

Chameleon Dragon



Level	7	AGL	16	Defense	Block	16	
Size	Large	CHA	3	Bonus	Dodge	15	
Initiative Bonus	-2	CON	16		Perry	N/A	
Grouping	1	END	9	High Pain Threshold		N/A	
Aggressiveness	8	INT	3	Magic Resistance			
Movement	45' (9)	OBS	14	AGL	N/A	INT	N/A
Treasure	N/A	STR	18	CHA	N/A	OBS	N/A
		WIS	8	CON	N/A	STR	N/A
				END	N/A	WIS	N/A

Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
Claw	+6	2d4	4	10'	1
Bite		2d6*			

* Plus poison (see below).

Territory & Description:

The Chameleon Dragon is one of the lesser dragons of Valhalla. Though it is quite powerful and deadly, it is really little more than a large reptilian predator. This cold blooded creature is most at home in the warm climates, but has been found on almost every country in Valhalla. They adapt very easily and have been found in the most peculiar places including the sewers of Megalopolis.

Special Abilities:

These creatures have the ability to change their skin pigmentation so that they can blend into the environment (giving them the equivalent of a 60% Hiding Skill). This is an ability they use whenever they are hunting or attempting to escape potential predators (of which there are few). Chameleon Dragons will lay down near a trail or water hole and wait for a creature to pass by. Once the creature passes within 10' of the dragon, it will jump out and strike from hiding.

The Chameleon Dragon has a vicious set of claws and a bite that delivers a potent poison. This poison (see below) is paralytic in nature and its main purpose is to sedate the prey so that it stops fighting and does not cause the dragon harm. The creature will have a store of 1d4 doses of this poison at any given time. It can generate one dose every 24 hours (with four maximum doses). Should a character survive the encounter, the poison will eventually wear off leaving no permanent effects. However, Chameleon Dragons will generally not stick around in an area once it has taken its prey. These creatures will instead capture a passing creature and then run off to a safe place where it can consume it in solitude.

Chameleon Dragon Poison		Reaction Time	Immediate
Dose Size	1/2 pint	Effects Roll	END-8
Type	Paralytic	Pass	-1d4-1END
Source	Animal	Fail	-1d4+1END
Cost	300	Frequency	1 per rd
Admin	IJ	Duration	1 hour

Chameleon Dragon 1								
		Current CON	16					
		Current END	9					
Hit Points	Head (2)	Chest (2-3)	Abdomen (4)	Tail (5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Natural Armor: Absorb (4)	10	10	10	10	10	10	10	10
Body	12	34	27	14	14	14	17	17

Chameleon Dragon 2								
		Current CON	16					
		Current END	9					
Hit Points	Head (2)	Chest (2-3)	Abdomen (4)	Tail (5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Natural Armor: Absorb (4)	10	10	10	10	10	10	10	10
Body	12	34	27	14	14	14	17	17

Chameleon Dragon 3

Current CON	16
Current END	9

Hit Points	Head (2)	Chest (2-3)	Abdomen (4)	Tail (5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Natural Armor: Absorb (4)	10	10	10	10	10	10	10	10
Body	12	34	27	14	14	14	17	17

Chameleon Dragon 4

Current CON	16
Current END	9

Hit Points	Head (2)	Chest (2-3)	Abdomen (4)	Tail (5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Natural Armor: Absorb (4)	10	10	10	10	10	10	10	10
Body	12	34	27	14	14	14	17	17

Chameleon Dragon 5

Current CON	16
Current END	9

Hit Points	Head (2)	Chest (2-3)	Abdomen (4)	Tail (5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Natural Armor: Absorb (4)	10	10	10	10	10	10	10	10
Body	12	34	27	14	14	14	17	17

Chameleon Dragon 6

Current CON	16
Current END	9

Hit Points	Head (2)	Chest (2-3)	Abdomen (4)	Tail (5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Natural Armor: Absorb (4)	10	10	10	10	10	10	10	10
Body	12	34	27	14	14	14	17	17

Chameleon Dragon 7

Current CON	16
Current END	9

Hit Points	Head (2)	Chest (2-3)	Abdomen (4)	Tail (5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Natural Armor: Absorb (4)	10	10	10	10	10	10	10	10
Body	12	34	27	14	14	14	17	17