

WOODSMAN

The woodsman Discipline combines elements of the beastmaster, thief, and warrior Disciplines. Woodsman are trained in magic relating to nature and its forms, including animals, plants, and the five true elements.

Woodsman always begin their careers as sentries for elven cities and communities that lie within the forests and jungles of Barsaive. Elves who practice this Discipline live only in and around the wooded areas of the land, and so finding a teacher for training can be costly and difficult. Adepts of this Discipline will only train other elves.

Important Attributes: Dexterity, Perception

Racial Restrictions: Elves only

Karma Ritual: The woodsman must be alone, deep within the forest. He sits with his eyes closed in meditation and imagines walking through the forest toward a specific destination, at least 15 minutes' walk from the spot where the woodsman sits. The woodsman visualizes the path he walks and any landmarks along the way. Once he has reached the destination in his imagination, the woodsman stands and walks to this destination, keeping his eyes closed during the entire journey. When he reaches his destination, the ritual is complete.

Artisan Skills: Body Painting, Runic and Wood Carving

FIRST CIRCLE

Talents

Avoid Blow
Karma Ritual
Melee Weapons
Missile Weapons
Silent Walk (D)
Tracking (D)

SECOND CIRCLE

Talents

Animal Training (D)
Climbing (D)
Durability (6/5)

THIRD CIRCLE

Talents

Borrow Sense (D)
Sprint

FOURTH CIRCLE

Karma: The woodsman may spend a Karma Point on any action using Dexterity only.

Talents

Thread Weaving (Scout Weaving)(D)
Unarmed Combat (D)

FIFTH CIRCLE

Initiative: Increase the woodsman's Initiative dice by 1 step.

Talents

Air Dance
Claw Shape

SIXTH CIRCLE

Physical Defense: Increase the woodsman's Physical Defense by 1.

Talents

Endure Cold (D)
Lizard Leap

SEVENTH CIRCLE

Enhanced Senses: For the cost of 2 Strain Points, the woodsman can enhance one of his natural senses, adding + 2 steps to his Perception when making Perception Tests based on the enhanced sense.

Talents

Earth Skin
Second Attack

EIGHTH CIRCLE

Spell Defense: Increase the woodsman's Spell Defense by 1.

Talents

Poison Resistance (D)
Wound Balance

NINTH CIRCLE

Social Defense: Increase the woodsman's Social Defense by 1.

Karma: The woodsman may spend Karma on any test requiring Perception only.

Talents

Missile's Path (D)*
Mystic Aim
Second Weapon

TENTH CIRCLE

Physical Defense: Increase the woodsman's Physical Defense by 1.

Recovery Tests: The woodsman gains +1 Recovery Test per day.

Talents

Spirit Strike
Woodspeak (D)*

ELEVENTH CIRCLE

Forest Sense: For the cost of 2 permanent points of damage, the woodsman gains the ability to commune with any forest or wooded area with which he is familiar. When used, this power costs the woodsman 5 points of strain and allows him to extend his senses in a circular area whose radius is a number of miles equal to the character's Perception step. The character may see or hear anything in this area as though he were physically present, making Perception tests as normal; it takes 30 minutes to thoroughly "search" an area using this ability. The woodsman may only use this talent if he has spent at least a week in the area of forest with which he wishes to commune.

Talents

Develop Animal Sense
Impressive Shot (D)

TWELFTH CIRCLE

Spell Defense: Increase the woodsman's Spell Defense by 1.

Karma: Increase the woodsman's Maximum Karma Points by 15.

Talents

Chameleon (D)
Woodwalk*

NEW TALENTS

The following new talents are practiced by blood elf woodsmen adepts who reach Ninth to Twelfth Circle. Blood elf beastmasters and cavalymen may also learn Shield Beast. Blood elves will only teach these talents to other blood elves. This restriction includes humans with the Versatility talent.

MISSILE'S PATH

Step Number: Rank + Perception step

Action: No **Skill Use:** No

Requires Karma: No **Strain:** None

Discipline Talent Use: Woodsman

The Missile Path talent helps the woodsmen use his or her missile weapon effectively in areas of thickly grown forest, where such weapons are often difficult to use. If the woodsmen can sense a target in any way (catches a glimpse of him, hears him moving or even breathing), then he or she may attempt to use Missile's Path to fire at the target through whatever plant life is in the way. To use this talent, the woodsmen makes a Missile's Path Test against the Spell Defense of the target. If the Missile's Path Test is successful, the forest opens a narrow path to the target along which the woodsmen may fire his or her missile using any appropriate talent or skill. The maximum length of this path is 5 yards multiplied by the Missile's Path Test result. The path created by this talent lasts only long enough for the woodsmen to make a single shot.

WOODWALK

Step Number: Rank + Willpower step

Action: Yes **Skill Use:** No

Requires Karma: Yes **Strain:** See text

Discipline Talent Use: None

The Woodwalk talent allows a woodsmen to immerse himself, body and spirit, in the astral space corresponding to the forest and transport himself to a different location within the forest without actually passing through the intermediate physical space. The adept must be in physical contact with a plant as least as large as a small tree and must concentrate for one full minute; anything that breaks his concentration or contact with the plant, including suffering damage or making any test, interrupts the use of the talent. At the end of the minute, the woodsmen makes a Woodwalk Test against the Spell Defense of the plant through which he wishes to travel, and takes a number of Strain points equal to his Wound Threshold. If the test is successful and the character is still conscious, he melds with the plant he is touching, disappearing from view. On the following combat round, he emerges from another plant that lies within a number of yards equal to 100 times his rank in Woodwalk. The woodsmen may choose to emerge from a specific plant with which he is familiar, if it lies within range, or he may simply choose to emerge at any distance up to the maximum allowed in any direction he specifies. For the cost of 3 additional points of Strain, the woodsmen may carry one individual with him. To carry another person using Woodwalk, the character must achieve a Good or better success on a Woodwalk Test against the passenger's Spell Defense.

Woodsmen using this talent expose themselves to the astral space of the area through which they are moving. This means they can suffer damage or attract the attention of Horrors while using this power. When a woodsmen enters astral space using this talent, he automatically takes damage based on the type of astral region he enters (see **Astral Regions**, p. 68 in *Magic: A Manual of Mystic Secrets*).



WOODSPEAK

Step Number: Rank + Perception step

Action: No **Skill Use:** No

Requires Karma: No **Strain:** None

Discipline Talent Use: Woodsman

Woodspeak is a specialized form of the Elemental Tongues talent (p. 104, ED) that allows the woodsmen to converse with plant spirits and wood elementals. The adept makes a Woodspeak Test against the Spell Defense of the spirit or elemental with which he or she wishes to converse. An Average or Good success allows simple communication of basic ideas, while an Excellent or better success means the target completely understands the character and the woodsmen can understand the spirit. Woodsmen using this talent should keep in mind that most plant spirits are fairly simple-minded, and their knowledge of the world is limited. The gamemaster determines what information a given plant spirit might have and be willing to share with the woodsmen using this talent.

