

Species, Breed: Cat, Grasslands

Type: Not applicable.

Class: Animal.

Align: Basic instinct creature.

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

Level: 1-D10

Number encountered: 1-D6 +4

Experience points: 7 x level.

Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 25

Coordination: 30

Dexterity: 30

Intelligence: 2

Mental-strength: 30

Strength: 22

Wisdom: 2

Movement:

Flying: Can't

Grounded: 14

Swimming: 3

Luck: None.

Oxygen-points: 90

Blood-points: 75

Attack descriptions

1 Bite: 1-D12 x2 +1 / 1 space (5') / Sharp attack

and:

2 Claws: 1-D8 x2 +1 / 1 space (5') / Sharp attack (If both front claws successfully strike, roll for "Rake").

2 Rakes: 1-D8 x2 +1 / 1 space (5') / Sharp attack See: "Special offenses".

Defense: 30

Offense: 30

Damage-Points: Roll 1-D12 x 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 Grasslands Cat 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?: Yes

Description:

Height: 2'-0"

Length: 4'-6"

Weight: 75 lbs.

Fur color: Grass-green

Eye color: Yellow-green

Posture: Quadruped.

Dislikes: Fire: Any form of fire scares these creatures immensely, and they will always keep their distance from it.

Goblins: This cat detests goblins, and will attack them if their numbers are two to one odds). Mankind: 01-30 = attack, 31-00 = avoid.

Disposition: Grassland Cats are pack hunters. One of the pride will lure or chase its victim into the arms of the rest, hoping to catch them off guard as an easy prey.

They are playful with their young, and often times play the human game of hide-and-seek among the tall grasses.

Fears: Dogs and Mankind.

Habitat: Grasslands.

Immunities: None.

Life-span: 45 Years

Likes: Food.

Needs: Basic instinct creature.

Note: The kittens are worth around 3 white-gold each to a trainer. There will be an 80% chance of having 1-D4 kittens per female if encountered in the early springtime.

Leather workers will buy pelts for about 1-D8 white-gold, depending on how well they are cured and tanned.

The claws are worth 5 s each (there are 20 claws on each cat). A full set of teeth are worth 5-D4 +5 electrum.

Special abilities: **Climbing:** +50 added to climbing checks.

Sure-footed: 2 chances to make a successful avoidance-rolls vs. "Coordination", and, "Dexterity".

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

Special defenses: **Blend:** In the green of nature, the Grasslands Cat has the innate ability to blend in with its surroundings. 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 Grasslands Cat. See:

"Characteristics, Pitting" in the C section of the Basic Rules Book.

Sixth Sense: When danger is about to present itself directly upon this creature, an Awareness check will be rolled for. If successful, it will feel that something is about to happen.

Special offenses: When both front claws of the Grasslands Cat strike, it will hold its prey and continue attacking, raking its victim with its back feet on the same turn. Battle-Lock will then occur.

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

While attacking in this fashion, the Grasslands Cat will try biting for the neck, attempting to latch grasp the wind pipe of its victim and cut off its air supply. Once a successful bite to the neck occurs, it will bite down hard and not let go. (See: "Oxygen-points" in the Basic Rules Book).

Susceptibilities: None.

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