

Species, Breed: Cat, Panther, Common

Type: Not applicable.

Class: Animal.

Align: Basic instinct creature.

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

Level: 1-D20 +1

Number encountered: 1

Experience points: 12 x level.

Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 35

Coordination: 45

Dexterity: 45

Intelligence: 3

Mental-strength: 40

Strength: 30

Wisdom: 3

Movement:

Flying: Can't

Grounded: 18

Swimming: 6

Luck: 25

Oxygen-points: 60

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 per level.

Treasure: % Roll needed to have money and treasure:

90+

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 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?:No.

Description:

Height: 2'-6"

Length: 7'

Weight: 170 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: 80 Years

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

Needs: Basic instinct creature.

Note: The skin of this creature is sought after by leather workers. It's value is about 10 black-gold pieces for a commonly cured hide. The Common Panther has a 25% chance to call out and be aided by 1-D4+1 Harritt Catur, who deem this creature as one of their own, arriving in 1-D10 turns to fight with it.

Special Abilities: Climbing: +50 added to climbing checks.

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

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