

# Fellow Adventurers

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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 <sup>st</sup>	ATTACK 13 MAGICAL DEFENCE 3 STEALTH 18 Health Points 9	DEFENCE 5 EVASION 5 PERCEPTION 8
2 <sup>nd</sup>	ATTACK 14 MAGICAL DEFENCE 4 STEALTH 19 Health Points 10	DEFENCE 5 EVASION 5 PERCEPTION 9
3 <sup>rd</sup>	ATTACK 15 MAGICAL DEFENCE 5 STEALTH 20 Health Points 11	DEFENCE 6 EVASION 5 PERCEPTION 10
4 <sup>th</sup>	ATTACK 16 MAGICAL DEFENCE 6 STEALTH 21 Health Points 12	DEFENCE 6 EVASION 5 PERCEPTION 11
5 <sup>th</sup>	ATTACK 17 MAGICAL DEFENCE 7 STEALTH 22 Health Points 13	DEFENCE 7 EVASION 6 PERCEPTION 12
6 <sup>th</sup>	ATTACK 18 MAGICAL DEFENCE 8 STEALTH 23 Health Points 14	DEFENCE 7 EVASION 6 PERCEPTION 13
7 <sup>th</sup>	ATTACK 19 MAGICAL DEFENCE 9 STEALTH 24 Health Points 15	DEFENCE 8 EVASION 6 PERCEPTION 14
8 <sup>th</sup>	ATTACK 20 MAGICAL DEFENCE 10 STEALTH 25 Health Points 16	DEFENCE 8 EVASION 6 PERCEPTION 15
9 <sup>th</sup>	ATTACK 21 MAGICAL DEFENCE 11 STEALTH 26 Health Points 17	DEFENCE 9 EVASION 7 PERCEPTION 16
10 <sup>th</sup>	ATTACK 22 MAGICAL DEFENCE 12 STEALTH 27 Health Points 18	DEFENCE 9 EVASION 7 PERCEPTION 17
11 <sup>th</sup>	ATTACK 23 MAGICAL DEFENCE 13 STEALTH 28 Health Points 19	DEFENCE 10 EVASION 7 PERCEPTION 18
12 <sup>th</sup>	ATTACK 24 MAGICAL DEFENCE 14 STEALTH 29 Health Points 20	DEFENCE 10 EVASION 7 PERCEPTION 18

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.



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**Stats for an average Barbarian**

Rank	Abilities
1 <sup>st</sup>	ATTACK 14 MAGICAL DEFENCE 3 STEALTH 13 Health Points 13
2 <sup>nd</sup>	ATTACK 15 MAGICAL DEFENCE 4 STEALTH 13 Health Points 14
3 <sup>rd</sup>	ATTACK 16 MAGICAL DEFENCE 5 STEALTH 14 Health Points 15
4 <sup>th</sup>	ATTACK 17 MAGICAL DEFENCE 6 STEALTH 14 Health Points 16
5 <sup>th</sup>	ATTACK 18 MAGICAL DEFENCE 7 STEALTH 15 Health Points 17
6 <sup>th</sup>	ATTACK 19 MAGICAL DEFENCE 8 STEALTH 15 Health Points 18
7 <sup>th</sup>	ATTACK 20 MAGICAL DEFENCE 9 STEALTH 16 Health Points 19
8 <sup>th</sup>	ATTACK 21 MAGICAL DEFENCE 10 STEALTH 16 Health Points 20
9 <sup>th</sup>	ATTACK 22 MAGICAL DEFENCE 11 STEALTH 17 Health Points 21
10 <sup>th</sup>	ATTACK 23 MAGICAL DEFENCE 12 STEALTH 17 Health Points 22
11 <sup>th</sup>	ATTACK 24 MAGICAL DEFENCE 13 STEALTH 18 Health Points 23
12 <sup>th</sup>	ATTACK 25 MAGICAL DEFENCE 14 STEALTH 18 Health Points 24

**Stats for an average Demonologist**

Rank	Abilities
1 <sup>st</sup>	ATTACK 11 DEFENCE 5 EVASION 3 Health Points 8
2 <sup>nd</sup>	ATTACK 11 DEFENCE 5 EVASION 3 Health Points 9
3 <sup>rd</sup>	ATTACK 11 DEFENCE 5 EVASION 3 Health Points 9
4 <sup>th</sup>	ATTACK 12 DEFENCE 6 EVASION 3 Health Points 10
5 <sup>th</sup>	ATTACK 12 DEFENCE 6 EVASION 4 Health Points 10
6 <sup>th</sup>	ATTACK 12 DEFENCE 6 EVASION 4 Health Points 11
7 <sup>th</sup>	ATTACK 13 DEFENCE 7 EVASION 4 Health Points 11
8 <sup>th</sup>	ATTACK 13 DEFENCE 7 EVASION 4 Health Points 12
9 <sup>th</sup>	ATTACK 13 DEFENCE 7 EVASION 5 Health Points 12
10 <sup>th</sup>	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 13
11 <sup>th</sup>	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 13
12 <sup>th</sup>	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 14

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 [Players' Guide](#).



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**Stats for an average Elementalist**

Rank	Abilities
1st	ATTACK 11 DEFENCE 5 EVASION 3 Health Points 8
2nd	ATTACK 11 DEFENCE 5 EVASION 3 Health Points 9
3rd	ATTACK 11 DEFENCE 5 EVASION 3 Health Points 9
4th	ATTACK 12 DEFENCE 6 EVASION 3 Health Points 10
5th	ATTACK 12 DEFENCE 6 EVASION 4 Health Points 10
6th	ATTACK 12 DEFENCE 6 EVASION 4 Health Points 11
7th	ATTACK 13 DEFENCE 7 EVASION 4 Health Points 11
8th	ATTACK 13 DEFENCE 7 EVASION 4 Health Points 12
9th	ATTACK 13 DEFENCE 7 EVASION 5 Health Points 12
10th	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 13
11th	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 13
12th	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 14

**Stats for an average Forester**

Rank	Abilities
1 <sup>st</sup>	ATTACK 13 MAGICAL DEFENCE 4 STEALTH 14 Health Points 12
2 <sup>nd</sup>	ATTACK 14 MAGICAL DEFENCE 5 STEALTH 14 Health Points 13
3 <sup>rd</sup>	ATTACK 15 MAGICAL DEFENCE 6 STEALTH 14 Health Points 14
4 <sup>th</sup>	ATTACK 16 MAGICAL DEFENCE 7 STEALTH 15 Health Points 15
5 <sup>th</sup>	ATTACK 17 MAGICAL DEFENCE 8 STEALTH 15 Health Points 16
6 <sup>th</sup>	ATTACK 18 MAGICAL DEFENCE 9 STEALTH 15 Health Points 17
7 <sup>th</sup>	ATTACK 19 MAGICAL DEFENCE 10 STEALTH 16 Health Points 18
8 <sup>th</sup>	ATTACK 20 MAGICAL DEFENCE 11 STEALTH 16 Health Points 19
9 <sup>th</sup>	ATTACK 21 MAGICAL DEFENCE 12 STEALTH 16 Health Points 20
10 <sup>th</sup>	ATTACK 22 MAGICAL DEFENCE 13 STEALTH 17 Health Points 21
11 <sup>th</sup>	ATTACK 23 MAGICAL DEFENCE 14 STEALTH 17 Health Points 22
12 <sup>th</sup>	ATTACK 24 MAGICAL DEFENCE 15 STEALTH 17 Health Points 23

The Forester can be found in the [Casket of Fays](#).

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.



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**Stats for an average Friar**

Rank	Abilities	
1 <sup>st</sup>	ATTACK 12 MAGICAL DEFENCE 5 STEALTH 13 Health Points 10	DEFENCE 6 EVASION 4 PERCEPTION 6
2 <sup>nd</sup>	ATTACK 13 MAGICAL DEFENCE 6 STEALTH 13 Health Points 11	DEFENCE 7 EVASION 4 PERCEPTION 6
3 <sup>rd</sup>	ATTACK 14 MAGICAL DEFENCE 7 STEALTH 13 Health Points 12	DEFENCE 8 EVASION 4 PERCEPTION 7
4 <sup>th</sup>	ATTACK 15 MAGICAL DEFENCE 8 STEALTH 14 Health Points 13	DEFENCE 9 EVASION 4 PERCEPTION 7
5 <sup>th</sup>	ATTACK 16 MAGICAL DEFENCE 9 STEALTH 14 Health Points 14	DEFENCE 10 EVASION 5 PERCEPTION 8
6 <sup>th</sup>	ATTACK 17 MAGICAL DEFENCE 10 STEALTH 14 Health Points 15	DEFENCE 11 EVASION 5 PERCEPTION 8
7 <sup>th</sup>	ATTACK 18 MAGICAL DEFENCE 11 STEALTH 15 Health Points 16	DEFENCE 12 EVASION 5 PERCEPTION 9
8 <sup>th</sup>	ATTACK 19 MAGICAL DEFENCE 12 STEALTH 15 Health Points 17	DEFENCE 13 EVASION 5 PERCEPTION 9
9 <sup>th</sup>	ATTACK 20 MAGICAL DEFENCE 13 STEALTH 16 Health Points 18	DEFENCE 14 EVASION 6 PERCEPTION 10
10 <sup>th</sup>	ATTACK 21 MAGICAL DEFENCE 14 STEALTH 16 Health Points 19	DEFENCE 15 EVASION 6 PERCEPTION 10
11 <sup>th</sup>	ATTACK 22 MAGICAL DEFENCE 15 STEALTH 16 Health Points 20	DEFENCE 16 EVASION 6 PERCEPTION 11
12 <sup>th</sup>	ATTACK 23 MAGICAL DEFENCE 16 STEALTH 16 Health Points 21	DEFENCE 17 EVASION 6 PERCEPTION 11

**Stats for an average Hunter**

Rank	Abilities	
1 <sup>st</sup>	ATTACK 13 MAGICAL DEFENCE 3 STEALTH 16 Health Points 9	DEFENCE 6 EVASION 5 PERCEPTION 8
2 <sup>nd</sup>	ATTACK 14 MAGICAL DEFENCE 4 STEALTH 17 Health Points 10	DEFENCE 6 EVASION 5 PERCEPTION 9
3 <sup>rd</sup>	ATTACK 15 MAGICAL DEFENCE 5 STEALTH 18 Health Points 11	DEFENCE 7 EVASION 5 PERCEPTION 10
4 <sup>th</sup>	ATTACK 16 MAGICAL DEFENCE 6 STEALTH 19 Health Points 12	DEFENCE 7 EVASION 5 PERCEPTION 10
5 <sup>th</sup>	ATTACK 17 MAGICAL DEFENCE 7 STEALTH 20 Health Points 13	DEFENCE 8 EVASION 6 PERCEPTION 12
6 <sup>th</sup>	ATTACK 18 MAGICAL DEFENCE 8 STEALTH 21 Health Points 14	DEFENCE 8 EVASION 6 PERCEPTION 13
7 <sup>th</sup>	ATTACK 19 MAGICAL DEFENCE 9 STEALTH 22 Health Points 15	DEFENCE 9 EVASION 6 PERCEPTION 14
8 <sup>th</sup>	ATTACK 20 MAGICAL DEFENCE 10 STEALTH 23 Health Points 16	DEFENCE 9 EVASION 6 PERCEPTION 15
9 <sup>th</sup>	ATTACK 21 MAGICAL DEFENCE 11 STEALTH 24 Health Points 17	DEFENCE 10 EVASION 7 PERCEPTION 16
10 <sup>th</sup>	ATTACK 22 MAGICAL DEFENCE 12 STEALTH 25 Health Points 18	DEFENCE 10 EVASION 7 PERCEPTION 17
11 <sup>th</sup>	ATTACK 23 MAGICAL DEFENCE 13 STEALTH 26 Health Points 19	DEFENCE 11 EVASION 7 PERCEPTION 18
12 <sup>th</sup>	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.



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**Stats for an average Knave**

Rank	Abilities
1 <sup>st</sup>	ATTACK 11 MAGICAL DEFENCE 3 STEALTH 14 Health Points 8
2 <sup>nd</sup>	ATTACK 12 MAGICAL DEFENCE 4 STEALTH 15 Health Points 9
3 <sup>rd</sup>	ATTACK 13 MAGICAL DEFENCE 5 STEALTH 16 Health Points 10
4 <sup>th</sup>	ATTACK 14 MAGICAL DEFENCE 6 STEALTH 17 Health Points 11
5 <sup>th</sup>	ATTACK 15 MAGICAL DEFENCE 7 STEALTH 18 Health Points 12
6 <sup>th</sup>	ATTACK 16 MAGICAL DEFENCE 8 STEALTH 19 Health Points 13
7 <sup>th</sup>	ATTACK 17 MAGICAL DEFENCE 9 STEALTH 20 Health Points 14
8 <sup>th</sup>	ATTACK 18 MAGICAL DEFENCE 10 STEALTH 21 Health Points 15
9 <sup>th</sup>	ATTACK 19 MAGICAL DEFENCE 11 STEALTH 22 Health Points 16
10 <sup>th</sup>	ATTACK 20 MAGICAL DEFENCE 12 STEALTH 23 Health Points 17
11 <sup>th</sup>	ATTACK 21 MAGICAL DEFENCE 13 STEALTH 24 Health Points 18
12 <sup>th</sup>	ATTACK 22 MAGICAL DEFENCE 14 STEALTH 25 Health Points 19

**Stats for an average Knight**

Rank	Abilities
1 <sup>st</sup>	ATTACK 13 MAGICAL DEFENCE 3 STEALTH 13 Health Points 11
2 <sup>nd</sup>	ATTACK 14 MAGICAL DEFENCE 4 STEALTH 13 Health Points 12
3 <sup>rd</sup>	ATTACK 15 MAGICAL DEFENCE 5 STEALTH 13 Health Points 13
4 <sup>th</sup>	ATTACK 16 MAGICAL DEFENCE 6 STEALTH 14 Health Points 14
5 <sup>th</sup>	ATTACK 17 MAGICAL DEFENCE 7 STEALTH 14 Health Points 15
6 <sup>th</sup>	ATTACK 18 MAGICAL DEFENCE 8 STEALTH 14 Health Points 16
7 <sup>th</sup>	ATTACK 19 MAGICAL DEFENCE 9 STEALTH 15 Health Points 17
8 <sup>th</sup>	ATTACK 20 MAGICAL DEFENCE 10 STEALTH 15 Health Points 18
9 <sup>th</sup>	ATTACK 21 MAGICAL DEFENCE 11 STEALTH 15 Health Points 19
10 <sup>th</sup>	ATTACK 22 MAGICAL DEFENCE 12 STEALTH 16 Health Points 20
11 <sup>th</sup>	ATTACK 23 MAGICAL DEFENCE 13 STEALTH 16 Health Points 21
12 <sup>th</sup>	ATTACK 24 MAGICAL DEFENCE 14 STEALTH 16 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.



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**Stats for an average Mystic**

Rank	Abilities
1st	ATTACK 12 DEFENCE 6 EVASION 3 Health Points 9
2nd	ATTACK 12 DEFENCE 6 EVASION 3 Health Points 10
3rd	ATTACK 13 DEFENCE 7 EVASION 3 Health Points 10
4th	ATTACK 13 DEFENCE 7 EVASION 3 Health Points 11
5th	ATTACK 14 DEFENCE 8 EVASION 4 Health Points 11
6th	ATTACK 14 DEFENCE 8 EVASION 4 Health Points 12
7th	ATTACK 15 DEFENCE 9 EVASION 4 Health Points 12
8th	ATTACK 15 DEFENCE 9 EVASION 4 Health Points 13
9th	ATTACK 16 DEFENCE 10 EVASION 5 Health Points 13
10th	ATTACK 16 DEFENCE 10 EVASION 5 Health Points 14
11th	ATTACK 17 DEFENCE 11 EVASION 5 Health Points 14
12th	ATTACK 17 DEFENCE 11 EVASION 5 Health Points 15

**Stats for an average Priest**

Rank	Abilities
1 <sup>st</sup>	ATTACK 11 MAGICAL DEFENCE 6 STEALTH 12 Health Points 8
2 <sup>nd</sup>	ATTACK 11 MAGICAL DEFENCE 7 STEALTH 12 Health Points 9
3 <sup>rd</sup>	ATTACK 12 MAGICAL DEFENCE 8 STEALTH 12 Health Points 9
4 <sup>th</sup>	ATTACK 12 MAGICAL DEFENCE 9 STEALTH 13 Health Points 10
5 <sup>th</sup>	ATTACK 13 MAGICAL DEFENCE 10 STEALTH 13 Health Points 10
6 <sup>th</sup>	ATTACK 13 MAGICAL DEFENCE 11 STEALTH 13 Health Points 11
7 <sup>th</sup>	ATTACK 14 MAGICAL DEFENCE 13 STEALTH 14 Health Points 11
8 <sup>th</sup>	ATTACK 14 MAGICAL DEFENCE 14 STEALTH 14 Health Points 12
9 <sup>th</sup>	ATTACK 15 MAGICAL DEFENCE 15 STEALTH 14 Health Points 12
10 <sup>th</sup>	ATTACK 15 MAGICAL DEFENCE 16 STEALTH 15 Health Points 13
11 <sup>th</sup>	ATTACK 16 MAGICAL DEFENCE 17 STEALTH 15 Health Points 13
12 <sup>th</sup>	ATTACK 16 MAGICAL DEFENCE 19 STEALTH 15 Health Points 14

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.



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**Stats for an average Sage**

Rank	Abilities
1 <sup>st</sup>	ATTACK 12 MAGICAL DEFENCE 4 STEALTH 15 Health Points 10
2 <sup>nd</sup>	ATTACK 13 MAGICAL DEFENCE 5 STEALTH 15 Health Points 11
3 <sup>rd</sup>	ATTACK 13 MAGICAL DEFENCE 6 STEALTH 15 Health Points 12
4 <sup>th</sup>	ATTACK 14 MAGICAL DEFENCE 7 STEALTH 16 Health Points 13
5 <sup>th</sup>	ATTACK 14 MAGICAL DEFENCE 8 STEALTH 16 Health Points 14
6 <sup>th</sup>	ATTACK 15 MAGICAL DEFENCE 9 STEALTH 16 Health Points 16
7 <sup>th</sup>	ATTACK 15 MAGICAL DEFENCE 10 STEALTH 17 Health Points 17
8 <sup>th</sup>	ATTACK 16 MAGICAL DEFENCE 11 STEALTH 17 Health Points 18
9 <sup>th</sup>	ATTACK 16 MAGICAL DEFENCE 12 STEALTH 17 Health Points 19
10 <sup>th</sup>	ATTACK 17 MAGICAL DEFENCE 13 STEALTH 18 Health Points 20
11 <sup>th</sup>	ATTACK 17 MAGICAL DEFENCE 14 STEALTH 18 Health Points 21
12 <sup>th</sup>	ATTACK 18 MAGICAL DEFENCE 15 STEALTH 18 Health Points 22

**Stats for an average Sorcerer**

Rank	Abilities
1 <sup>st</sup>	ATTACK 11 DEFENCE 5 EVASION 3 Health Points 8
2 <sup>nd</sup>	ATTACK 11 DEFENCE 5 EVASION 3 Health Points 9
3 <sup>rd</sup>	ATTACK 11 DEFENCE 5 EVASION 3 Health Points 9
4 <sup>th</sup>	ATTACK 12 DEFENCE 6 EVASION 3 Health Points 10
5 <sup>th</sup>	ATTACK 12 DEFENCE 6 EVASION 4 Health Points 10
6 <sup>th</sup>	ATTACK 12 DEFENCE 6 EVASION 4 Health Points 11
7 <sup>th</sup>	ATTACK 13 DEFENCE 7 EVASION 4 Health Points 11
8 <sup>th</sup>	ATTACK 13 DEFENCE 7 EVASION 4 Health Points 12
9 <sup>th</sup>	ATTACK 13 DEFENCE 7 EVASION 5 Health Points 12
10 <sup>th</sup>	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 13
11 <sup>th</sup>	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 13
12 <sup>th</sup>	ATTACK 14 DEFENCE 8 EVASION 5 Health Points 14

The Sage can be found in [volume 2 of the Wiki Archive](#).

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



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**Stats for an average Thane**

Rank	Abilities
1 <sup>st</sup>	ATTACK 13 MAGICAL DEFENCE 4 STEALTH 14 Health Points 11
2 <sup>nd</sup>	ATTACK 14 MAGICAL DEFENCE 5 STEALTH 14 Health Points 12
3 <sup>rd</sup>	ATTACK 15 MAGICAL DEFENCE 6 STEALTH 15 Health Points 13
4 <sup>th</sup>	ATTACK 16 MAGICAL DEFENCE 7 STEALTH 15 Health Points 14
5 <sup>th</sup>	ATTACK 17 MAGICAL DEFENCE 8 STEALTH 16 Health Points 15
6 <sup>th</sup>	ATTACK 18 MAGICAL DEFENCE 9 STEALTH 16 Health Points 16
7 <sup>th</sup>	ATTACK 19 MAGICAL DEFENCE 10 STEALTH 17 Health Points 17
8 <sup>th</sup>	ATTACK 20 MAGICAL DEFENCE 11 STEALTH 17 Health Points 18
9 <sup>th</sup>	ATTACK 21 MAGICAL DEFENCE 12 STEALTH 18 Health Points 19
10 <sup>th</sup>	ATTACK 22 MAGICAL DEFENCE 13 STEALTH 18 Health Points 20
11 <sup>th</sup>	ATTACK 23 MAGICAL DEFENCE 14 STEALTH 19 Health Points 21
12 <sup>th</sup>	ATTACK 24 MAGICAL DEFENCE 15 STEALTH 19 Health Points 22

**Stats for an average Trickster**

Rank	Abilities
1 <sup>st</sup>	ATTACK 13 MAGICAL DEFENCE 4 STEALTH 13 Health Points 11
2 <sup>nd</sup>	ATTACK 14 MAGICAL DEFENCE 5 STEALTH 13 Health Points 12
3 <sup>rd</sup>	ATTACK 15 MAGICAL DEFENCE 6 STEALTH 14 Health Points 13
4 <sup>th</sup>	ATTACK 16 MAGICAL DEFENCE 7 STEALTH 14 Health Points 14
5 <sup>th</sup>	ATTACK 17 MAGICAL DEFENCE 8 STEALTH 15 Health Points 15
6 <sup>th</sup>	ATTACK 18 MAGICAL DEFENCE 9 STEALTH 15 Health Points 16
7 <sup>th</sup>	ATTACK 19 MAGICAL DEFENCE 10 STEALTH 16 Health Points 17
8 <sup>th</sup>	ATTACK 20 MAGICAL DEFENCE 11 STEALTH 16 Health Points 18
9 <sup>th</sup>	ATTACK 21 MAGICAL DEFENCE 12 STEALTH 17 Health Points 19
10 <sup>th</sup>	ATTACK 22 MAGICAL DEFENCE 13 STEALTH 17 Health Points 20
11 <sup>th</sup>	ATTACK 23 MAGICAL DEFENCE 14 STEALTH 18 Health Points 21
12 <sup>th</sup>	ATTACK 24 MAGICAL DEFENCE 15 STEALTH 18 Health Points 22

The Thane can be found in [Ordo Draconis Issue 2](#).

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.





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**Stats for an average Warlock**

Rank	Abilities	
1st	ATTACK 12	MAGICAL ATTACK 12
	DEFENCE 5	MAGICAL DEFENCE 4
	EVASION 3	STEALTH 13 PERCEPTION 5
	Health Points 9	Magic Points 2
2nd	ATTACK 13	MAGICAL ATTACK 13
	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
	EVASION 4	STEALTH 14 PERCEPTION 6
	Health Points 11	Magic Points 10
6th	ATTACK 17	MAGICAL ATTACK 17
	DEFENCE 10	MAGICAL DEFENCE 9
	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	STEALTH 15 PERCEPTION 7
	Health Points 13	Magic Points 18
10th	ATTACK 21	MAGICAL ATTACK 21
	DEFENCE 14	MAGICAL DEFENCE 13
	EVASION 5	STEALTH 16 PERCEPTION 8
	Health Points 14	Magic Points 20
11th	ATTACK 22	MAGICAL ATTACK 22
	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 [Wiki Professions](#) available to download from the [Cobwebbed Forest](#).

