

Species, Breed: Cat, Saturian

Type: Not applicable.

Class: Fiend (mammal).

Align: Good (apathetic)

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

Level: 1-D30+1

Number encountered: 1-D4

Experience points: 100 x level.

Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 35

Coordination: 45

Dexterity: 45

Intelligence: 20

Mental-strength: 40

Strength: 30

Wisdom: 20

Movement:

Flying: Can't

Grounded: In cat form: 21 / In humanoid form: 15

Swimming: In cat form: 7 / In humanoid form: 5

Luck: 100

Oxygen-points: 120

Blood-points: 105

Attack descriptions

1 Bite: 1-D20 x2 +2 / 1 space (5') / Sharp attack

and:

2 Claws: 1-D10 x2 +2 / 1 space (5') / Sharp attack (If both front claws successfully strike, roll for "Rake").

or:

2 Rakes: 1-D10 x2 +2 / 1 space (5') / Sharp attack See: "Special offenses".

Defense: 45

Offense: 45

Damage-Points: Roll 1-D20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 16+ to have 1-D20

Bronze: 26+ to have 1-D20

Silver: 36+ to have 1-D20

Electrum: 46+ to have 1-D20

White-gold: 66+ to have 1-D20

Yellow-gold: 76+ to have 1-D12

Black-gold: 86+ to have 1-D10

Treasure item(s):

Common: None.

UnCommon: 56+ to have 1-D8

Rare: 76+ to have 1-D6

Legendary: 96+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description:

Cat form:

Height: 2'-2"

Length: 6'

Weight: 150 lbs.

Fur color: Auburn

Fur texture: Silky and straight

Eye color: Green-yellow

Eye shape: Medium-sized, slanted

Posture: Quadruped. Thin framed and lengthy. Very graceful.

Note:

While in humanoid form, the physical characteristics of the Saturian Cat will be to the choosing of the creature itself.

Dislikes: The invasion of their territory and families (for they are a very family oriented species).

Disposition: This breed of feline is of the most curious nature. They tend to spy on all of mankind, keeping a distrustful eye on them. Though they very rarely interfere with the happening outside their own species, the Saturians keep a constant eye on mankind and report to their Pride Master anything that may effect their own kind. This keeps them enlightened to the prospects of danger, acting as a first line defense against change that may effect them.

Fears: None.

Habitat: Forest (Common), though they can be found in most all regions of the green world.

Immunities: None.

Life-span: 600 years

Likes: Nature. The Saturian accept druids who come into their forest, disclosing their true identity and nature to them only when the druid has proven he or she is a true friend and ally to them.

The Saturian infiltrate all races near to them and live among them for a time, studying them. This knowledge is to their great advantage (especially when it comes to the species of Humans . . . for the Saturian keep a close eye on them at all times due to their “unbalanced” nature).

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

Note: None.

Special abilities: Climbing: +50 added to climbing checks, even in humanoid form.

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, Divine Favors, or Trade-Skills.

These can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from all abilities and skills without having to learn seeker abilities and spells first).

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

Premonition: As the Psychic spell, "Premonition". This is a natural ability that does not take ability or spell-points to use.

Tongue of the Cat: This creature knows and can speak the language of all cat and cat-like creatures.

Tracking: 41+ roll needed to successfully pick up, and keep a track, for 2-D12 hours, even in humanoid form.

Special defenses: Race-Shift: The Saturian can transform into any of the races in the world. This transformation takes 1 turn (5 seconds) to complete, and they can maintain this shape indefinitely if they so choose.

Clothing and items that a Saturian Cat has on his or her person will not transform with the change. It will drop to the ground as if discarded and must be donned once again when the change is completed.

Special defenses: None, though they can develop them by using modification-points as any character can.

Special offenses: None, though they can develop them by using modification-points as any character can.

Susceptibilities: None.

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