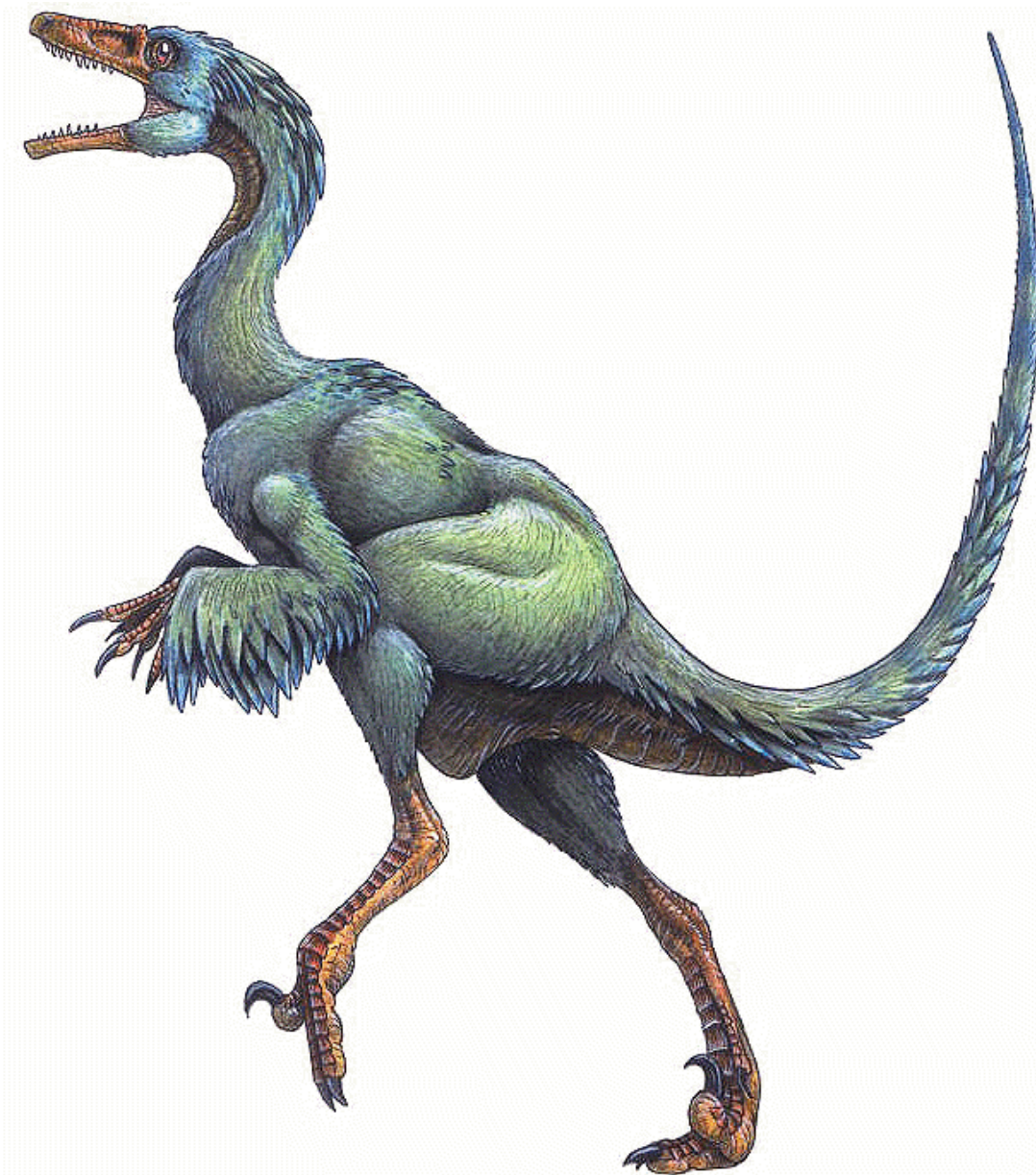


Dinosaur, Trodon

Medium Animal



Hit Dice: 1d8+3 (7 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

AC: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Attacks: Claw +1 melee

Damage: Claw (1d4+1)

Face/Reach: Face/Reach: 5 ft. /5 ft

Special Attacks: -

Special Qualities: Low-light vision, Scent

Saves: Fort +5, Ref +4, Will +1

Abilities: Str 12, Dex 15, Con 17, Int 2, Wis 12, Cha 4

Skills: Hide +2, Listen +4, Spot +6

Feats: Alertness

Climate/Terrain: Warm forests and marshes

Organization: Solitary, Pair, or Pack

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2-4 HD (Small), 5-9 HD (Medium)

Level Adjustment: -

Although it is one of the smallest dinosaurs, the troodon is among the more intelligent. Being far less powerful than its larger cousins, it has adapted for survival through its quick speed and alertness. An adult is about 3 feet tall, almost twice as long, and typically weighs about 90 pounds.

COMBAT

Troodons use their speed to their advantage, employing hit-and-run attacks and pack tactics as much as possible. However, being relatively intelligent, they quickly realize when they are outclassed and are swift to flee.

Skills: A troodon gains a +2 racial bonus to Spot checks.

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