

## Demigryphon

Their wingless, smaller, yet more cunning breed of gryphon. They are the product of gryphons in the wild, born without the aid of the ancient sorceries that make gryphons what they truly are meant to be.

Hit Loc	#	Hit Boxes	Shocked Status
Head	10	□□□□ □□□□ □□	<i>Stunned for 1d10 turns, then regains 1S</i>
Chest	7-9	□□□□ □□□□ □□□□ □□□□	<i>Body Stat to 1d</i>
L Forearm	5-6	□□□□ □□□□	<i>Numb</i>
R Forearm	3-4	□□□□ □□□□	<i>Numb</i>
L Hindleg	2	□□□□ □□□□	<i>Half Speed</i>
R Hindleg	1	□□□□ □□□□	<i>1 y/turn if both</i>

### Body 6

### Coord 4

### Sense 4

Bite 2

Dodge 1

Hearing 3

Run 2

Claw 1

Sight 1+MD

Trainability: 9

Tricks: 9

Special: --

Movement: 15' per round. Each die in a Run set adds 5' to their movement rate.

**Attacking:** A bite is w+1K. A claw attack is wSK.

**Pounce:** With a successful Run roll to reach a target, gain +1d on the next turn in attacking.