

Species, Breed: Cat, Acid

Type: Not applicable.

Class: Fiend (mammal)

Align: Basic instinct creature.

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

Level: 1-D30 +10

Number encountered: 1

Experience points: 45 x level.

Characteristics

Awareness: 70

Charisma: Not applicable.

Constitution: 70

Coordination: 60

Dexterity: 60

Intelligence: 4

Mental-strength: 60

Strength: 60

Wisdom: 4

Movement:

Flying: Can't

Grounded: 54

Swimming: 18

Luck: 225

Oxygen-points: 165

Blood-points: 120

Attack descriptions

Bite: 1

Damage: 1-D12 x6 +8

Range: 2 spaces (10')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D12 x4 +8

Range: 2 spaces (10')

Attack Type: Sharp If both front claws successfully strike, roll for "Rake".

Rakes: 4

Damage: 1-D12 x10 +8

Range: 1 space (5')

Attack Type: Sharp See: "Special Offenses".

Defense: 60 / 90 if 32nd + level

Offense: 60 / 90 if 32nd + level

Damage-Points: Roll 3-D20 x level.

Treasure: %Roll needed to have money and treasure:

50+

If this creature has treasure, it will be feeding upon a recent victim. Roll up a random creature within this region setting and roll for its treasure. It will have at least one of the checks, so roll until you get at least one thing, whether it is copper, silver, and/or treasure items.

Example: This creature has taken down an Spell Cat: Roll to see if it has copper, then bronze, silver, electrum, white-gold, yellow-gold, black-gold and then treasure on it. If you roll for the all and did not roll high enough for the victim to have anything, roll again. Keep rolling until you get at least something. If you rolled, and you found copper on the victim, but you did not get any other roll-checks, you are done (it only had copper on it).

Description:

Annihilation Strike?: Yes.

Description:

Eye color: Black.

Eye shape: Medium-sized and oval.

Fur color: White.

Fur texture: Furry

Height: 4'-0"

Length: 12'-0"

Posture: Quadruped (an animal with four feet).

Weight: 500 lbs.

Dislikes: Unknown.

Disposition: Stalking the lands, this creature hunts even when not hungry. This is a very curious creature as well; if something catches its fancy, it will study it . . . like a cat studies a mouse.

Fears: Unknown.

Habitat: Acid Dimension.

Immunities: Acid and Poison abilities and spells have no effect.

Life-span: 600 Years

Likes: Unknown.

Needs: Basic instinct creature.

Note: The cured and tanned hide of this creature can bring about 2,880 white-gold (if the skin is in prime condition). An adult skin can create approximately 1 full sets of troll-hide leather quality armor (humanoid armor). If master tanned, this leather will retain a 25% acid-resistance. For every level it is master tanned, above 1, it will retain an added 4% to its current acid-resistance.

Special Abilities: Climbing: +40 added to climbing checks.

Night-vision: This creature can see in the dark as well as if it were day.

Tracking: 40+ roll needed to successfully pick up, and keep a track, for 2-D4 hours.

Special Defenses: Resistances: Disease: 90%, Fear: 70%, Magic: 30%, Mental-attack: 20%, Mind alterations: 10%, Pain: 30%, Shock: 50%, Sickness: 95%, Stun: 25%.

Special Offenses: Rake: When both front claws of the Acid Cat 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 Acid Cat will attempt to strike the neck. Once a successful bite to the neck occurs, it will bite down hard, strangling its prey to death. To successfully bite the neck, this creature's offensive roll to strike must be +50 above the defensive roll of its victim (even though a victim in battle-lock cannot dodge, roll a defensive roll anyways to see if this creature has rolled +50 over, thus biting the neck).

Susceptibilities: Water-based spells that damage cause x2 damage on this creature.

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.