





[illegible]

Races	Profes →	F	M	P	T	A	R	H	A	L	A	S	A	P	B	P	L	S	M	N
		G	I	A	R	I	N	C	R	I	L	S	R	M	N	I	O	A	M	N
Humans																				
Elves																				
Dwarves																				
Gnomes																				
Hobbits																				
Faeries																				
Lizardmen																				
Dracons																				
Felpurrs																				
Rawulfs																				
Mooks																				

 Race requires least amount of bonus points to enter the profession.  
 Second Place

Races	Statistics	S	P	U	D	S	P	Trait
		INT	STR	DEX	CON	WIS	CHA	
Humans								Perfectly Balanced
Elves								
Dwarves								
Gnomes								
Hobbits								
Faeries								Naturally Low AC
Lizardmen								
Dracons								Breathes Acid
Felpurrs								Naturally Low AC
Rawulfs								
Mooks								

 Races' strengths
  Races' weaknesses

Resistances	
<b>Humans</b>	None
<b>Elves</b>	Hypnosis & Sleep Spells
<b>Dwarves</b>	Magical Spells & Poison
<b>Gnomes</b>	Magical Spells
<b>Hobbits</b>	Magical Spells
<b>Faeries</b>	Magical Spells
<b>Lizardmen</b>	Mental Spells & Acid
<b>Dracons</b>	Mental Spells & Acid
<b>Felpurrs</b>	Spells & Missiles (SPD)
<b>Rawulfs</b>	Cold
<b>Mooks</b>	Magical Spells & Cold