

Cat, Cougar (Common):

This race appears as Common Mountain Lion.

Abilities:

Armor Restrictions:

Base Defense:

Body Weapons:

Explanation and rulings for Abilities:

This race cannot wear armors, or use a shield. See, "Item Restrictions".

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Attacks per turn: 3 (claw, claw, bite).

Damage: Claw: 1-D6, Claw: 1-D6, Bite: 1-D6.

Notes: Damage for claws, bite and rake will increase by 1-D6 per 5 levels advanced above level #1. **Rake:** If the cougar successfully strikes with both claws, it will automatically do a rake with its back legs, causing 1-D6 x2 damage.

Evasive: +2 on defensive rolls to evade physical attacks.

Item Restrictions: The Cougar can only wear 1 amulet (neck) and 2 earrings (one in each ear).

Life-points: This race will begin with 26 life-points at level #1.

Life-points per level advanced: 1-D8.