Elves of the Old World, the most feared and respected warriors are the Wardancers. They live for the glory of battle, and dedicate themselves to reaching the peak of fighting prowess. They are also masters of courtesy and dance, performing their intricate manoeuvres with consummate ease and grace. Wardancers are to be found in many of the larger Elven settlements in the forests of the Old World. They prefer the company of their own kind, but often live a little way apart from the main settlement, practicing their warchants and feats of arms while waiting for action. Wardancers may become adventurers for a number of reasons. An adventurer's life offers plenty of action, and almost unlimited opportunities to hone their skills against a variety of opponents. They are wilder than the majority of Elves, and some find life in the forests tame and dull. Wardancers may even take to adventuring among other races as a result of an unspoken disgrace or indiscretion, much (although it's unwise to make the comparison) as a Dwarf may become a Troll Slayer. Wardancers are distinguished by their graceful pride, their love of fighting, their fondness for spectacularly dyed hair, often stiffened with tree-resin and their bright body Tattoos.

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+30	+10	+2	+2	+6	+10	+2				+10	+10	+10

Skills: Performer – Acrobatics, Performer – Dancer, Distract*, Dodge Blow, Perception, Scale Sheer Surface, Transfix*, Warchant*

Talents: Ambidextrous, Marksman (Thrown Weapons only), Specialist Weapon Group – Great Weapon, Strike Mighty Blow, Strike to Injure, Swashbuckler

Trappings: Hand Weapon, Shield, Spear or Two Handed Sword

Career Career Entries: (Only Elves may enter this career), Bounty Hunter, Judicial Champion, Mercenary, Pit Fighter, Outlaw, Scout

Career Exits: Bladeweaver*, Judicial Champion, Outlaw, Sergeant (only if Mercenary is one of the previous careers)

* New Skill or Career (will be added later)

Corsair

To be a Corsair is a great honour amongst the Druchii, and it is a chance to win riches and fame and capture slaves during their raids, for one tenth of the loot captured by a Corsair belongs to him. Four tenths go to his captain and the remainder is the possession of the Witch King. These seafaring reavers excel at boarding other vessels, making them amongst the deadliest fighters in close combat. While they prefer to take ships at sea, they will occasionally sack port towns and coastal villages. Those they don't kill outright are dragged away in chains, never to be seen again.

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+10	+10	+1	-	+2	+10	-	+10	-	-	+10	+10	-

Skills: Dodge Blow, Intimidate, Outdoor Survival, Perception, Row, Sail, Scale Sheer Surface, Specialist Weapon (Crossbow), Swim, Torture

Talents: Lightning Reflexes or Strike to Stun, Sea Dragon Preparation, Strike to Injure or Swashbuckler

Trappings: Two Hand Weapons, Repeater Crossbow with 20 bolts or Sea Dragon Cloak, Full Leather Armour, Helmet

Career Entries: Bounty Hunter, Marine, Mercenary, Seaman, Smuggler

Career Exists: Interrogator, Mate, Navigator, Outlaw, Smuggler, Sergeant

Kryrnaa Initiate

Those male children of the Druchii who survive the ordeals of the Death Night after being thrown into the cauldron of boiling blood become the property of the Kryrnaa brotherhood. The children are bred and raised to the tenets of Bloody- Handed Khaine, pitted against each other in death-matches and similar tests of cunning and ruthlessness to weed out the weak. Those who survive their ordeals, move on to become apprentices to the higher-ranking assassins in the brotherhood.

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

Skills: Academic Knowledge (Religion), Concealment, Dodge Blow, Intimidate

Talents: Disarm or Wrestling, Lightning Reflexes or Very Strong, Quick Draw or Strike to Injure, Specialist Weapon (Parrying and Throwing), Strike Mighty Blow, Very Strong or Strong-Minded

Trappings: Hand Weapon and Dagger, Buckler or Main Gauche, 4 Throwing Knives, Leather Jack

Career Entries: Initiate, Zealot

Career Exists: Kryrnaa Adept, Spy

Kryrnaa Adept

All Kryrnaa follow one of the aspects of the Thousand-Faced god of murder, and under His patronage their powers grow unrivalled among mere mortals. They become masters of martial arts and learn the power of poisons. They are one of the most powerful tools in the armoury of Naggaroth, and those lords who are foolish enough to question their loyalty to the throne of Naggarond tend to disappear quickly. Each assassin strives to become more like their god and the rivalry among assassins is fierce and all of them are constantly developing new killing techniques. The legend has it there are no greater warriors among elven-kind than the Adepts of Khaine.

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

Skills: Concealment, Disguise, Dodge Blow, Intimidate, Perception, Prepare Poison, Scale Sheer Surface, Secret Signs (Thief), Shadowing, Silent move

Talents: Cry of War or Dance of Doom or Hand of Khaine or Touch of Death, Mighty Shot or Strike to Stun, Specialist Weapon (any two), Street Fighting or Rapid Reload, Strike to Injure, Very Resilient or Very Strong

Trappings: 2 Different Weapons of Best Craftsmanship, Grappling Hook, 10 yds of Rope, Dose of Poison (any)

Career Entries: Kryrnaa Initiate

Career Exists: Kryrnaa Assassin, Spy, Veteran

Kryrnaa Assassin

Those who excel in the art of murder become full Kryrnaa. Few mortals ever gain the proficiency in the killing arts at the level of a fully trained Kryrnaa assassin. Their services are much sought after by the lords of Naggaroth, and although technically a part of the Temple of Khaine, few assassins do take assignments outside of the Temple, turning their killing proficiency into profit. The best assassins dispatch their opponents in a matter of seconds, leaving behind no evidence of their presence. Most Kryrnaa of this level are reclusive loners, fully paranoid and in some cases incapable of social interaction

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+30	+30	+1	+2	+6	+30	+2	+20	-	+10	+20	+20	+10

Skills: Concealment, Disguise, Dodge Blow, Gossip, Intimidate, Perception, Prepare Poison, Scale Sheer Surface, Secret Language (Battle Tongue), Secret Signs (Kryrnaa), Shadowing, Silent move

Talents: Ambidextrous, Cry of War or Dance of Doom or Hand of Khaine or Touch of Death, Lightning Parry, Lightning Reflexes, Specialist Weapon (any two), Street Fighting or Sharpshooter, Streetwise

Trappings: 4 Different Weapons of Best Craftsmanship, Dose of Poison (any four), Disguise Kit

Career Entries: Kryrnaa Adept

Career Exists: Assassin, Champion

New Rules for Wardancers

Wardancer

Among the Wood Elves of the Old World, some of the most feared and respected warriors are the Kindred of Caidath, or as they are more commonly known, the Wardancers. They live for the glory of battle, and dedicate themselves to reaching the peak of fighting prowess. They are also masters of courtesy and dance, performing their intricate manoeuvres with consummate ease and grace. Wardancers are to be found in many of the larger Elven settlements in the forests of the Old World. They prefer the company of their own kind, but often live a little way apart from the main settlement, practising their war chant and feats of arms while waiting for action. Wardancers may become adventurers for a number of reasons. An adventurer's life offers plenty of action, and almost unlimited opportunities to hone their skills against a variety of opponents. They are wilder than the majority of Elves, and some find life in the forests tame and dull. Wardancers may even take to adventuring among other races as a result of an unspoken disgrace or indiscretion, much (although it's unwise to make the comparison) as a Dwarf may become a Troll Slayer. Wardancers are distinguished by their graceful pride, their love of fighting and their fondness for spectacularly dyed hair, stiffened with lime and tree resin

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

Skills: Academic Knowledge (Religion), Dodge Blow, Gossip or Performer (Singer), Perception or Performer (Musician), Performer (Acrobat), Performer (Dancer)

Talents: Ambidextrous, Fleet Footed, Shadow Dance (Any 2)*, Specialist Weapon Group (Throwing), Specialist Weapon Group (Two-Handed), Stout-Hearted, Swashbuckler

Trappings: Pair of Hand Weapons, Great Weapon (Sword or Axe), Talismanic Tattoos or War Paint

Career Entries: Bounty Hunter, Entertainer, Kithband Warrior, PitFighter, Scout

Career Exits: Bladesinger, Judicial Champion, Minstrel, Veteran, Vampire Hunter

BladeSinger

The most accomplished of the Kindred of Caidath are the Heralds of the Elven trickster god, Loec. Who are often more commonly known as Bladesingers, Feastmasters or Deathdancers. It is these wild and unpredictable dancers who lead the wood elves in their music and rejoicing, as well as performing the key parts in the intricate dance rituals that the Wardancers perform to re-enact Wood Elf history

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+40	+20	+2	+2	+6	+30	+2	-	-	-	-	+20	+10

Skills: Academic Knowledge (Religion), Command, Common Knowledge (Elves), Dodge Blow, Intimidate or Performer (Any), Performer (Acrobat), Performer (Dancer)

Talents: Shadow Dance (Any 4)*, Sharpshooter or Lightning Parry, Strike Mighty Blow or Strike to Injure

Trappings: Best Quality Pair of Hand Weapons, Best Quality Two-Handed Weapon (Sword or Axe), Talismanic Tattoos or War Paint

Career Entries: Wardancer

Career Exits: Captain, Champion, Outlaw Chief

SHADOW DANCE

You have been taught one of the ancient and mystical Shadow dances of Loec, the favoured rituals of the Trickster god. This talent is unique in that it is not one talent but many, and each must be acquired individually. Each Shadow Dance Talent gives you access to a single Wardance that works as a specific Advanced Action. However, due to the strain of performing them, you may never choose to perform any of these new Advanced Actions twice in a row. Additionally, these Advanced Actions may never be performed while wearing any Armour that applies a penalty to Agility or Movement.

NEW ADVANCED ACTIONS

The following are the four most common Shadow Dances of Loec, although other ancient and secret wardances are said to exist. These have evocative names such as Aerial Fury, Kurnuous' Leap, Silent Ghost and The Dance of Doom; the latter most often performed by the Bladesinger Champion, Wychwethyl the Wild.

STORM OF BLADES

Full-Action

Raising a rousing war chant, the Wardancer dances up to an opponent and rains blow after blow upon them; moving with such speed that the eye cannot follow each distinct cut and thrust. The Wardancers may move up to his Charge move, and then make a number of melee attacks upon the foe equal to his Attacks characteristic. Note that unlike a normal charge there is no minimum distance that must be traversed, and the last 4 foot need not be in a straight line. A Wardancer must have Attacks 2 or better to take advantage of this Wardance.

THE SHADOWS COIL

Full-Action

This action allows the Wardancer to hold an opponent off by performing an intricate, almost balletic, sequence of jumps, twists and back flips. The Wardancer strikes no blows this round, instead concentrating upon distracting his foe. Until the characters next turn, all melee attacks made against him suffer a -30% Weapon Skill penalty. In addition the Wardancer may parry one incoming melee attack successfully made against him, exactly as if he had adopted a Parrying Stance. (See page 128 of the Core rule book.)

WHIRLING DEATH

Full-Action

When he throws himself into the state of maniacal fury known as 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. The Wardancer may make a number of melee attacks upon the foe equal to his Attacks characteristic as if he had made a swift attack, in addition any weapon used to make these attacks counts as having the Impact quality, even if it normally cannot due to the Tiring weapon trait. Weapons that already have the Impact quality, may roll a third D10 when determining damage, and select the best result from amongst all three results.

WOVEN MIST

Half-Action

This action allows the Wardancer to transfix an opponent with a mystic dance and song incorporating a rapid succession feints and flurries. The Wardancer may choose a single opponent fighting him, that opponent must make a successful Will Power test, or may not perform any Free Actions during the rest of the Wardancer's turn. This includes any use of Parry, using Dodge Blow skill, or making a free attack due to an opponent's movement.

WFRP1 Wardancer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+1	+40	+20	+3	+3	+8	+20	+2	+10	-	-	+10	+20	+20

Skills: Acrobatics, Ambidextrous, Dance, Distract*, Dodge Blow, Marksmanship-thrown, Specialist Weapon-2H, Strike mighty blow, Strike to injure, Transfix*, Warchant*, Whirling death*

*These are specific only to the wardancer

Transfix gives the wardancer a bonus and his opponent a penalty to hit

Warchant allows the wardancer to enter frenzy at will, gives a bonus to friends vs fear and terror and reduces enemy fear and terror tests

Distract gives a bonus to all dodge and parry if he doesn't attack

Whirling death (as mentioned above) allows the wardancer to double his attacks but at the cost of 1 W for each extra attack

WFRP1 Wardancer according to MadAlfred

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+1	+40	-	+1	+1	+6	+30	+2	+10	+10	-	+20	+10	+20

Skills: Acting, Acrobatics, Dance, Disarm, Dodge Blow, Marksmanship - thrown weapons only, Sing, Specialist Weapon - Paired Weapons, Specialist Weapon - Two-Handed Weapons, Strike Mighty Blow, Strike to Injure, Transfix (new skill, see below), Warchant (new skill, see below), Wardance (new skill, see below)

Trappings: Hand Weapon, Shield, One additional weapon, which may be a Hand Weapon, a Spear, a Two-Handed Sword or a Two-Handed Axe

Career Entries: Bounty Hunter, Far Riders, Mercenary Captain, Outlaw, Waywatcher, Wood Elf Scout

Career Exits: Initiate (Adamnan-na-Brionha), Mercenary Captain, Outlaw Chief,