

## Wyvern

Draconic Beast

**Defense** 11, **AR** 4

**Health** 50, **Speed** 7, Fly 18

**Senses** Dark Vision 20 yards

-1 Communication

+2 Constitution (Stamina)

-2 Cunning

+1 Dexterity (Bite, Tail)

+0 Magic

+1 Perception

+4 Strength

+0 Willpower

**Melee** Bite +3 (1d6+7) Claws +4 (1d6+4), Tail Jab +3 (1d6+4\*)

**Favored Stunts:** Pierce Armor and Swoop.

Powers

**Poison:** A wyvern's tail barb is poisonous.

Constitution (Stamina) test : TN 14 or suffer -1 to all physical actions until end of encounter.

**Swoop:** 2 SP, the wyvern can pick up and throw a target it hit with its claws while flying. The target is left prone and takes 1d6 penetrating damage from the fall.

## Grade D

The wyvern is a flying reptile, similar to a dragon in both general body form, scale shape, and head and skeletal formation. The primary differences between young dragons and wyverns is both in their size, a wyvern will only grow to dwarf a horse at most, and never be more than 11 yards in length from head to tail or wingspan, but also in the fact that wyverns possess rear legs and wings, but no forelegs. Their bodies are almost shaped like a bird's, but there is just a hint of serpentine grace in their skeletons and this relates them more strongly to dragons as well.

A typical wyvern is testy, and has a mean streak. They are not intelligent creatures, but are cunning and vicious hunters that love to torment prey like a feline, or more aptly, a dragon. They possess the ability to see in absolute darkness, and have claws on their feet and a barb at the end of their tail. A wyvern's barb is poisonous, but for a human-sized target they need fear it as a debilitating toxin, more than as a life threatening one.

