

Species, Breed: Cat, Panther, Giant

Type: Not applicable.

Class: Monster (mammal).

Align: Basic instinct creature.

Gender: 01-50: Female, 51-00: Male

Level: 1-D30 +10

Number encountered: 1

Experience points: 72 x level.

Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 35

Coordination: 45

Dexterity: 45

Intelligence: 8

Mental-strength: 50

Strength: 60

Wisdom: 8

Movement:

Flying: Can't

Grounded: 45

Swimming: 15

Luck: 200

Oxygen-points: 150

Blood-points: 105

Attack descriptions

1 Bite: 1-D20 x3 +8 / 1 space (5') / Sharp attack

and:

2 Claws: 1-D20 x2 +8 / 1 space (5') / Sharp attack (If both front claws successfully strike, roll for "Rake").

or:

2 Rakes: 1-D20 x2 +8 / 1 space (5') / Sharp attack See: "Special offenses".

Defense: 65

Offense: 65

Damage-Points: Roll 1-D20 x level.

Treasure: % Roll needed to have money and treasure:

80+

Note:

Treasure present will be found on a recent kill being currently fed upon. If the 90+ is successfully rolled for, roll up one random creature (most dangerous of 5 rolls) in the region you have encounter the Common Panther within and roll for it's treasure (roll until you gain at least one of the money and/or treasure checks successfully).

Description:

Annihilation Strike?: Yes.

Description:

Height: 5'-0"

Length: 14'

Weight: 340 lbs.

Skin color: Black

Skin texture: Fur

Hair color: Black

Hair texture: Soft, straight

Eye color: Yellow

Eye shape: Medium-sized, slanted

Posture: Quadruped.

Dislikes: Mankind, Fire.

Disposition: This cat is a hunter, living most of its life alone.

Fears: Mankind, Fire.

Habitat: Jungle.

Immunities: None.

Life-span: 2,000 Years

Likes: Food. Harritt Catur and the Common Panther are allies to this creature.

Needs: Basic instinct creature.

Note: The skin of this rare creature is highly sought after by leather workers. Its value is about 100 black-gold pieces for a commonly cured hide.

Special Abilities: Call of Summons: The Giant Panther has a 75% chance to successfully call out and be aided by 1-D4+1 Harritt Catur, who deem this creature as sacred, arriving in 1-D10 turns to fight with it.

Climbing: +50 added to climbing checks.

Foresight: The Giant Panther can see the future of the Harritt Catur in the form of riddles. This extraordinary ability has thrown the Giant Panther into the Harritt Catur culture as a religious icon. The Harritt revere this cat and will rally to preserve it . . . even to their own deaths.

Future-Tell: The Giant Panther has the innate ability to predict the future for the Harritt Catur, and can do so 1 time / moon.

Modification-points: This creature will have modification-points as follows: 2-D6 +1 per 2 levels advanced.

These points can be used to learn any spell or ability from the Adventurer Abilities. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from the Adventurer charts).

G.M.: You may also choose to pick the spells and abilities quickly without rolling up modification-points (it is up to you).

Shape-Shift: This extra-ordinary ability will allow the Giant Panther to take the form of the Harritt Catur at will. It will take 1 turn (5 seconds) to complete, and can be for any amount of time.

Tongue of the Cat: This creature knows and can speak the language of the Harritt Catur as well as all forms of cat languages.

Tracking: 31+ roll needed to successfully pick up, and keep a track, for 2-D12 hours.

Special defenses: Blend: At night, the Panther has the innate ability to blend in with the darkness (its coat of black fur helps it to blend well). When this creature is attempting to not be seen, pit its coordination against the awareness of the ones who could possibly detect it (single roll check). Add +30 to the % roll for the Giant Panther. See: "Characteristics, Pitting" in the C section of the Basic Rules Book. Note: This ability can be attempted in the daytime, but without the +30 added.

Sixth Sense: When danger is about to present itself directly upon the Harritt Catur, an Awareness check will be rolled for. If successful, he or she will feel that something is about to happen.

Special offenses: Rake: When both front claws of the Panther strike, it will hold its prey and continue attacking, raking its victim with its back feet. Battle-lock will occur (See: "Battle-Lock" in the Basic Rules Book for details). While attacking in this fashion, the Black Panther will also get one bite per turn, attempting to strike the neck. Once a successful bite to the neck occurs, it will bite down hard, attempting to strangle its prey.

Susceptibilities: None.

Weapon susceptibility: Rank-0 (or better) weapon to harm.