

NAME Saw-Toothed Tiger RACE Beast SIZE 1 HEIGHT 4'0" WEIGHT 400lbs HL 2 EL 0

CON	<u>4</u>	AGI	<u>4</u>	INT	<u>1</u>	STR	<u>4</u>	WILL	<u>1</u>	CHA	<u>1</u>
Hit Points	<u>60</u> / <u>60</u>	Initiative	<u>8</u>	C. Mastery	<u>2</u>	Armor	<u>8</u>	SP Armor	<u>2</u>	Song Effect	<u>2</u>
Vitality	<u>120</u> / <u>120</u>	Speed	<u>8</u>	H. Mastery	<u>2</u>	MAD	<u>8</u>	M. Mastery	<u>2</u>	M. Speed	<u>2</u>
		RAD	<u>8</u>	SP Mastery	<u>2</u>					M. Damage	<u>2</u>

ATTACK # 1

Description: Bite, Claw

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 23 Crit DMG: 31 | SP-DMG: Crit SP-DMG:

Other: +4 Wounds

ATTACK # 2

Description: _____

Type: _____ Range: _____ Accuracy: _____

DMG: _____ Crit DMG: _____ | SP-DMG: _____ Crit SP-DMG: _____

Other: _____

ABILITIES

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: _____

Vulnerabilities: _____

Traits: Crippling Blows x 2, Resilience

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

0-2 M.U. (1 M.U. for each undamaged tooth)

Size = How many spaces the creature takes up | HL = Hero Level | EL = Epic Level | SP = Spell | DMG = Damage | HP = Hit Points | RAD = Ranged Attack DMG | MAD = Melee Attack DMG | H. = Healing | C. = Craft | M. = Minion | SE = Song Effect | DPD = Dealt Per Difference | N. = Natural | S.N. = Supernatural

LORE

Saw-Toothed Tigers come in two different forms: Tigers that have evolved to have large, serrated teeth, or Tigers that have had their fangs manually filed into saw blades. The latter is an unfortunate practice performed by Raiders, Shamans, Tribalists, and even Fusion Born.

Pseudo or not, Saw-Toothed Tigers like meat. When hungry, they'll try to kill anything that looks edible. Those in captivity have been trained to protect their owners and attack their enemies. Both are particularly adept at shredding humanoids apart.

Like most beasts, these creatures are used to living outside and in harsh environments. Therefore, they have a natural resilience when it comes to resisting status effects and wounds.

APPEARANCE

Saw-Toothed Tigers are similar to your standard tiger, except they have sharp serrated claws and teeth. Like sabre-toothed cats, they have two exceptionally long canine teeth, that are of course, shaped like saws.

As for weapons, Saw-Toothed Tigers attack by either biting or scratching their opponents as their melee weapon. These serrated attacks are especially grievous and are quick to wound their targets. They have no ranged weapon.

COMBAT BEHAVIOR

Saw-Toothed Tigers are fighters that will attack the nearest target. As a GM, you may decide if they have a preference for fatter, meatier targets. You may also decide how low they might prioritize attacking Dryads and other targets that may lack meaty flesh, like Gun Turret minions.

These creatures only have melee attacks (*no ranged attacks or abilities*), so they're especially susceptible to control abilities, like law magic.

Because they have Crippling Blows x 2, their attacks gain +4 Wounds. They also have the Resilience trait, allowing them to only suffer half the amount of status effect and wound stacks they are dealt (*rounded down*.)