

Species, Breed: Cat, Saber-toothed Tiger (Smilodon)

Type: Prehistoric.

Class: Animal (mammal).

Align: Basic instinct creature.

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

Level: 31 + 1-D20

Number encountered: 3-D4 +3 Note: There will be one cat that will be the leader (add +5 to its level)

Experience points: 125 x level.

Characteristics

Awareness: 70

Charisma: Not applicable.

Constitution: 50

Coordination: 30

Dexterity: 40

Intelligence: 4

Mental-strength: 60

Strength: 60

Wisdom: 3

Movement:

Flying: Can't

Grounded: 21

Swimming: 7

Luck: None.

Oxygen-points: 180

Blood-points: 180

Attack descriptions

Bite: 1

Damage: 1-D12 x6

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 2

Damage: 1-D12 x6

Range: 2 spaces (10')

Attack type: Sharp. (if both front claws successfully strike, roll for “Rake”).

Rake: 2

Damage: 1-D12 x6

Range: 1 space (5')

Attack type: Sharp. See: "Special Abilities".

Defense: 60

Offense: 70

Damage-Points: Roll 5-D12 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 40+ to have 1-D100 x15

Bronze: 45+ to have 1-D100 x13

Silver: 50+ to have 1-D100 x11

Electrum: 55+ to have 1-D100 x9

White-gold: 60+ to have 1-D100 x7

Yellow-gold: 65+ to have 1-D100 x5

Black-gold: 70+ to have 1-D100 x3

Treasure item(s):

Common: 25+ to have 1-D10

UnCommon: 30+ to have 1-D8

Rare: 60+ to have 1-D6

Legendary: 90+ to have 1-D4

Note:

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

Description:

Annihilation Strike?: Yes.

Description: Height: 4'-0", Length: 8'-0", Weight: 350 Lbs., Fur color: Light-brown, Skin texture: Fur, Hair texture: Course, straight, Eye color: Yellow-orange, Eye shape: Medium-sized, slanted, Posture: Quadruped.

Dislikes: Fire.

Disposition: This cat is a hunter, living in a pride. They are pack hunters, hunting in similar fashion to the modern day Lion.

Fears: Fire.

Habitat: Prehistoric.

Immunities: None.

Life-span: 25 Years

Likes: Hunting the larger game, like deer.

Needs: Basic instinct creature.

Note: Sabre-Toothed Tiger lives in the Pleistocene - Holocene (175 MYA to 0.01 MYA).

Special Abilities: Climbing: (Easy: 15+, Difficult: 25+, Hard: 35+).

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: None.

Special Offenses: Rake: When both front claws successfully 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, this creature 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. An offensive roll of +30 over than its defender’s will indicate a strike to the neck.

Susceptibilities: None.

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