

# HUMANS, ELVES, AND DWARVES

Normal humans, elves, and dwarves rarely fight against heroes, but their stats are included here in case they get caught up in the doings of those more powerful.

The stats for children and adults are for someone with no infirmities or injuries, but with nothing exceptional about them. Someone exceptional might have an extra rank or two in one stat. Most would run away rather than fight, but could fight if forced to. Adults and elders will generally have a background skill or two.

Adults with basic combat training, such as guards and hunters, are a bit more capable, but do not come close to even a 1<sup>st</sup> rank hero.

Experienced veterans are just a bit below a 1<sup>st</sup> rank hero in capability and are what you would find in most active military units (or as mercenaries). Veterans would always take leadership roles among guards or hunters, while units of veterans would generally be led by a 1<sup>st</sup> rank hero.

A young dwarf should be considered a guard, while an adult should be considered a veteran soldier. A young elf should be considered a hunter, while an adult should be considered a veteran archer. Dwarves and elves also have the background trait "low-light vision" and speak runic (for dwarves) or sylvan (for elves).

## YOUNG CHILD

STR	DEX	INT	PRE	FOR	REF
D2	D3	D2	D2	D2	D3
MOVE	ATT	DEF	AP	MP	HP
RUN	D2-	D2--	1	0	1

### ATTACKS AND ABILITIES

KNIFE: D2-

## ELDER

STR	DEX	INT	PRE	FOR	REF
D3	D3	D4	D4	D3	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D2	D2-	1	0	1

### ATTACKS AND ABILITIES

STAFF: D2

## OLDER CHILD

STR	DEX	INT	PRE	FOR	REF
D3	D4	D3	D3	D3	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D3	D2-	2	0	1

### ATTACKS AND ABILITIES

KNIFE: D2

SLING: D3, R2

## ADULT

STR	DEX	INT	PRE	FOR	REF
D4	D4	D4	D4	D4	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D3	D2	2	0	2

### ATTACKS AND ABILITIES

SHORT SPEAR OR CLUB: D3

SHORT BOW: D3, R2

## GUARD

STR	DEX	INT	PRE	FOR	REF
D6	D4	D4	D4	D6	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D6	D6	2	0	3

### ATTACKS AND ABILITIES

SWORD, AXE, OR MACE: D6, w/shield DEF is D8

HALBERD: D6

LIGHT CROSSBOW: D4, R3, Reload 2

## VETERAN SOLDIER

STR	DEX	INT	PRE	FOR	REF
D8	D4	D4	D6	D6	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D6	2	0	3

### ATTACKS AND ABILITIES

SWORD, AXE, OR MACE: D8, w/shield DEF is D8

HALBERD: D8

HEAVY CROSSBOW: D6, R4, Reload 2

## HUNTER

STR	DEX	INT	PRE	FOR	REF
D4	D6	D6	D4	D4	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D6	D3	2	0	2

### ATTACKS AND ABILITIES

SHORT SWORD: D4

RECURVE BOW: D6, R3

## VETERAN ARCHER

STR	DEX	INT	PRE	FOR	REF
D6	D8	D6	D4	D4	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D3	3	0	2

### ATTACKS AND ABILITIES

SHORT SWORD: D6

LOGBOW: D10, R4