

				Defensive Statistics						Offensive Statistics						
Tier	Levels	Prof. Bonus	Quality	Hit Points						Average Damage per Round						
				AC	Solo (1)	Pair (2)	Party (3 - 6)	Gang (7 - 10)	Mob (11 - 20)	Attack	Save DC	Solo (1)	Pair (2)	Party (3 - 6)	Gang (7 - 10)	Mob (11 - 20)
Apprentice	1 — 2	+2	Poor (-1)	11	60	30	18	11	5	+2	11	6	4	3	2	1
			Average (+0)	13	75	38	23	13	7	+4	13	12	8	5	3	2
			Good (+1)	15	90	45	27	16	8	+6	15	18	12	8	5	3
Journeyman	3 — 5	+2	Poor (-1)	12	105	53	32	18	9	+3	12	24	16	10	6	3
			Average (+0)	14	120	60	36	21	11	+5	14	30	20	13	8	4
			Good (+1)	16	135	68	41	24	12	+7	16	36	24	15	9	5
Adventurer	6 — 8	+3	Poor (-1)	13	150	75	45	26	13	+4	13	42	28	18	11	5
			Average (+0)	15	165	83	50	29	14	+6	15	48	32	20	12	6
			Good (+1)	17	180	90	54	32	16	+8	17	54	36	23	14	7
Veteran	9 — 11	+4	Poor (-1)	14	195	98	59	34	17	+5	14	60	40	25	15	7
			Average (+0)	16	210	105	63	37	18	+7	16	66	44	28	17	8
			Good (+1)	18	225	113	68	39	20	+9	18	72	48	30	18	9
Champion	12 — 14	+5	Poor (-1)	15	240	120	72	42	21	+6	15	78	52	33	20	9
			Average (+0)	17	255	128	77	45	22	+8	17	84	56	35	21	10
			Good (+1)	19	270	135	81	47	24	+10	19	90	60	38	23	11
Heroic	15 — 17	+5	Poor (-1)	16	285	143	86	50	25	+7	16	96	64	40	24	12
			Average (+0)	18	300	150	90	53	26	+9	18	102	68	43	26	13
			Good (+1)	20	315	158	95	55	28	+11	20	108	72	45	27	14
Legendary	18 +	+6	Poor (-1)	17	330	165	99	58	29	+8	17	114	76	48	29	14
			Average (+0)	19	345	173	104	60	30	+10	19	120	80	50	30	15
			Good (+1)	21	360	180	108	63	32	+12	21	126	84	53	32	16