

Non-human Dragon Warriors

Elves

(Bestiary p19)

Characteristics

Strength must be no greater than 13.

Reflexes, **Psychic Talent** and **Looks** must each be 12+.

Stealth and **Perception** scores are those of an assassin of equivalent rank, regardless of the elf's adventuring profession.

Allowed Professions

Any profession except barbarian. Elf assassins are very rare.

Movement

Elves move at 12m and run at 25m.

Vision Type

Elfsight: -4 Perception in darkness

Special Rules

- Premonition (as mystic, p34): 35% + 2%/rank
- ESP (as mystic, p34): 5% + 3%/rank
- Elves wearing green in woodland will not be seen by a non-elf below rank 5
- +2 to Attack when using a bow
- Elves do not have souls and may not be brought back from the dead or preserved by an *Amulet of Soul Storing*

Dwarves

(Bestiary p18)

Characteristics

Strength must be 12+.

Neither **Psychic Talent** nor **Looks** must be higher than 11.

Allowed Professions

Knight or barbarian only.

Movement

Dwarves move at 10m and run at 15m.

Vision Type

Gloomsight: -2 Perception in darkness
-5 Perception in bright light

Special Rules

Dwarves of rank 7 or greater may forge arms and armour as a mystic of the same rank:

| | |
|---------------------|------------|
| +1 arrow or quarrel | 25 days |
| +2 arrow or quarrel | 125 days |
| +3 arrow or quarrel | 375 days |
| +1 weapon | 100 days |
| +2 weapon | 500 days |
| +3 weapon | 1,500 days |
| +1 armour | 100 days |
| +2 armour | 400 days |
| +3 armour | 900 days |

halflings

(Bestiary p20)

Allowed Profession

Knight only, with -1 to Attack.

Movement

Halflings move at 8m and run at 20m.

Vision Type

Elfsight: -4 Perception in darkness

Special Rules

- Track through woods with 60% success.
- Surprise enemies on a 1-2 on d6 in woodlands and cannot themselves be surprised in woods
- May not advance beyond rank 3

