

CONTROL	9
DARING	11
COMMAND	1
CONN	0



FOCUSES

Melee
Flying


SPECIAL RULES

CARRY OFF: A Pterodactyloid has great strength and may seize and fly off with, and sometimes drop, a victim. If the Pterodactyloid has a Fitness greater than or equal to its victim, a successful melee attack allows the Pterodactyloid to keep the victim in Reach, and move it to other zones it flies to. It may drop the victim, who suffers 5 Challenge Dice of damage. Also see Falling (Core Rulebook, p.171) for other possible effects.

EVOLUTION 10 Pterodactyloid

TRAITS as Species

FITNESS	9
INSIGHT	11
SECURITY	4
ENGINEERING	0



STRESS	13	RESISTANCE	1
---------------	----	-------------------	---

ATTACKS


Fangs 6 ▲
Melee, 1H, Piercing 1

Stranglehold 7 ▲
Melee, 2H, Intense, Debilitating

PREDATION 10 Haematophage

CATEGORY Notable NPC

PRESENCE	6
REASON	7
SCIENCE	0
MEDICINE	0



VALUES

Safer Underground
Strike From Beneath

SPECIAL RULES

FAST BURROWING: The Burrower can burrow underground during its turn. If underground, it gains Cover equal to zone distance from the attacker, plus its Security rating. It is GM's discretion whether an attack is even possible while the Burrower is underground.

ETHOLOGY 10 Burrower