

# Cockatrice

Since the beginning the Cockatrice has been a contributor to day to day life, combat and the dangers of the plains. Its a strong war mount, intrepid traveler and dangerous adversary. When bred for war they tend to develop keen human like intelligence with a sense of humor. When they are wild they tend to be proud, defiant and naturally adept at combat.

In combat they often focus on brutal and extremely hostile tactics. They tend to be cautious about putting their heads close to dangerous things like adventurers, often waiting till an enemy lowers it defenses or the Cockatrice gets desperate or angry. If an opponent becomes particularly annoying or dangerous often the Cockatrice will break them after petrification, but this is a rare event.

Typically Cockatrices stick to plains and lightly wooded areas though some rare subspecies live in more exotic places. They often live in small groups numbering 3-5 adults but during breeding seasons two or three units come together to protect the eggs.



Name: Cockatrice				Unique Abilities	
Type:	Beast	Skill:	4	CqC	
HP/MP:	200-200	Moxie:	6	Parkour	
AC:	8	Move:	10 x6	Running Cling	
Def:		Str:	12	Violent Restoration: Using Non-soft petrify cures	
Zen:	4	Resist:	Earth	Pushes threw remaining damage	
Ki:	4	Weak:	Lightning	Flightless Bird	

Actions	
Peck	2d10+80 , 40% Petrify 2d8 rounds Crit: Threat 16 Injury, x2 Crit
Punch/Claw	2d10+60, 30% wounding3, Break Deadlock
Trample	2d10+50, 30% Petrify 1d8 rounds
Spirit	2d10+50 3 targets, Restoration, Control, Protection
Charge	+20 Dam per mov multiplier
0-point Fracture	Peck Attack -Break

<b>Rewards:</b>	<b>Rank Difficulty:</b>	<b>Special Alchemic Items:</b>
Soft x10		
Petrifying Pinion x1d3		