

"Baron" (True Name: Ba'Irn Solstice).

Alignment: Unprincipled (needs to be set by level 3).

Attributes: I.Q.: 18, M.E.: 14, M.A.: 24, P.S.: 18, P.P.: 16, P.E.: 16, P.B.: 16, Spd.: 35 (running); 50 (flying and/or swimming).

Hit Points: 200. S.D.C.: 157. A.R.: 10.

M.D.C.: 210.

Horror/Awe Factor: 11.

Height: 24 feet (7.3 m) long (tail is over twice as long). Weight: 3.6 tons.

Age: 6 months. Sex: Male. P.P.E.: 73. I.S.P.: 65.

Occupation: Dragon Hatchling.

Insanity: None.

Experience Level: 2nd level Dragon Hatchling.

Appearance: Looks like an enormous sea snake with three sets of small legs bearing formidable claws running down its length. Fins run down its dorsal crest and along all six of its legs. His mouth only has a set of large fangs for biting. Its tail is over twice the length of the rest of its body and equipped with a huge, wicked, slashing saber blade on the tip of the tail. Scales are aquamarine, white fins that look like sea foam, and eyes that look like pearls.

Disposition: [Disposition].

Natural Abilities: Nightvision 500 feet (152 m), hawk-like vision (can see a rabbit clearly up to two miles (3.2 km) away and can see in murky or dark water), see the invisible, turn invisible underwater or in the rain at will, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), prehensile tail, can bio-regenerate 1D10 M.D.C. per melee round (1D4x10 per minute) and can regenerate severed limbs (tail, fins, arms, etc.) in 1D4 hours. Does not have wings, but can still fly through magical means.

Natural born swimmers (98%; swims like an eel) able to breathe both air and water, and can live underwater or on dry land indefinitely. Maximum depth tolerance is 2 miles (3.2 km). Knows the time of day and direction by scanning the heavens and tides at 53%. Sense the direction and speed of water currents and tides, changes in the currents and tides, weather patterns and dramatic underwater disturbances within 10 miles (16 km) at 53%.

Metamorphosis: 2 hours; 6 hours if on or near (within 2 miles/3.2 km) of a ley line or ley line nexus (preferred forms are Wolf and Human).

Teleport: 26%.

Fire Breath: 2D6 M.D.C. to a three foot wide (0.9 m) area, but can only hit one opponent at a time. Range: 100 feet (30.5 m); half if used under water (jet of boiling water).

R.C.C. Skills of Note: Language: Dragonese/Elven (98%), Literacy: Dragonese/Elven (98%), Mathematics: Basic (54%), Hand to Hand: Dragon.

Special Interests of Note: Language: American (72%).

Secondary Skills of Note: (Level 1) Fishing (49%), Animal Husbandry (44%), (Level 2) Astronomy & Navigation (34%), Athletics (General).

Magic: Knows the principles of magic as well as can learn spells (if taught).

Spells: None.

Combat Spells: None.

Psionics: Major.

Healing Powers: None.

Physical Powers: Alter Aura (2).

Sensitive Powers: Object Read (6/4). Sixth Sense (2). Speed Reading (2). Telepathy (4).

Total Recall (2/3).

Super-Psionic Powers: Hydrokinesis/Sense Chemical Impurities (2), Boil Water (3),

Water Spout (5), Sense Water (0).

Attacks Per Melee: 5 (one must be made with tail).

Bonuses: +3 to initiative, +1 on Perception Rolls, +3 to strike, +5 to strike with tail, +6 to parry, +6 to dodge, +0 to disarm, +0 to entangle, +3 to pull punch, +5 to roll with impact, +3 to damage, charm/impress 30%, invoke trust/intimidate 80%, +4% to save vs.

coma/death, +1 to save vs. curses, +1 to save vs. disease, +1 to save vs. drugs, +3 to save vs. Horror Factor, +1 to save vs. illusions, +1 to save vs. insanity, +2 to save vs. magic, +1 to save vs. mind control, +2 to save vs. poison, +1 to save vs. possession, +1 to save vs. psionics, +1 to all other saving throws.

Combat Moves: Fire Breath (2D6 M.D.), Claw Swipe (3D6+6 M.D.), Bite (2D4 M.D.),

Saber Tail (3D6 M.D.), and Crush (1D6 M.D.; double if victim is half dragon's size).

Damage: Varies with Supernatural P.S., but typically as follows:

Restrained Punch: 3D6+3 S.D.C. damage.

Full Strength Punch: 1D6 M.D.

Penalties: None.

Equipment: None.

Weapons: None.

Armor: None.

Cybernetics: None.

Money: 0 credits.