

Name: **BLOODHOUND** [Veteran]

HP: /70

Toughness: 8

Resistance: 8

Rank: Grunt

Type: Beast

Flow: 3

Size: 1x1

DEFAULT CHARACTERISTICS

Tunnel Vision: Moves toward nearest Hero.

Immediacy: Attacks nearest Hero.

OPTIONAL MODIFIERS

Bonded: Targets the last Hero that targeted the Houndmaster.

Avenger: Deals +5 Damage on all Actions if the Houndmaster is **FALLEN**.

Name	Type	Range	Effect
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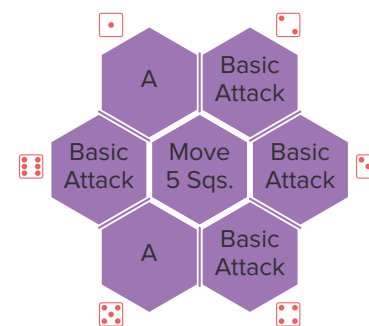
BASIC ACTIONS

[Storyteller only] Actions per Turn: 3

Bite vs	Melee	1	Deal 1d10 + 15 vs .
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SPECIAL ABILITIES

Pounce <i>AUTO-HIT</i>	A	5	Move up to 5 Squares toward Hero with least HP and deal 1d10 + 10 Damage vs . Hero is knocked PRONE vs .
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TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

