

Tiger

Beast

Defense 13, **AR** 0

Health 55, **Speed** 14

Senses Night Vision

-2 Communication

+4 Constitution (Swimming)

-2 Cunning

+3 Dexterity (Stealth)

+0 Magic

+2 Perception (Tracking)

+5 Strength (Claws, Jumping)

+2 Willpower (Courage)

Melee Bite +3 (1d6+8), Claws +7 (2d6+5)

Favored Stunts: Lightning Attack and Pounce.

Powers

Camouflage: Others suffer a -2 penalty to notice tigers in tall grass and heavy undergrowth.

Pounce: 2 SP, After charging, the tiger can make an attack with its other mode of attack as a free action on the same target.

Tigers are some of the largest and most fierce big cats known. They stand 3 feet tall at the shoulder, and are typically 9 feet long and several hundred pounds in weight. Their natural markings make them excellent predators in the wild, hiding their movements with ease in tall grass. They are also strong swimmers and are unafraid of most everything. If a tiger gains a taste for eating humanoids, even the tools, weapons and armor of such prey are not daunting to the beasts.

