

Species, Breed: Ishahk

Type: Not applicable.

Class: Monster (Mammal).

Align: Basic instinct creature.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D30 +1

Number encountered: 3-D6 +3

Experience points: 90 x level.

Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 40

Coordination: 50

Dexterity: 40

Intelligence: 4

Mental-strength: 40

Strength: 38

Wisdom: 4

Movement:

Flying: 55

Grounded: 18

Swimming: 6 Although this creature does not like water, it can swim.

Luck:

Oxygen-points: 120

Blood-points: 120

Attack descriptions:

Bites: 2

Damage: 1-D12 x7

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x6

Range: 1 space (5')

Attack Type: Sharp.

Defense: 60

Offense: 40

Damage-Points: Roll 4-D12 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x14

Bronze: 20+ to have 1-D100 x12

Silver: 30+ to have 1-D100 x10

Electrum: 40+ to have 1-D100 x8

White-gold: 50+ to have 1-D100 x6

Yellow-gold: 60+ to have 1-D100 x4

Black-gold: 70+ to have 1-D100 x2

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 20+ to have 3-D4

Legendary: 40+ to have 2-D4

Note:

Check for treasure one time only (not for each creature encountered).

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a cross between a Panther with the wings of a bat.

Eye color: Emerald-green.

Eye shape: Medium-sized and slanted.

Fur color: Black.

Fur texture: As a panther.

Height: 3'-0"

Length: 7'-0"

Posture: Avian / Quadruped (like a bird, or relating to the family of birds with four legs).

Weight: 220 lbs.

Wing contour: Bat-like.

Wingspan: 21'-0"

Dislikes: Mankind, bright light, and fire

Disposition: This pride of this creature is always up in the canopy of the trees, high up just under the sea of leaves which blanket most of the expanse of the jungle.

They are highly territorial, yet rarely attack mankind. If encountered, they will warn intruders by a display in numbers, hissing and spitting in dire warning.

They tend and guard their young fearlessly, giving no thought for their own safety when protecting them. During the springtime each female in the pride will have a 70% chance of having 1-D4 kittens, which will mature to level #1 12 weeks after being born. As is the nature of all cats, kittens are born with shut eyelids as their eyes develop over the first two weeks after birth. While in this stage they are helpless.

Kittens are trained to fly by their fathers, who take them to the lowest branches and instinctively begin showing and guiding them in the art of flight.

Fears: Unknown.

Habitat: Jungle.

Immunities: None.

Life-span: 60 years.

Likes: Unknown.

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

Note: None.

Special Abilities: Echolocation: This creature has not only excellent "Night-Vision" (as the Psychic's spell), but have the ability to send out sound that will bounce back from all objects, telling the precise shape and pattern of the obstacles being approached. With this ability, Ishahk can hunt or evade a potential collision with objects with increased proficiency.

Thief Abilities: Ishahk have thieving abilities, which are used with no expenditure of ability-points:

Climb Structure
Discover Trap
Move Undetected

Tracking: This creature has a 70% chance to pick up and follow a track, following it at $\frac{1}{2}$ its normal rate of movement. The scent of a track can be followed for 1-D4 hours. At the end of 1-D4 hours, another successful "Tracking" check must be successful in order to continue following the trail in the correct direction in the same manner and time frame.

Special Defenses: Awareness: Increased awareness due to excellent visual and echolocation senses. The defense and awareness for this creature has already been adjusted.

Blend: At night, the Ishahk has the innate ability to blend in with the darkness. To see this creature in the darkness, a successful a successful "Awareness Check" must be rolled (Awareness = the % chance for success).

Special Offenses: **Back attack** (as the Thief Ability). This is a passive ability which is always in effect.

Rake: When both front claws of the Ishahk strike, it will hold its prey and continue attacking, raking its victim with its back feet. This attack will be the same as the claw attack (as to the number of attacks and damage per turn), yet battle-lock will occur (See: “Battle-Lock” in the Basic Rules Book for details). While attacking in this fashion, the Ishahk will also get three bites 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.