

Species, Breed: Cat, Spell

Type: Not applicable.

Class: Fiend (mammal).

Align: 01-50: Evil, 51-00: Good.

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

Level: 1-D30+1

Number encountered: 1-D4

Experience points: 100 x level.

Characteristics

Awareness: 60 when in cat form. When in another creatures form: 34

Charisma: Not applicable.

Constitution: 32

Coordination: 40

Dexterity: 40

Intelligence: 30

Mental-strength: 50

Strength: 26

Wisdom: 30

Movement:

Flying: Can't

Grounded: 15

Swimming:5

Luck: 100

Oxygen-points: 150

Blood-points: 96

Attack descriptions

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

and:

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

or:

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

Defense: 40

Offense: 40

Damage-Points: Roll 1-D20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 26+ to have 2-D100

Bronze: 36+ to have 1-D100

Silver: 46+ to have 4-D20

Electrum: 56+ to have 3-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: 50+ to have 1-D12

UnCommon: 60+ to have 1-D10

Rare: 70+ to have 1-D4

Legendary: 80+ to have 1-D4

Added treasure checks:

There will be a 40% chance of this creature possessing 1-D4 oracles if he or she is 25th level or higher.

There will be a 70% chance of this creature possessing 2-D6 enchanted items if he or she is 20th level or higher.

There will be a 50% chance of this creature possessing 1-D4 enchanted armors if he or she is 20th level or higher.

There will be a 50% chance of this creature possessing 1-D4 enchanted weapons if he or she is 20th level or higher.

There will be an 80% chance of this creature possessing 3-D4 potions if he or she is 10th level or higher.

Description:

Annihilation Strike?: Yes.

Description:

Height: 2'-2"

Length: 6'

Weight: 150 lbs.

Fur color: Gold

Fur texture: Fine, straight. Fur grows out finger-length

Eye color: Gold

Eye shape: Medium-sized, sharply slanted.

Posture: Quadruped (See: "Special abilities")

Dislikes: Anti-magic.

Disposition: Intensely curious, and always delving into mystery. If encountered, and given the chance, a Spell

Cats will transform itself into a person so as to study and watch, listen and ponder.

Fears: Anti-magic.

Habitat: All

Immunities: Charms. Disease. Fire. Mind attacks of all types. Sickness.

Life-span: 450 years.

Likes: Unknown.

Needs: None.

Note: None.

Special abilities: Climbing: +50 added to climbing checks in cat form or not.

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

These points can be used to learn the spells from the Adventurer Abilities. These spells 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 quickly without rolling up modification-points (it is up to you).

Night-vision: As the psychics spell, "Night-Vision".

Shape-change: The Spell Cat can transform itself into another creature it sees (as long as it is no larger than x2 its weight, and no smaller than ½ its weight. This transformation takes 3 turns (15 seconds). Duration = Permanent until the Spell Cat once again changes his or her shape.

Spell-caster: Roll up a random spell-caster. See: "Spellcasters, Random Determination of:" in the S section of the Basic Rules Book. The Spell Cat will have 1-D6 spell-points per level.

Tracking: 41+ roll needed to successfully pick up, and keep a track, for 2-D6 hours.

Special defenses: Sixth Sense: When danger is about to present itself directly upon the Spell Cat, 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 Spell Cat 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 Spell Cat 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.

Spell-caster: See: "Special abilities".

Susceptibilities: None.

Weapon susceptibility: Rank-8 (or better) magical weapon to harm while in Spell Cat form.