

Species, Breed: Cat, Lion, Savanna, Common

Type: Not applicable.

Class: Animal.

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1-2 males, 1-D4 +5 females and 1-D6 +1 cubs.

Experience points: 12 x level.

Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 50

Coordination: Females: 50, Males: 40

Dexterity: 40

Intelligence: 4

Mental-strength: 50

Strength: Females: 40, Males: 70

Wisdom: 4

Movement:

Flying: Can't

Grounded: Females: 21, Males: 18

Swimming: Females: 7, Males: 6

Luck: 25

Oxygen-points: 150

Blood-points: 150

Attack descriptions

Bite: 1

Damage: 1-D20 x3 +4 (+10 for males)

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D10 x3 +4 (+10 for males)

Range: 1 space (5')

Attack Type: Sharp. Special: If both front claws successfully strike, roll for "Rake".

Rakes: 4

Damage: 1-D10 x6 +4 (+10 for males)

Range: 1 space (5')

Attack Type: Sharp

Note: When a female is guarding her cubs, she will gain the following attacks: +1 bite and +2 claws, +1 rake.

Defense: Females: 50, Males: 40

Offense: 40

Damage-Points:

Females:

Roll 2-D8 +4 x level.

Males:

Roll 2-D12 +10 x level.

Treasure: %Roll needed to have money and treasure:

90+

If this creature has treasure, it will be feeding upon recent victim. Roll up a random creature within this region setting and roll for its treasure. It will have at least one of the checks, so roll until you get at least one thing, whether it is copper, silver, and/or treasure items.

Example: This creature has taken down a Giant Lizard: Roll to see if it has copper, then bronze, silver, electrum, white-gold, yellow-gold, black-gold and then treasure on it. If you roll for the all and did not roll high enough for the victim to have anything, roll again. Keep rolling until you get at least something. If you rolled, and you found copper on the victim, but you did not get any other roll-checks, you are done (it only had copper on it).

Description:

Annihilation Strike?: No.

Description: These are very large cats with a Light-brown fur, lightening underneath. The males have thick brown manes about their neck (the females do not). The males have a brown tuft at the end of their tail.

Height: Female: 3'-0", Male: 4'-0" at the shoulders.

Length: Females: 7'-0", Males: 8'-6"

Weight: Female: 290 lbs., Male: 450 lbs.

Fur color: Light-brown, lightening to an off-white underneath.

Fur texture: Course and straight.

Eye color: Yellow

Eye shape: Medium-sized, slanted

Posture: Quadruped (an animal with four feet).

Dislikes: Mankind, Fire.

Disposition: Lions live in a pride; a social gathering of their own kind. There are 1-2 males that rule and protect the pride, challenging any male that wanders too closely. Usually, males of around 3 years old are driven away from the pride to fend for themselves.

These creatures are more active in the cooler part of the day. They will often times hunt at night. The females are more swift than the males, and so, on the hunt, their duty consists on working together to drive prey into the path of the males, who can take down and kill the larger prey . . . quarry which the females cannot so easily overpower.

When an outside male lion challenges the other male, or males, for the ownership of the pride, a fight will ensue. If the outsider wins, it will kill all other male lions in the pride. Only males sired by the new male will be permitted to have place in the pride. Often times, the females will take their young and hide them from the new male ruler of the pride, attempting to save her young.

The young lion cubs are spotted, and very playful.

Fears: Mankind, Fire.

Habitat: Desert (Savanna).

Immunities: None.

Life-span: 30 Years

Likes: Food. Homin Catur and Giant Lions are allies to this creature.

Needs: Basic needs of life (food, water, shelter, etc.)

Note: The skin of this creature is sought after by leather workers. It's value is about 30 white-gold pieces for females, and 45 white-gold pieces for a commonly cured male hide. The leather can create light leather armor.

Special abilities: Ambush hunting: The females are quicker, and have the job of working together to drive prey into the path of the males, who hide in wait to ambush. The males are much larger than the females, and can take down larger prey more easily.

Climbing: +40 added to climbing checks.

Inspiration of the Cat: This creature can understand the language of the Homin Catur.

Night-vision: This creature can see in the dark nearly as well as if it were day.

Special Defenses: Sixth Sense: When danger is about to present itself directly upon this creature, an Awareness check (awareness = % chance) will be rolled for. If successful, it will feel that something is about to happen, becoming alert. Surprise attacks will be thwarted 50% of the time.

Special Offenses: Rake: When both front claws of the Lion 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 Lion 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.