

Species, Breed: Cat, Tiger, Arctic, Giant

Type: Not applicable.

Class: Monster (mammal).

Align: Basic instinct creature.

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

Level: 1-D30 +10

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

Experience points: 36 x level.

Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 40

Coordination: 40

Dexterity: 40

Intelligence: 7

Mental-strength: 55

Strength: 80

Wisdom: 7

Movement:

Flying: Can't

Grounded: 54

Swimming: 18

Luck: 225

Oxygen-points: 165

Blood-points: 120

Attack descriptions

1 Bite: 1-D20 x6 +12/ 1 space (5') / Sharp attack

and:

2 Claws: 1-D20 x3 +12/ 1 space (5') / Sharp attack (If both front claws successfully strike, roll for "Rake").

or:

2 Rakes: 1-D10 x12 +12/ 1 space (5') / Sharp attack See: "Special abilities".

Defense: 50

Offense: 50

Damage-Points: Roll 3-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-D6

Uncommon: 76+ to have 1-D4

Rare: 80+ to have 1

Legendary: 96+ to have 1

Description:

Annihilation Strike?:No.

Description: Height: 6'-0", Length: 20', Weight: 1,300 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: 300 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 Arcitc 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 Arcitc 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.