

# Species, Breed: Cat, Tiger, Arctic, Common

Type: Not applicable.

Class: Mammal.

Align: Basic instinct creature.

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

Level: 1-D30 +5

Number encountered: 1-D4 Any number encountered above two will be cubs (one female and her cubs).

Experience points: 12 x level.

## Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 40

Coordination: 40

Dexterity: 40

Intelligence: 3

Mental-strength: 35

Strength: 50

Wisdom: 3

## Movement:

Flying: Can't

Grounded: 18

Swimming: 6

Luck: 100

Oxygen-points: 105

Blood-points: 120

## Attack descriptions

1 Bite: 1-D20 x3 +6/ 1 space (5') / Sharp attack

and:

2 Claws: 1-D10 x3 +6/ 1 space (5') / Sharp attack (If both front claws successfully strike, roll for "Rake").

or:

2 Rakes: 1-D10 x6 +6/ 1 space (5') / Sharp attack See: "Special abilities".

Defense: 40

Offense: 40

Damage-Points: Roll 1-D20 x level.

## Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 2-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 70+ to have 1-D8

Uncommon: 76+ to have 1-D6

Rare: 80+ to have 1

Legendary: 96+ to have 1

Note: Any Treasure found will be found within the cats pride on fallen creatures.

# Description:

**Annihilation Strike?:**No.

**Description:** Height: 3'-0", Length: 10', Weight: 650 Lbs., Skin color: Beige, Skin texture: Fur, Hair color: White and off-white striped, Hair texture: Soft, straight, Eye color: White, Eye shape: Medium-sized, oveal, Posture: Quadruped.

**Dislikes:** Mankind, Fire.

**Disposition:** This cat is a hunter, living most of its life alone.

**Fears:** Mankind, Fire.

**Habitat:** Arctics.

**Immunities:** None.

**Life-span:** 30 Years

**Likes:** Food. Water (these great cat's are adept swimmers).

**Needs:** Basic instinct creature.

**Note:** The skin of this rare creature is highly sought after by leather workers. It's value is: 12-D6 black-gold pieces.

**Special Abilities:** *Climbing:* (Easy: 15+, Difficult: 25+, Hard: 35+). *Discover Trap:* (Natural: 25+, Common: 35+, Uncommon: 50+, Rare: 55+, Magical: 90+, Legendary: 00+). *Moving unseen:* (In darkness: 15+, In Light: 46+, In Shadows: 25+). *Moving without sound:* (Solid, semi-smooth area: 15+, Rough area, not smooth, minor obstacles: 25+, Broken up area, dry leaves, major obstacles: 35+).

**Special defenses:** At night, the Arctic Tiger has the innate ability to blend in with the darkness (its coat of white fur helps it to blend well with its arctic surroundings).

**Special offenses:** Rake: When both front claws of the Arcitic Tiger 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 Arcitic Tiger strike 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.