

Species, Breed: Cat, Tiger, Jungle, Common

Type: Not applicable.

Class: Mammal.

Align: Basic instinct creature.

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

Level: 1-D30 +5

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

Experience points: 12 x level.

Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 40

Coordination: 40

Dexterity: 40

Intelligence: 3

Mental-strength: 35

Strength: 50

Wisdom: 3

Movement:

Flying: Can't

Grounded: 18

Swimming: 6

Luck: 100

Oxygen-points: 105

Blood-points: 120

Attack descriptions

1 Bite: 1-D20 x3 +6/ 1 space (5') / Sharp attack

and:

2 Claws: 1-D10 x3 +6/ 1 space (5') / Sharp attack (If both front claws successfully strike, roll for "Rake").

or:

2 Rakes: 1-D10 x6 +6/ 1 space (5') / Sharp attack See: "Special abilities".

Defense: 40

Offense: 40

Damage-Points: Roll 1-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-D8

UnCommon: 76+ to have 1-D6

Rare: 80+ to have 1

Legendary: 96+ to have 1

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

Description:

Annihilation Strike?: No.

Description:

Height: 3'-0"

Length: 10'

Weight: 650 lbs.

Skin color: Beige

Skin texture: Fur

Hair color: White and orange striped

Hair texture: Soft and straight

Eye color: Yellow

Eye shape: Medium-sized and oval

Posture: Quadruped.

Dislikes: Mankind, Fire.

Disposition: This cat is a hunter, living most of its life alone.

Fears: Mankind, Fire.

Habitat: Jungle.

Immunities: None.

Life-span: 30 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: +50 added to climbing checks.

Night-vision: This creature can see in the dark nearly as well as if it were day (-5 defense and offense).

Tracking: 41+ roll needed to successfully pick up, and keep a track, for 2-D6 hours.

Special defenses: None.

Special offenses: Rake: When both front claws of the Jungle 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 Jungle 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.