

Griffon (Common):

This creature appears to be a cross between a lion (the body, feet and tail), an eagle (the head and wings)

Abilities: Explanation and rulings for Abilities:

Base Defense: 14. The Griffon's Base Defense will increase by 1 per 15 levels advanced.

Body Weapons: Attacks per turn: 3 (claw, claw, bite) + Rake if both claws successfully strike.

Damage: Claw: 1-D10 x2 +2, Claw: 1-D10 x2 +2, Bite: 1-D10 x2 +2

Notes: Rake: If the Griffon successfully strikes with both claws, it will automatically do a rake with its back legs, causing 1-D10 damage. Damage for claws, bite and rake will increase by 1-D10 per 10 levels advanced above level #1.

Flying: This creature can fly at will. It's flight speed is x2 that of a warhorse at full gallop.

Life-points: This race will begin with 140 life-points at level #1.

Life-points per level advanced: 1-D10.

Offense: +1. The Griffon's Offense will increase by 1 per 20 levels advanced.

Maximum Offense adjustment: +5