

Species, Breed: Lykkinnin (Lycanthra), Grimalkin

Type: Not applicable.

Class: Fiend (mammal)

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

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

Level: 1-D10 +21

Number encountered: 3-D4

The number encountered will be outside a Grimalkin civilization. If within the boundaries of their homeland, the number encountered will be 3-D20 x 5. Needed % roll to see if a Grimalkin civilization has been discovered = 00

Experience points: 100 x level.

Characteristics:

Awareness: 40

Charisma: 26

Constitution: 40

Coordination: 40

Dexterity: 40

Intelligence: 24

Mental-strength: 60

Strength: 36

Wisdom: 24

Note: The characteristics of the Grimalkin Lycanthra are set in this creature sheet. When in Human or Common Panther form, see that specific creature sheet for stats, abilities, movement and all other information you should use while in the form of that creature.

Movement:

Flying: Can't

Grounded: 19

Swimming: 6

Luck: 100

Oxygen-points: 180

Blood-points: 120

Attack descriptions:

1 Bite: 1-D12 x3 +3 / 1 space (5') / Sharp attack

and:

2 Claws: 1-D12 x2 +3 / 1 space (5') / Sharp attack

or:

2 Rakes: 1-D12 x3 +6 / 1 space (5') / Sharp attack See: "Special offenses".

Defense: 50

Offense: 50

Damage-Points: Roll: 1-D12 +6 x level while in Grimalkin form

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D20 x3

Bronze: 71+ to have 1-D20 x2

Silver: 76+ to have 1-D12 x5

Electrum: 81+ to have 1-D10 x4

White-gold: 86+ to have 1-D8 x3

Yellow-gold: 91+ to have 1-D6 x2

Black-gold: 96+ to have 1-D4

Treasure item(s):

Common: 61+ to have 1-D4 +2

UnCommon: 71+ to have 1-D4 +1

Rare: 81+ to have 1-D4

Legendary: 91+ to have 1

Check for each Grimalkin to have treasure on its person.

Description:

Annihilation Strike?: Yes.

Description:

Height: 5' - 8"

Weight: 140 lbs.

Skin color: Black

Skin texture: As a panther.

Fur color: Black, paling to a deep, dark-brown, at the tips.

Hair texture: As a panther.

Eye color: Emerald-green with a black vertical pupils.

Eye shape: Medium-sized and sharply slanted. Even in human form, the eyes of the Grimalkin are sharply angled, yet not quite as slanted as an elf'.

Posture: Biped.

Dislikes: Lycanthrope and Lycanthur. These two breed of Lykkinnin are the natural enemy of the Grimalkin.

Disposition: Grimalkin are a very solitary and quiet creature. At times, some will be called on to serve their mystic leader, serving as scouts to seek out other nearby races and spy on them (i.e., whether they are expanding too close to Grimalkin borders and territories, what their current social, economic and political state is, etc.).

All Grimalkin find it a great honor to serve their mystic pride leader, and do so with a zeal that rivals the best and most structured of societies.

Fears: This is not a mortal fear, but an almost religious fear: The presence of the Giant Panther is a sign, an omen, to the Grimalkin. It is commonly rumored in reverence among their prides that the Giant Panther, should it show itself to the Grimalkin is a good omen. These two races have an UnCommon and unnatural bonding, for they can communicate without speech (not the common panther).

When the Grimalkin encounter the Giant Panther, it will always be for a reason. This reason will be of great importance and will benefit both. This will be solely up to the discretion of the game master.

Habitat: Jungle.

Immunities: Pain (only in Grimalkin form).

Life-span: 900 years.

Likes: Solitude and hunting.

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

Note: Grimalkin love the thrill of the hunt. There is nothing that it enjoys more than a good long day of stalking prey. Oddly enough, unlike the lycanthrope, Grimalkin desire companionship at times. If a Grimalkin encounters a traveler, it will investigate, for this is a naturally curious creature. It may even find another's companionship to be desirable for a time. At times, the Grimalkin have permanently retained friendships outside their own race.

Special Abilities: **Full night-vision:** Grimalkin can see in the dark as well as in the light.

Lycanthra Virus: Bite will infect another creature with the disease of Lycanthra; a disease that will make him or her a lesser Grimalkin. This virus will become active in 36 hours after being bitten.

After being infected with the Lycanthra Virus, the victim will shape-change when threatened unless a successful avoidance-roll vs. "Mental-Attack" is rolled. If the avoidance-roll is failed the infected must make a successful avoidance-roll vs. "Intelligence" in order to keep from blacking out. If successful the bitten will be able to control him or herself. If unsuccessful the infected will black out for 2-D12 hours (in which time he or she will be played by

the G.M.).

G.M.: While in a black out state of mind, the nature of the character will determine what the infected will do.

Example: Once changed, and in a blackout frame of mind, a ruthless person will be merciless and violent to others. The more compassionate and generous a person is the more gentle and reasonable he or she may be upon coming into contact with another. One that is blacked out in this manner will not remember what has transpired while in this state.

If a creature is bitten or scratched by the lycantra's claws, there will be a 50% chance of that creature contracting the Lycantra Virus. If this occurs, the following will occur:

Lycantra virus effects after being bitten or scratched:

1-D8 hours: Slight dizziness, which will intensify gradually over the first eight hours.

9-24 hours: Itching will occur all over the body and hair will begin to slowly grow from every pore of the skin.

25-36 hours: Strong euphoria will set in. Transformation will occur at the 36 hour mark. An overwhelming sense of well being will fill the mind and body of the bitten. It is a falsehood that Lycantra are ravenous creatures, stalking the lands in search of blood and carnage; this is a lie. As in any race and culture, there is good and bad. Lycantra are no different.

Modification-points: Each Lycantra will have a 30% chance of having modification-points as follows: 2-D6 +1 per 2 levels advanced.

These points can be used to learn any skills and spells from the Adventurer Abilities. These skills and spells can be purchased without having to buy the Seeker prerequisites (meaning they can learn skills directly from the Adventurer Abilities and Spells).

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

Shape-Change: Lycantra can take form of both human and a common panther at will. It takes 3 turns (15 seconds) to do so, and is very painful to complete.

An avoidance-roll vs. "Pain" must be successful or consciousness will be lost for 1-D100 turns. To change back into Grimalkin Lycantra form takes the same amount of time, but there is no pain involved in this change reversal.

Thief abilities: Lycantra will have all thieving abilities (see: "Thief Abilities" in the Seeker and Adventurer Abilities for full descriptions).

Special Defenses: Resistances: Magic: 30%; Mental-attack: 40%; Spiritual-attack: 20%

Special Offenses: When both front claws of the Lycantra strike, it may choose to hold its prey and continue attacking, raking its victim with its back feet.

See: "Battle-Lock" in the B section of the Basic Rules Book for details.

While attacking in this fashion it will bite, attempting to strike the neck. Once a successful bite to the neck occurs, it will bite down hard and not let go, attempting to break its prey's neck and rip out its throat simultaneously (Ability) +40 offensive-roll over its defender's roll will indicate that a successful strike to the neck has occurred unless the defender can pit Strength vs. Strength and win to get away from such a strike.

Susceptibilities: Unknown.

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