

Dragonne

Grade D

Draconic Beast

Defense 13, **AR** 3

Health 55, **Speed** 15, Fly 12

Senses Night Vision

+1 Communication

+3 Constitution

-1 Cunning

+3 Dexterity (Initiative)

+1 Magic

+1 Perception (Smelling, Tracking)

+4 Strength

+0 Willpower

Melee Bite +3 (1d6+4), Claws +4 (2d6+4)

Favored Stunts: Lightning Attack and Pounce.

Powers

Pounce: 2 SP, After charging, the dragonne can make an attack with its other mode of attack as a free action on the same target.

Roar [Sonic]: Dragonnes can roar as a Major action. Non-dragonnes who hear the roar, all within 40 yards, who do not succeed on a **Constitution (Stamina)** test must flee as if they failed a morale check. Those within 10 yards are deafened as well for 1d6 rounds. A Dragonne cannot roar the round following a use of this power.

A dragonne is a creature that appears to be a small gold dragon at a distance, including the wings and tapered tail, but upon closer inspection it is found to have the head of a lion, albeit one covered in scales, including a mane of scaly fronds for the males of the species. They are wild beasts, and their roar makes them difficult to attempt to train.

