

WARDANCERS

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	36:33	8	1	Single Ambidex	1S/1D	Utilise any Weapon Utilise Light Armour Wardance
2	42:36	9	2	Double Handed	2S/2D	3 Warrior skill points
3	48:39	10	3		2S/3D	+3 Strength
4	54:42	11	4		3S/3D	
5	60:45	12	5		4S/4D	
6	66:48	13	6		4S/5D	+6 Strength
7	72:51	14	7		6S/6D	
8	78:54	15	8		6S/7D	Wardance Becomes Mantic 1
9	84:57	16	9		6S/7D	+6 Strength
10	90:60	17	10		8S/8D	I.F.F.
11	99:65	19	12		9S/9D	+9 Strength
12	108:70	21	14		10S/10D	Wardance at mantic 2

A Human Wardancer Gains 36:6 Life Points

An Elven Wardancer Gains 33:3 Life Points

Class Restrictions

- Wardancers are people possessing a beserking spirit. They are usually from lower social standing. However in some tribes and races the Wardancer is considered to be of the true bloodline and are held in high regard.
- If a Wardancer dies and is returned to life they normally lose their possessing/berserking spirit.
- They can be blessed but tend not to be due to the loss of control they suffer whilst in berserk.
- They cannot use a shield.

Class Abilities

Utilise any Weapon – Wardancers are able to utilise any weapon type. The only restriction to this is that a Wardancer may not use both a spiritual and magical weapon/armor at the same time they must choose either/or.

Utilise Light Armour – This allows the Wardancer to be able to use armor of up to a maximum of 4 AC.

Wardance – In order to initiate wardance, a Wardancer must wind themselves up into a berserk state. This normally takes the form of a 30 seconds wind up period. (this can be changed dependant upon the situation – Ref's discretion!) When in this state they gain 6 points of strength which is limited by stress resistance (except at first level when doubles are allowed in Wardance). All physical damage taken is halved after armor. This allows the Wardancer to keep going, no matter how much damage has been taken, except Spirit damage which cuts straight through. In this state, the Wardancer has difficulty distinguishing between friend and foe, unless it is a member of their own tribe/family/house. There is a 30 second wind down period to this skill. 1 Sanity is lost per use of this skill.

Note: Wardancer's may attack whilst winding up, however they only receive the benefit of wardance once the full wind up is done.

+X Strength – permanently grants the Wardancer plus the listed amount of strength

Mantic 1 Wardance – As with wardance, however the damage reduction applies to all damage taken up to Mantic 1 (ref's discretion).

I.F.F. – Allows the Wardancer when in berserk to distinguish between friend and foe.

Mantic 2 Wardance – As with wardance, however the damage reduction applies to all damage taken up to Mantic 2 (Ref's discretion). This may be used three times per day.