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Introduction

Pages 117-120 of the Dragon Warriors Rulebook list the average stats for all professions in that book. Since then, however, there have been four new official professions: Demonologist, Hunter, Knave, and Priest; Ordo Draconis has brought us the Friar and the Thane; and the Casket of Fays has brought us the Forester and Trickster.

This short document places all professions – old and new – in one place, and I've also thrown in the Sage from the old Wiki. In addition, for professions that might be suitable for non-human NPCs, I have added guidance to help referees considering using them in their adventures.

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Stats for an average Assassin

Rank	Abilities	
1 st	ATTACK 13	DEFENCE 5
1	MAGICAL DEFENCE 3	EVASION 5
	STEALTH 18	PERCEPTION 8
	Health Points 9	
2 nd	ATTACK 14	DEFENCE 5
-	MAGICAL DEFENCE 4	EVASION 5
	STEALTH 19	PERCEPTION 9
	Health Points 10	
$3^{\rm rd}$	ATTACK 15	DEFENCE 6
	MAGICAL DEFENCE 5	EVASION 5
	STEALTH 20	PERCEPTION 10
	Health Points 11	
4^{th}	ATTACK 16	DEFENCE 6
	MAGICAL DEFENCE 6	EVASION 5
	STEALTH 21	PERCEPTION 11
	Health Points 12	
5 th	ATTACK 17	DEFENCE 7
	MAGICAL DEFENCE 7	EVASION 6
	STEALTH 22	PERCEPTION 12
	Health Points 13	
6^{th}	ATTACK 18	DEFENCE 7
	MAGICAL DEFENCE 8	EVASION 6
	STEALTH 23	PERCEPTION 13
	Health Points 14	
7^{th}	ATTACK 19	DEFENCE 8
	MAGICAL DEFENCE 9	EVASION 6
	STEALTH 24	PERCEPTION 14
	Health Points 15	
8 th	ATTACK 20	DEFENCE 8
	MAGICAL DEFENCE 10	EVASION 6
	STEALTH 25	PERCEPTION 15
	Health Points 16	
9^{th}	ATTACK 21	DEFENCE 9
	MAGICAL DEFENCE 11	EVASION 7
	STEALTH 26	PERCEPTION 16
	Health Points 17	
10^{th}	ATTACK 22	DEFENCE 9
	MAGICAL DEFENCE 12	EVASION 7
	STEALTH 27	PERCEPTION 17
d	Health Points 18	
11 th	ATTACK 23	DEFENCE 10
	MAGICAL DEFENCE 13	EVASION 7
	STEALTH 28	PERCEPTION 18
	Health Points 19	
12 th	ATTACK 24	DEFENCE 10
	MAGICAL DEFENCE 14	EVASION 7
	STEALTH 29	PERCEPTION 18
	Health Points 20	

To play a Halfling Assassin NPC, I would suggest that they: deduct 1 ATTACK, deduct 1 Health Point, gain 1 STEALTH, and gain 1 PERCEPTION.



Average ability scores for Dragon Warriors Professions

Stats for an average Barbarian

Stats for an average Demonologist

	· ·			C	S
Ra 1 st	nk Abilities ATTACK 14 MAGICAL DEFENCE 3 STEALTH 13 Health Points 13	DEFENCE 6 EVASION 5 PERCEPTION 5	Rank 1st	Abilities ATTACK 11 DEFENCE 5 EVASION 3 Health Points 8	MAGICAL ATTACK 15 MAGICAL DEFENCE 5 STEALTH 13 PERCEPTION 5 Magic Points 4
2 nd	ATTACK 15 MAGICAL DEFENCE 4 STEALTH 13 Health Points 14	DEFENCE 7 EVASION 5 PERCEPTION 5	2nd	ATTACK 11 DEFENCE 5 EVASION 3 Health Points 9	MAGICAL ATTACK 16 MAGICAL DEFENCE 6 STEALTH 13 PERCEPTION 5 Magic Points 8
3 rd	ATTACK 16 MAGICAL DEFENCE 5 STEALTH 14 Health Points 15	DEFENCE 8 EVASION 5 PERCEPTION 6	3rd	ATTACK 11 DEFENCE 5 EVASION 3 Health Points 9	MAGICAL ATTACK 17 MAGICAL DEFENCE 7 STEALTH 13 PERCEPTION 5 Magic Points 12
4 th	ATTACK 17 MAGICAL DEFENCE 6 STEALTH 14 Health Points 16	DEFENCE 9 EVASION 5 PERCEPTION 6	4th	ATTACK 12 DEFENCE 6 EVASION 3 Health Points 10	MAGICAL ATTACK 18 MAGICAL DEFENCE 8 STEALTH 14 PERCEPTION 6 Magic Points 15
5 th		DEFENCE 10 EVASION 6 PERCEPTION 7	5th	ATTACK 12 DEFENCE 6 EVASION 4 Health Points 10	MAGICAL ATTACK 19 MAGICAL DEFENCE 9 STEALTH 14 PERCEPTION 6 Magic Points 18
6 th	MAGICAL DEFENCE 8 STEALTH 15 Health Points 18	DEFENCE 11 EVASION 6 PERCEPTION 7	6th	ATTACK 12 DEFENCE 6 EVASION 4 Health Points 11	MAGICAL ATTACK 20 MAGICAL DEFENCE 10 STEALTH 14 PERCEPTION 6 Magic Points 21
7 th	MAGICAL DEFENCE 9 STEALTH 16 Health Points 19	DEFENCE 12 EVASION 6 PERCEPTION 8	7th	ATTACK 13 DEFENCE 7 EVASION 4 Health Points 11	MAGICAL ATTACK 21 MAGICAL DEFENCE 11 STEALTH 15 PERCEPTION 7 Magic Points 24
8 th	ATTACK 21 MAGICAL DEFENCE 10 STEALTH 16 Health Points 20	DEFENCE 13 EVASION 6 PERCEPTION 8	8th	ATTACK 13 DEFENCE 7 EVASION 4 Health Points 12	MAGICAL ATTACK 22 MAGICAL DEFENCE 12 STEALTH 15 PERCEPTION 7 Magic Points 27
9 th	ATTACK 22 MAGICAL DEFENCE 11 STEALTH 17 Health Points 21	DEFENCE 14 EVASION 7 PERCEPTION 9	9th	ATTACK 13 DEFENCE 7 EVASION 5 Health Points 12	MAGICAL ATTACK 23 MAGICAL DEFENCE 13 STEALTH 15 PERCEPTION 7 Magic Points 30
10	th ATTACK 23 MAGICAL DEFENCE 12 STEALTH 17 Health Points 22	DEFENCE 15 EVASION 7 PERCEPTION 9	10th	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 13	MAGICAL ATTACK 24 MAGICAL DEFENCE 14 STEALTH 16 PERCEPTION 8 Magic Points 33
11	h ATTACK 24 MAGICAL DEFENCE 13 STEALTH 18 Health Points 23	DEFENCE 16 EVASION 7 PERCEPTION 10	11th	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 13	MAGICAL ATTACK 25 MAGICAL DEFENCE 15 STEALTH 16 PERCEPTION 8 Magic Points 36
12	th ATTACK 25 MAGICAL DEFENCE 14 STEALTH 18 Health Points 24	DEFENCE 17 EVASION 7 PERCEPTION 10	12th	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 14	MAGICAL ATTACK 26 MAGICAL DEFENCE 16 STEALTH 16 PERCEPTION 8 Magic Points 39

This is a good fit for a Dwarf fighter: Add 4 PERCEPTION and deduct 1 EVASION.

The Demonologist can be found in both Cold Fury (now out of print) and the <u>Players' Guide</u>.



Average ability scores for Dragon Warriors Professions

Stats for an average Elementalist

Stats for an average Forester

Rank Abilities		Rank	Abilities	
1st ATTACK 11 DEFENCE 5 EVASION 3	MAGICAL ATTACK 15 MAGICAL DEFENCE 5 STEALTH 13 PERCEPTION 5	1 st	ATTACK 13 MAGICAL DEFENCE 4 STEALTH 14	DEFENCE 6 EVASION 4 PERCEPTION 6
Health Points 8 2nd ATTACK 11 DEFENCE 5 EVASION 3 Health Points 9	MAGICAL ATTACK 16 MAGICAL DEFENCE 6 STEALTH 13 PERCEPTION 5	$2^{ m nd}$	Health Points 12 ATTACK 14 MAGICAL DEFENCE 5 STEALTH 14 Health Points 13	DEFENCE 7 EVASION 4 PERCEPTION 6
3rd ATTACK 11 DEFENCE 5 EVASION 3 Health Points 9	MAGICAL ATTACK 17 MAGICAL DEFENCE 7 STEALTH 13 PERCEPTION 5	3 rd	ATTACK 15 MAGICAL DEFENCE 6 STEALTH 14 Health Points 14	DEFENCE 8 EVASION 4 PERCEPTION 6
4th ATTACK 12 DEFENCE 6 EVASION 3 Health Points 1	MAGICAL ATTACK 18 MAGICAL DEFENCE 8 STEALTH 14 PERCEPTION 6	4 th	ATTACK 16 MAGICAL DEFENCE 7 STEALTH 15 Health Points 15	DEFENCE 9 EVASION 4 PERCEPTION 7
5th ATTACK 12 DEFENCE 6 EVASION 4 Health Points 1	MAGICAL ATTACK 19 MAGICAL DEFENCE 9 STEALTH 14 PERCEPTION 6	5 th	ATTACK 17 MAGICAL DEFENCE 8 STEALTH 15 Health Points 16	DEFENCE 10 EVASION 5 PERCEPTION 8
6th ATTACK 12 DEFENCE 6 EVASION 4 Health Points 1	MAGICAL ATTACK 20 MAGICAL DEFENCE 10 STEALTH 14 PERCEPTION 6	6 th	ATTACK 18 MAGICAL DEFENCE 9 STEALTH 15 Health Points 17	DEFENCE 11 EVASION 5 PERCEPTION 8
7th ATTACK 13 DEFENCE 7 EVASION 4 Health Points 1	MAGICAL ATTACK 22 MAGICAL DEFENCE 12 STEALTH 15 PERCEPTION 7 1 Magic Points 21/7/7	$7^{ m th}$	ATTACK 19 MAGICAL DEFENCE 10 STEALTH 16 Health Points 18	DEFENCE 12 EVASION 5 PERCEPTION 9
8th ATTACK 13 DEFENCE 7 EVASION 4 Health Points 1	MAGICAL ATTACK 23 MAGICAL DEFENCE 13 STEALTH 15 PERCEPTION 7 2 Magic Points 24/8/8	8 th	ATTACK 20 MAGICAL DEFENCE 11 STEALTH 16 Health Points 19	DEFENCE 13 EVASION 5 PERCEPTION 9
9th ATTACK 13 DEFENCE 7 EVASION 5 Health Points 1	MAGICAL ATTACK 24 MAGICAL DEFENCE 14 STEALTH 15 PERCEPTION 7 Magic Points 27/9/9	9 th	ATTACK 21 MAGICAL DEFENCE 12 STEALTH 16 Health Points 20	DEFENCE 14 EVASION 6 PERCEPTION 10
10th ATTACK 14 DEFENCE 8 EVASION 5 Health Points 1	MAGICAL ATTACK 25 MAGICAL DEFENCE 15 STEALTH 16 PERCEPTION 8	10 th	ATTACK 22 MAGICAL DEFENCE 13 STEALTH 17 Health Points 21	DEFENCE 15 EVASION 6 PERCEPTION 10
11th ATTACK 14 DEFENCE 8 EVASION 5 Health Points 1	MAGICAL ATTACK 26 MAGICAL DEFENCE 16 STEALTH 16 PERCEPTION 8 3 Magic Points 33/11/11	11 th	ATTACK 23 MAGICAL DEFENCE 14 STEALTH 17 Health Points 22	DEFENCE 16 EVASION 6 PERCEPTION 11
12th ATTACK 14 DEFENCE 8 EVASION 5 Health Points 1	MAGICAL ATTACK 28 MAGICAL DEFENCE 18 STEALTH 16 PERCEPTION 8 4 Magic Points 36/12/12	12 th	ATTACK 24 MAGICAL DEFENCE 15 STEALTH 17 Health Points 23	DEFENCE 17 EVASION 6 PERCEPTION 11

The Forester can be found in the <u>Casket of Fays</u>.

To play an Elf Forester NPC, I would suggest adding 4 STEALTH, adding 7 PERCEPTION, and deducting 2 Health Points.

The Forester is also a good fit for a Halfling adventurer: add 4 STEALTH, add 2 PERCEPTION, deduct 3 ATTACK, and deduct 2 Health Points.



Stats for an average Friar

Stats for an average hunter

Rank 1 st	Abilities ATTACK 12 MAGICAL DEFENCE 5 STEALTH 13 Health Points 10	DEFENCE 6 EVASION 4 PERCEPTION 6	Rank 1 st	Abilities ATTACK 13 MAGICAL DEFENCE 3 STEALTH 16 Health Points 9	DEFENCE 6 EVASION 5 PERCEPTION 8
2 nd	ATTACK 13 MAGICAL DEFENCE 6 STEALTH 13 Health Points 11	DEFENCE 7 EVASION 4 PERCEPTION 6	2 nd	ATTACK 14 MAGICAL DEFENCE 4 STEALTH 17 Health Points 10	DEFENCE 6 EVASION 5 PERCEPTION 9
3 rd	ATTACK 14 MAGICAL DEFENCE 7 STEALTH 13 Health Points 12	DEFENCE 8 EVASION 4 PERCEPTION 7	3 rd	ATTACK 15 MAGICAL DEFENCE 5 STEALTH 18 Health Points 11	DEFENCE 7 EVASION 5 PERCEPTION 10
4 th	ATTACK 15 MAGICAL DEFENCE 8 STEALTH 14 Health Points 13	DEFENCE 9 EVASION 4 PERCEPTION 7	4 th	ATTACK 16 MAGICAL DEFENCE 6 STEALTH 19 Health Points 12	DEFENCE 7 EVASION 5 PERCEPTION 10
5 th	ATTACK 16 MAGICAL DEFENCE 9 STEALTH 14 Health Points 14	DEFENCE 10 EVASION 5 PERCEPTION 8	5 th	ATTACK 17 MAGICAL DEFENCE 7 STEALTH 20 Health Points 13	DEFENCE 8 EVASION 6 PERCEPTION 12
6 th	ATTACK 17 MAGICAL DEFENCE 10 STEALTH 14 Health Points 15	DEFENCE 11 EVASION 5 PERCEPTION 8	6 th	ATTACK 18 MAGICAL DEFENCE 8 STEALTH 21 Health Points 14	DEFENCE 8 EVASION 6 PERCEPTION 13
7^{th}	ATTACK 18 MAGICAL DEFENCE 11 STEALTH 15 Health Points 16	DEFENCE 12 EVASION 5 PERCEPTION 9	7^{th}	ATTACK 19 MAGICAL DEFENCE 9 STEALTH 22 Health Points 15	DEFENCE 9 EVASION 6 PERCEPTION 14
8 th	ATTACK 19 MAGICAL DEFENCE 12 STEALTH 15 Health Points 17	DEFENCE 13 EVASION 5 PERCEPTION 9	8 th	ATTACK 20 MAGICAL DEFENCE 10 STEALTH 23 Health Points 16	DEFENCE 9 EVASION 6 PERCEPTION 15
9 th	ATTACK 20 MAGICAL DEFENCE 13 STEALTH 16 Health Points 18	DEFENCE 14 EVASION 6 PERCEPTION 10	9 th	ATTACK 21 MAGICAL DEFENCE 11 STEALTH 24 Health Points 17	DEFENCE 10 EVASION 7 PERCEPTION 16
$10^{\rm th}$	ATTACK 21 MAGICAL DEFENCE 14 STEALTH 16 Health Points 19	DEFENCE 15 EVASION 6 PERCEPTION 10	$10^{\rm th}$	ATTACK 22 MAGICAL DEFENCE 12 STEALTH 25 Health Points 18	DEFENCE 10 EVASION 7 PERCEPTION 17
11 th	ATTACK 22 MAGICAL DEFENCE 15 STEALTH 16 Health Points 20	DEFENCE 16 EVASION 6 PERCEPTION 11	11 th	ATTACK 23 MAGICAL DEFENCE 13 STEALTH 26 Health Points 19	DEFENCE 11 EVASION 7 PERCEPTION 18
12th	ATTACK 23 MAGICAL DEFENCE 16 STEALTH 16 Health Points 21	DEFENCE 17 EVASION 6 PERCEPTION 11	12th	ATTACK 24 MAGICAL DEFENCE 14 STEALTH 27 Health Points 20	DEFENCE 11 EVASION 7 PERCEPTION 19

The Friar can be found in Ordo Draconis Issue 1 (browse to Ordo Draconis – click on the cover – then click the download button), which came out prior to the Priest profession being published in the Players' Guide. In contrast to the Priest, the Friar's martial and supernatural powers make this profession more of a Paladin or Holy Warrior, coupled with the inability to withdraw from battle, be less than "perfectly holy", etc. It is closer to a Warlock in combat efficacy than a Priest.

The Hunter can be found in the Players' Guide.

Elves naturally suit the Hunter profession: add 1 MAGICAL DEFENCE, add 2 STEALTH, add 5 PERCEPTION (elfsight), and deduct 1 Health Point.

The Hunter is also a good fit for a Halfling adventurer: add 4 STEALTH, deduct 3 ATTACK, and deduct 1 Health Point.



Stats for an average Knave

Stats for an average Knight

D 1	A1 '11'2'		D 1	A 1 1177	
Rank 1 st	Abilities ATTACK 11	DEFENCE 5	Rank 1 st	Abilities ATTACK 13	DEFENCE 7
	MAGICAL DEFENCE 3	EVASION 5		MAGICAL DEFENCE 3	EVASION 4
	STEALTH 14 Health Points 8	PERCEPTION 8		STEALTH 13 Health Points 11	PERCEPTION 5
2^{nd}	ATTACK 12	DEFENCE 5	2^{nd}	ATTACK 14	DEFENCE 8
	MAGICAL DEFENCE 4	EVASION 5		MAGICAL DEFENCE 4	EVASION 4
	STEALTH 15 Health Points 9	PERCEPTION 9		STEALTH 13 Health Points 12	PERCEPTION 5
$3^{\rm rd}$	ATTACK 13	DEFENCE 6	$3^{\rm rd}$	ATTACK 15	DEFENCE 9
	MAGICAL DEFENCE 5 STEALTH 16	EVASION 5		MAGICAL DEFENCE 5	EVASION 4 PERCEPTION 6
	Health Points 10	PERCEPTION 10		STEALTH 13 Health Points 13	PERCEPTION 0
4^{th}	ATTACK 14	DEFENCE 6	4^{th}	ATTACK 16	DEFENCE 10
	MAGICAL DEFENCE 6	EVASION 5		MAGICAL DEFENCE 6	EVASION 4
	STEALTH 17 Health Points 11	PERCEPTION 11		STEALTH 14 Health Points 14	PERCEPTION 6
5 th	ATTACK 15	DEFENCE 7	5 th	ATTACK 17	DEFENCE 11
	MAGICAL DEFENCE 7	EVASION 6		MAGICAL DEFENCE 7	EVASION 5
	STEALTH 18 Health Points 12	PERCEPTION 12		STEALTH 14 Health Points 15	PERCEPTION 7
6^{th}	ATTACK 16	DEFENCE 7	6^{th}	ATTACK 18	DEFENCE 12
	MAGICAL DEFENCE 8	EVASION 6		MAGICAL DEFENCE 8	EVASION 5
	STEALTH 19 Health Points 13	PERCEPTION 13		STEALTH 14 Health Points 16	PERCEPTION 7
7^{th}	ATTACK 17	DEFENCE 8	$7^{\rm th}$	ATTACK 19	DEFENCE 13
	MAGICAL DEFENCE 9	EVASION 6		MAGICAL DEFENCE 9	EVASION 5
	STEALTH 20 Health Points 14	PERCEPTION 14		STEALTH 15 Health Points 17	PERCEPTION 8
8 th	ATTACK 18	DEFENCE 8	8 th	ATTACK 20	DEFENCE 14
Ü	MAGICAL DEFENCE 10	EVASION 6	Ü	MAGICAL DEFENCE 10	EVASION 5
	STEALTH 21 Health Points 15	PERCEPTION 15		STEALTH 15 Health Points 18	PERCEPTION 8
Qth	ATTACK 19	DEFENCE 9	Q th	ATTACK 21	DEFENCE 15
	MAGICAL DEFENCE 11	EVASION 7		MAGICAL DEFENCE 11	EVASION 6
	STEALTH 22	PERCEPTION 16		STEALTH 15	PERCEPTION 9
10^{th}	Health Points 16 ATTACK 20	DEFENCE 9	10 th	Health Points 19 ATTACK 22	DEFENCE 16
10	MAGICAL DEFENCE 12	EVASION 7	10	MAGICAL DEFENCE 12	EVASION 6
	STEALTH 23	PERCEPTION 17		STEALTH 16	PERCEPTION 9
$11^{\rm th}$	Health Points 17 ATTACK 21	DEFENCE 10	11 th	Health Points 20 ATTACK 23	DEFENCE 17
11	MAGICAL DEFENCE 13	EVASION 7	11	MAGICAL DEFENCE 13	EVASION 6
	STEALTH 24	PERCEPTION 18		STEALTH 16	PERCEPTION 10
12th	Health Points 18 ATTACK 22	DEFENCE 10	12 th	Health Points 21 ATTACK 24	DEFENCE 18
1 ZIII	MAGICAL DEFENCE 14	EVASION	12	MAGICAL DEFENCE 14	EVASION 6
	STEALTH 25	PERCEPTION 19		STEALTH 16	PERCEPTION 10
	Health Points 19			Health Points 22	

The Knave can be found in the Players' Guide.

The Knave suits a non-fighting Elf: add 1 MAGICAL DEFENCE, add 4 STEALTH, add 5 PERCEPTION, and deduct 1 Health Point.

It is also a good fit for a standard Halfling adventurer: add 4 STEALTH, deduct 2 ATTACK, and deduct 1 Health Point.

The Knight can be used as an Elf NPC: add 5 STEALTH, add 8 PERCEPTION, add 1 MAGICAL DEFENCE, and deduct 2 Health Points.

For Dwarves, add 4 PERCEPTION and deduct 1 EVASION.



Stats for an average Mystic

Stats for an average Priest

Ramk		O	•		S	
DEFENCE 6		ATTACK 12 DEFENCE 6 EVASION 3	MAGICAL DEFENCE 4		ATTACK 11 MAGICAL DEFENCE 6 STEALTH 12	EVASION 3
DEFENCE 7 EVASION 3 Health Points 10	2nd	DEFENCE 6 EVASION 3	MAGICAL DEFENCE 5	2^{nd}	MAGICAL DEFENCE 7 STEALTH 12	EVASION 3
DEFENCE 7 EVASION 3 STEALTH 15 PERCEPTION 9 STEALTH 13 PERCEPTION 9 STEALTH 13 PERCEPTION 9 STEALTH 13 PERCEPTION 9 PERCEPTION 10 PERCEPTION 11 PERCEPTION 12 PERCEPTION 12 PERCEPTION 12 PERCEPTION 12 PERCEPTION 12 PERCEPTION 13 PERCEPTION 13 PERCEPTION 13 PERCEPTION 14 PERCEPTION 13 PERCEPTION 14 PERCEPTION 15 PERCEPTION 14 PERCEPTION 15 PERCEPTION 14 PERCEPTION 15 PERCEPTION 15 PERCEPTION 15 PERCEPTION 15 PERCEPTION 16 PERCEPTION 17 PERCEPTION 16 PERCEPTION 17 PERCEPTION 16 PERCEPTION 17 PERCEPTION 1	3rd	DEFENCE 7 EVASION 3	MAGICAL DEFENCE 6	3 rd	MAGICAL DEFENCE 8 STEALTH 12	EVASION 3
DEFENCE 8	4th	DEFENCE 7 EVASION 3	MAGICAL DEFENCE 7	4 th	MAGICAL DEFENCE 9 STEALTH 13	EVASION 3
DEFENCE 8 EVASION 4 EVASION 4 Health Points 12 7th ATTACK 15 DEFENCE 9 MAGICAL ATTACK 20 PERCEPTION 11 Health Points 11 7th ATTACK 15 DEFENCE 9 HAGICAL DEFENCE 11 EVASION 3 PERCEPTION 12 Health Points 12 8th ATTACK 15 DEFENCE 9 MAGICAL ATTACK 21 Health Points 12 8th ATTACK 15 DEFENCE 9 MAGICAL DEFENCE 12 EVASION 4 Health Points 13 9th ATTACK 16 DEFENCE 9 MAGICAL DEFENCE 13 EVASION 5 EVASION 5 EVASION 5 Health Points 13 10th ATTACK 16 DEFENCE 10 DEFENCE 11 DEFENCE 10 DEFENCE	5th	DEFENCE 8 EVASION 4	MAGICAL DEFENCE 8	5 th	MAGICAL DEFENCE 10 STEALTH 13	EVASION 3
DEFENCE 9	6th	DEFENCE 8 EVASION 4	MAGICAL DEFENCE 9	6 th	MAGICAL DEFENCE 11 STEALTH 13	EVASION 3
DEFENCE 9 BAGICAL DEFENCE 12 EVASION 4 Health Points 13 9th ATTACK 16 DEFENCE 10 Health Points 13 10th ATTACK 16 DEFENCE 10 EVASION 5 Health Points 14 11th ATTACK 17 DEFENCE 11 BEVASION 5 Health Points 14 12th ATTACK 17 DEFENCE 11 EVASION 5 HEALTH 17 PERCEPTION 16 EVASION 5 Health Points 14 12th ATTACK 17 DEFENCE 11 BEVASION 5 HEALTH 17 PERCEPTION 16 EVASION 5 Health Points 14 12th ATTACK 17 DEFENCE 11 BEVASION 5 Health Points 14 ATTACK 17 DEFENCE 11 BEVASION 5 Health Points 14 12th ATTACK 17 DEFENCE 11 BEVASION 5 HEALTH 17 DEFENCE 11 BEVASION 5 HEALTH 17 DEFENCE 17 DEFENCE 11 BEVASION 5 HEALTH 17 DEFENCE 17 DEFENCE 11 BEVASION 5 STEALTH 17 DEFENCE 17 DEFENCE 11 BEVASION 5 HEALTH 17 DEFENCE 17 DEFENCE 11 BEVASION 5 HEALTH 17 DEFENCE 17 DEFENCE 11 BEVASION 5 STEALTH 15 DEFENCE 11 BEVASION 3 DEFENCE 10 BEVASION 3 DEFENCE 1	7th	DEFENCE 9 EVASION 4	MAGICAL DEFENCE 11	7^{th}	MAGICAL DEFENCE 13 STEALTH 14	EVASION 3
DEFENCE 10 MAGICAL DEFENCE 13 MAGICAL DEFENCE 15 EVASION 3 EVASION 5 STEALTH 16 PERCEPTION 14 Health Points 13 10th ATTACK 16 MAGICAL DEFENCE 14 Health Points 14 EVASION 5 STEALTH 17 PERCEPTION 15 Health Points 14 11th ATTACK 17 MAGICAL ATTACK 24 Health Points 14 11th ATTACK 17 MAGICAL DEFENCE 15 MAGICAL DEFENCE 15 MAGICAL DEFENCE 16 DEFENCE 11 MAGICAL DEFENCE 15 MAGICAL DEFENCE 15 MAGICAL DEFENCE 17 EVASION 3 12th ATTACK 17 MAGICAL ATTACK 25 MAGICAL DEFENCE 17 EVASION 5 STEALTH 17 PERCEPTION 16 STEALTH 15 PERCEPTION 16 Health Points 14 12th ATTACK 17 MAGICAL ATTACK 25 MAGICAL DEFENCE 17 DEFENCE 11 MAGICAL DEFENCE 17 MAGICAL DEFENCE 17 EVASION 5 STEALTH 17 PERCEPTION 17 STEALTH 15 PERCEPTION 17	8th	DEFENCE 9 EVASION 4	MAGICAL DEFENCE 12	8 th	MAGICAL DEFENCE 14 STEALTH 14	EVASION 3
DEFENCE 10 MAGICAL DEFENCE 14 MAGICAL DEFENCE 16 EVASION 3 EVASION 5 STEALTH 17 PERCEPTION 15 Health Points 14 11th ATTACK 17 MAGICAL ATTACK 24 11th ATTACK 16 DEFENCE 11 EVASION 5 STEALTH 17 PERCEPTION 16 Health Points 14 12th ATTACK 17 MAGICAL ATTACK 25 12th ATTACK 16 DEFENCE 11 DEFENCE 11 MAGICAL DEFENCE 17 EVASION 5 STEALTH 17 PERCEPTION 16 Health Points 13 12th ATTACK 17 MAGICAL ATTACK 25 12th ATTACK 16 DEFENCE 11 DEFENCE 11 MAGICAL DEFENCE 17 MAGICAL DEFENCE 17 EVASION 5 STEALTH 17 PERCEPTION 17 EVASION 5 STEALTH 17 PERCEPTION 17	9th	DEFENCE 10 EVASION 5	MAGICAL DEFENCE 13	9 th	MAGICAL DEFENCE 15 STEALTH 14	EVASION 3
DEFENCE 11 MAGICAL DEFENCE 15 MAGICAL DEFENCE 15 EVASION 5 STEALTH 17 PERCEPTION 16 Health Points 14 Health Points 13 12th ATTACK 17 MAGICAL ATTACK 25 12th ATTACK 16 DEFENCE 11 DEFENCE 11 MAGICAL DEFENCE 17 MAGICAL DEFENCE 17 EVASION 3 EVASION 5 STEALTH 17 PERCEPTION 17 DEFENCE 11 MAGICAL DEFENCE 17 STEALTH 15 PERCEPTION 17	10th	DEFENCE 10 EVASION 5	MAGICAL DEFENCE 14	10 th	MAGICAL DEFENCE 16 STEALTH 15	EVASION 3
DEFENCE 11 MAGICAL DEFENCE 17 MAGICAL DEFENCE 19 EVASION 3 EVASION 5 STEALTH 17 PERCEPTION 17 STEALTH 15 PERCEPTION 17	11th	DEFENCE 11 EVASION 5	MAGICAL DEFENCE 15	11 th	MAGICAL DEFENCE 17 STEALTH 15	EVASION 3
	12th	DEFENCE 11 EVASION 5	MAGICAL DEFENCE 17	12 th	MAGICAL DEFENCE 19 STEALTH 15	EVASION 3

The Mystic can be used as an Elf NPC: add 4 STEALTH, add 7 PERCEPTION (elfsight), add 1 EVASION, and deduct 2 Health Points.

The Priest can be found in the Players' Guide.

This would be an interesting profession for a Halfling: add 6 STEALTH, add 2 PERCEPTION, deduct 2 ATTACK, and deduct 2 Health Points.

For Dwarves, add 3 PERCEPTION.



Average ability scores for Dragon Warriors Professions

Stats for an average Sage

Stats for an average Sorcerer

Rank	Abilities		Rank	Abilities	
1 st	ATTACK 12 MAGICAL DEFENCE 4 STEALTH 15 Health Points 10	DEFENCE 7 EVASION 4 PERCEPTION 5	1st	ATTACK 11 DEFENCE 5 EVASION 3 Health Points 8	MAGICAL ATTACK 15 MAGICAL DEFENCE 5 STEALTH 13 PERCEPTION 5 Magic Points 4
2 nd	ATTACK 13 MAGICAL DEFENCE 5 STEALTH 15 Health Points 11	DEFENCE 8 EVASION 4 PERCEPTION 6	2nd	ATTACK 11 DEFENCE 5 EVASION 3 Health Points 9	MAGICAL ATTACK 16 MAGICAL DEFENCE 6 STEALTH 13 PERCEPTION 5 Magic Points 8
3^{rd}	ATTACK 13 MAGICAL DEFENCE 6 STEALTH 15 Health Points 12	DEFENCE 8 EVASION 4 PERCEPTION 7	3rd	ATTACK 11 DEFENCE 5 EVASION 3 Health Points 9	MAGICAL ATTACK 17 MAGICAL DEFENCE 7 STEALTH 13 PERCEPTION 5 Magic Points 12
4 th	ATTACK 14 MAGICAL DEFENCE 7 STEALTH 16 Health Points 13	DEFENCE 9 EVASION 4 PERCEPTION 8	4th	ATTACK 12 DEFENCE 6 EVASION 3 Health Points 10	MAGICAL ATTACK 18 MAGICAL DEFENCE 8 STEALTH 14 PERCEPTION 6 Magic Points 15
5 th	ATTACK 14 MAGICAL DEFENCE 8 STEALTH 16 Health Points 14	DEFENCE 9 EVASION 5 PERCEPTION 9	5th	ATTACK 12 DEFENCE 6 EVASION 4 Health Points 10	MAGICAL ATTACK 19 MAGICAL DEFENCE 9 STEALTH 14 PERCEPTION 6 Magic Points 19
6 th	ATTACK 15 MAGICAL DEFENCE 9 STEALTH 16 Health Points 16	DEFENCE 10 EVASION 5 PERCEPTION 10	6th	ATTACK 12 DEFENCE 6 EVASION 4 Health Points 11	MAGICAL ATTACK 20 MAGICAL DEFENCE 10 STEALTH 14 PERCEPTION 6 Magic Points 23
7^{th}	ATTACK 15 MAGICAL DEFENCE 10 STEALTH 17 Health Points 17	DEFENCE 10 EVASION 5 PERCEPTION 11	7th	ATTACK 13 DEFENCE 7 EVASION 4 Health Points 11	MAGICAL ATTACK 22 MAGICAL DEFENCE 12 STEALTH 15 PERCEPTION 7 Magic Points 25
8 th	ATTACK 16 MAGICAL DEFENCE 11 STEALTH 17 Health Points 18	DEFENCE 11 EVASION 5 PERCEPTION 12	8th	ATTACK 13 DEFENCE 7 EVASION 4 Health Points 12	MAGICAL ATTACK 23 MAGICAL DEFENCE 13 STEALTH 15 PERCEPTION 7 Magic Points 28
9 th	ATTACK 16 MAGICAL DEFENCE 12 STEALTH 17 Health Points 19	DEFENCE 11 EVASION 6 PERCEPTION 13	9th	ATTACK 13 DEFENCE 7 EVASION 5 Health Points 12	MAGICAL ATTACK 24 MAGICAL DEFENCE 14 STEALTH 15 PERCEPTION 7 Magic Points 31
$10^{\rm th}$	ATTACK 17 MAGICAL DEFENCE 13 STEALTH 18 Health Points 20	DEFENCE 12 EVASION 5 PERCEPTION 14	10th	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 13	MAGICAL ATTACK 25 MAGICAL DEFENCE 15 STEALTH 16 PERCEPTION 8 Magic Points 35
11 th	ATTACK 17 MAGICAL DEFENCE 14 STEALTH 18 Health Points 21	DEFENCE 12 EVASION 6 PERCEPTION 15	11th	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 13	MAGICAL ATTACK 26 MAGICAL DEFENCE 16 STEALTH 16 PERCEPTION 8 Magic Points 39
12th	ATTACK 18 MAGICAL DEFENCE 15 STEALTH 18 Health Points 22	DEFENCE 13 EVASION 6 PERCEPTION 16	12th	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 14	MAGICAL ATTACK 28 MAGICAL DEFENCE 18 STEALTH 16 PERCEPTION 8 Magic Points 43

The Sage can be found in <u>volume 2 of the Wiki</u> <u>Archive</u>.

The Sorcerer suits an Elf NPC: add 5 STEALTH, add 8 PERCEPTION, add 1 EVASION, and deduct 2 Health Points.



Stats for an average Thane

Stats for an average Trickster

D 1	A1 '11'2'		D 1	A 1 1177	
Rank 1 st	Abilities ATTACK 13	DEFENCE 5	Rank 1 st	Abilities ATTACK 13	DEFENCE 6
	MAGICAL DEFENCE 4	EVASION 5		MAGICAL DEFENCE 4	EVASION 5
	STEALTH 14 Health Points 11	PERCEPTION 6		STEALTH 13 Health Points 11	PERCEPTION 5
2 nd	ATTACK 14	DEFENCE 6	2 nd	ATTACK 14	DEFENCE 7
	MAGICAL DEFENCE 5	EVASION 5		MAGICAL DEFENCE 5	EVASION 5
	STEALTH 14 Health Points 12	PERCEPTION 6		STEALTH 13 Health Points 12	PERCEPTION 5
$3^{\rm rd}$	ATTACK 15	DEFENCE 7	$3^{\rm rd}$	ATTACK 15	DEFENCE 8
	MAGICAL DEFENCE 6	EVASION 5		MAGICAL DEFENCE 6	EVASION 5
	STEALTH 15 Health Points 13	PERCEPTION 7		STEALTH 14 Health Points 13	PERCEPTION 6
4 th	ATTACK 16	DEFENCE 8	4 th	ATTACK 16	DEFENCE 9
	MAGICAL DEFENCE 7	EVASION 5		MAGICAL DEFENCE 7	EVASION 5
	STEALTH 15 Health Points 14	PERCEPTION 7		STEALTH 14 Health Points 14	PERCEPTION 6
5 th	ATTACK 17	DEFENCE 9	5 th	ATTACK 17	DEFENCE 10
	MAGICAL DEFENCE 8	EVASION 6		MAGICAL DEFENCE 8	EVASION 6
	STEALTH 16 Health Points 15	PERCEPTION 8		STEALTH 15 Health Points 15	PERCEPTION 7
6 th	ATTACK 18	DEFENCE 10	6 th	ATTACK 18	DEFENCE 11
Ü	MAGICAL DEFENCE 9	EVASION 6	O	MAGICAL DEFENCE 9	EVASION 6
	STEALTH 16 Health Points 16	PERCEPTION 8		STEALTH 15 Health Points 16	PERCEPTION 7
7^{th}	ATTACK 19	DEFENCE 11	7 th	ATTACK 19	DEFENCE 12
,	MAGICAL DEFENCE 10	EVASION 6	,	MAGICAL DEFENCE 10	EVASION 6
	STEALTH 17 Health Points 17	PERCEPTION 9		STEALTH 16 Health Points 17	PERCEPTION 8
8 th	ATTACK 20	DEFENCE 12	8 th	ATTACK 20	DEFENCE 13
O	MAGICAL DEFENCE 11	EVASION 6	O	MAGICAL DEFENCE 11	EVASION 6
	STEALTH 17	PERCEPTION 9		STEALTH 16	PERCEPTION 8
Qth	Health Points 18 ATTACK 21	DEFENCE 13	9 th	Health Points 18 ATTACK 21	DEFENCE 14
	MAGICAL DEFENCE 12	EVASION 7		MAGICAL DEFENCE 12	EVASION 7
	STEALTH 18	PERCEPTION 10		STEALTH 17	PERCEPTION 9
$10^{\rm th}$	Health Points 19 ATTACK 22	DEFENCE 14	10 th	Health Points 19 ATTACK 22	DEFENCE 15
10	MAGICAL DEFENCE 13	EVASION 7	10	MAGICAL DEFENCE 13	EVASION 7
	STEALTH 18	PERCEPTION 10		STEALTH 17	PERCEPTION 9
$11^{\rm th}$	Health Points 20 ATTACK 23	DEFENCE 15	11 th	Health Points 20 ATTACK 23	DEFENCE 16
11	MAGICAL DEFENCE 14	EVASION 7	11	MAGICAL DEFENCE 14	EVASION 7
	STEALTH 19	PERCEPTION 11		STEALTH 18	PERCEPTION 10
1244	Health Points 21 ATTACK 24	DECENCE 16	12th	Health Points 21 ATTACK 24	DECENCE 17
12th	MAGICAL DEFENCE 15	DEFENCE 16 EVASION 7	ı Zın	MAGICAL DEFENCE 15	DEFENCE 17 EVASION 7
	STEALTH 19	PERCEPTION 11		STEALTH 18	PERCEPTION 10
	Health Points 22			Health Points 22	

The Thane can be found in <u>Ordo Draconis Issue</u> <u>2</u>.

The Thane is an excellent fit for a Dwarf adventurer. The Dwarf gains 3 PERCEPTION, deducts 1 MAGICAL DEFENCE, deducts 1 EVASION, and deducts 1 STEALTH.

The Trickster can be found in the Casket of Fays.

The Trickster can be used as an Elf NPC: add 5 STEALTH, add 8 PERCEPTION, and deduct 2 Health Points.

For Halflings, add 5 STEALTH, add 3 PERCEPTION, deduct 1 ATTACK, and deduct 2 Health Points.



Stats for an average Warlock

Rank 1st	Abilities ATTACK 12	MAGICAL ATTACK 12
181	DEFENCE 5	MAGICAL ATTACK 12 MAGICAL DEFENCE 4
	EVASION 3	STEALTH 13 PERCEPTION 5
	Health Points 9	Magic Points 2
2nd	ATTACK 13	MAGICAL ATTACK 13
2110	DEFENCE 6	MAGICAL DEFENCE 5
	EVASION 3	STEALTH 13 PERCEPTION 5
	Health Points 10	Magic Points 4
3rd	ATTACK 14	MAGICAL ATTACK 14
	DEFENCE 7	MAGICAL DEFENCE 6
	EVASION 3	STEALTH 13 PERCEPTION 5
	Health Points 10	Magic Points 6
4th	ATTACK 15	MAGICAL ATTACK 15
	DEFENCE 8	MAGICAL DEFENCE 7
	EVASION 3	STEALTH 14 PERCEPTION 6
	Health Points 11	Magic Points 8
5th	ATTACK 16	MAGICAL ATTACK 16
	DEFENCE 9	MAGICAL DEFENCE 8 STEALTH 14 PERCEPTION 6
	EVASION 4 Health Points 11	STEALTH 14 PERCEPTION 6 Magic Points 10
6th	ATTACK 17	MAGICAL ATTACK 17
oın	DEFENCE 10	MAGICAL ATTACK 17 MAGICAL DEFENCE 19
	EVASION 4	STEALTH 14 PERCEPTION 6
	Health Points 12	Magic Points 12
7th	ATTACK 18	MAGICAL ATTACK 18
	DEFENCE 11	MAGICAL DEFENCE 10
	EVASION 4	STEALTH 15 PERCEPTION 7
	Health Points 12	Magic Points 14
8th	ATTACK 19	MAGICAL ATTACK 19
	DEFENCE 12	MAGICAL DEFENCE 11
	EVASION 4	STEALTH 15 PERCEPTION 7
	Health Points 13	Magic Points 16
9th	ATTACK 20	MAGICAL ATTACK 20
	DEFENCE 13	MAGICAL DEFENCE 12
	EVASION 5 Health Points 13	STEALTH 15 PERCEPTION 7
104		Magic Points 18
10th	ATTACK 21 DEFENCE 14	MAGICAL ATTACK 21 MAGICAL DEFENCE 13
	EVASION 5	STEALTH 16 PERCEPTION 8
	Health Points 14	Magic Points 20
11th	ATTACK 22	MAGICAL ATTACK 22
11411	DEFENCE 15	MAGICAL DEFENCE 14
	EVASION 5	STEALTH 16 PERCEPTION 8
	Health Points 14	Magic Points 22
12th	ATTACK 23	MAGICAL ATTACK 22
	DEFENCE 16	MAGICAL DEFENCE 15
	EVASION 15	STEALTH 16 PERCEPTION 8
	Health Points 20	Magic Points 24

The Warlock can be used as an Elf NPC: add 5 STEALTH, add 8 PERCEPTION, add 1 EVASION, and deduct 2 Health Points.

Afterword

These stat blocks should be useful to referees creating adventures, particularly to compare professions at higher ranks.

I'm not suggesting that Elves should be playable, but I hope the options to use Elves in their games are useful. Elves are not balanced in terms of gameplay and nor should they be.

Conversely, if you are playing a high-fantasy version of Legend and wish to include Dwarves and Halflings, the suggested modifiers to their ability scores are balanced enough to be playable.

I am conscious that these guidelines are not completely in alignment with the Dragon Warriors rulebook – for example, the Elves' Perception scores and the potential of Halfling to exceed Rank 3, but this gives more variety.

Oliver Whawell

P.S. For more professions, check out the <u>Wiki</u> <u>Professions</u> available to download from the <u>Cobwebbed Forest</u>.

