

Species, Breed: Canthra, Harritt`Catur

Type: Not applicable.

Class: Monster (mammal)

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

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

Level: 1-D30 +1

Number encountered: 1-D6

Experience points: 60 x level.

Characteristics:

Awareness: 45

Charisma: 24

Constitution: 30

Coordination: 40

Dexterity: 50

Intelligence: 16

Mental-strength: 25

Strength: 25

Wisdom: 16

Movement:

Flying: Can't

Grounded: 15

Swimming: 5

Luck: 40

Oxygen-points: 75

Blood-points: 90

Attack descriptions:

Bite: 1

Damage: 1-D12 x3 +1

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 2

Damage: 1-D12 x2 +1

Range: 1 space (5')

attack type: Sharp. If both front claws successfully strike, roll for "Rake".

Rake: 4

Damage: 1-D12 x2 +1

Range: 1 space (5')

Attack type: Sharp. See: "Special Offenses"

Defense: 40

Offense: 50

Damage-Points: Roll 3-D12 +2 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: 91+ to have 1

Legendary: 96+ to have 1

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a cross between a panther and a humanoid.

Eye color: Yellow-green.

Eye shape: Medium-sized and slanted.

Fur color: Black.

Fur texture: As a Panther.

Height: 5'-3"

Skin color: Black.

Skin texture: As a panther.

Posture: Biped/Quadruped (this creature can run upright as a Human, or on all fours).

Weight: 110 lbs.

Dislikes: All Species of dogs.

Disposition: Semi-solitaire. They mingle with their own tribes, coming and going as they please, or come when beckoned by their shaman and mystic tribal leaders.

Fears: The common people of the Harrit` Catur are extremely superstitious; they fear and rever the Giant Panther, believing it an omen of fortune should one cross his or her path. They also believe that Shamans, who are high apprentices of the Mystic that leads their tribe, are possessed by supernatural powers given them by the spirits unseen. And foremost the Mystic is to be honored and revered in all walks of life; they are most loyal to the Mystic above all else (even unto death).

Habitat: Jungle.

Immunities: None.

Life-span: 100 years

Likes: Exploring is a large part of their lives. They love to roam and see what there is to see. They also have a strong fancy for snake meat. The Common and Giant Panther are allies to this race.

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

Note: None.

Special Abilities: Modification-points: Each will have a 100% chance of having modification-points as follows: 2-D6 +1 per 2 levels advanced (exactly as a player character rolls for modification-points each level).

These points can be used to learn any spell or ability from the Adventurer Abilities. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn abilities and spells directly from the Adventurer charts).

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

Tracking: 41+ Once a track is located, this creature can follow it for 1-D4 hours. After the 1-D4 hours, another successful tracking check must be rolled in order to keep the trail.

Special Defenses: Sixth Sense: When danger is about to present itself directly upon the Homin`Catur, an A successful "Awareness Check" must be rolled (Awareness = the % chance for success). If successful, he or she will feel that something is about to happen.

Special Offenses: Rake: When both front claws of this creature 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, it will attempt bite the neck of its quarry, attempting to latch onto the neck, cutting 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 O Section of the Basic Rules Book).

Susceptibilities: None.

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