

Griffon (Common):

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

<u>Abilities:</u>	<u>Explanation and rulings for Abilities:</u>
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