COUGAR Mountain Lion

Cougars are native to Hârn, but are also found throughout northwestern Lythia. They mainly hunt the forested foothills of the Sorkin, Felsha, and Rayesha mountains. Pelts are mostly tawny brown, with patches of white on the underbelly. They are much smaller than the lion and tiger, but bigger than the dejekra and lynx. Adult males typically weigh 110 pounds and females are about 25% lighter.

Superstitions

The grace and power of the cougar are admired by all wilderness folk. Some barbarian tribes consider them to be sacred creatures. To many superstitious folk the terrifying wail of the cougar is a warning of death.

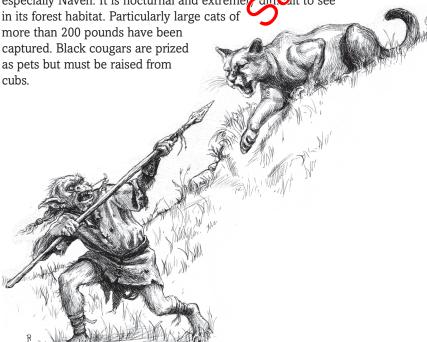
Habitat & Hunting

Cougar hunt wild deer and mountain goats and sheep. Domestic livestock in frontier settlements are also taken. Attacks on humans are rare, as cougar do not generally recognize humans as prey. However, a cougar will attack a hunter if cornered, or by females defending their cubs. When the cougar does attack, it usually employs its characteristic neck bit attempting to sever the spinal cord.

A female reaches sexual maturity at age two. Gestation is 90–105 days. The average litter is 2–4 cubs. The cubs stay with their mathematical they are 13–18 months old. The male departs shortly after the matter season ends.

Subspecies

The BLACK COUGAR, or shadowcat, is associated with the dark churches, especially Naveh. It is nocturnal and extremely difficult to see



Cougar

Habitat: Forest/Mountain

Length: 75"
Height: 24"
Weight: 110 lb
Diet: Carnivore
Lifespan: 10–15 years
Cycle: Twilight

Cost: 350d (healthy cub)

ATTRIBUTES

10 Str 16 Eye¹ 05 Int 13 End 11 Sta 18 Hrg 10 Aur 50 Mov 18 Agl 20 Sml 18 Wil

¹Night Vision +3

SKILLS

90 Initiative 72 Awareness 90 Dodge 72 Stealth 72 Bite 3p 72 Tracking 90 Claw 3e 60 Intimidate 65 Jump 20 Swim

- −50% to be trained.
- +25 to AML when jumping down from above. Can aim for the upper body without penalty.

Armour

B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

01-15 Head

16-20 Neck

21–35 •Fore Leg

36-58 Thorax

59-63 Abdomen

64-80 •Quarter (Hip)

81–93 •Hind Leg

94-00 Tail

• Odd = Left, Even = Right

DEJEKRA The Dark Thief

The dejekra is a long, lean, black cat. It is the only cat of this size that inhabits human settlements. It is a notorious thief and is active when the human settlement is quiet. It will hunt dogs, but prefers easier prey, like young livestock.

Superstitions

The dejekra are the preferred cats of the Navehans, who consider this dark thief sacred to Naveh. Some folk think each Dejekra contains the soul of a dead Navehan who failed to gain entrance to Kamil. A few Navehan temples are believed to breed the cats on Hârn.

A dejekra is often blamed if a child or valuable animal goes missing. Seeing a dejekra is known to foretell a death in the family. If a dejekra is caught within a village, it foretells a plague or famine in the coming season. A dejekra seen on a wedding day foretells that someone has been untrue (usually it's the visiting bride that's blamed; although if the bride is local, the blame is placed squarely on the groom).

Habitat & Hunting

Dejekra range natively through the unsettled lands of southwest Lythia and are sold throughout the Zhelorian states. A few have been signed in the Mafani states, the Kingdom of Homora, and Azeryan. Bount on the cats are common along the Venarian Sea.

The dejekra is a scavenger as much as a hunter archive reputed to eat everything, or at least try. Dejekra are patient hunters, but always seek easy prey. Their dark coloring allows them to ambush row easily in the twilight hours and throughout the night, when they are researchive.

A female is fertile after 18 months. Gestation is about 90 days. The average litter is 2–3 cubs. The cubs are born with a grey spotted coat that darkens as the cat gets older. There are no known dejekra subspecies.



DEJEKRA

Habitat: Forest/Civilized lands

Length: 36"
Height: 18"
Weight: 70 lb
Diet: Carnivore
Lifespan: 8–10 years
Cycle: Nocturnal

Cost: 350d (healthy cub)

ATTRIBUTES

09 Str 10 Eye¹ 06 Int 12 End 12 Sta 18 Hrg 11 Aur 28 Mov 19 Agl 16 Sml 15 Wil

¹Night Vision +6

SKILLS

80 Initiative 68 Awareness 95 Dodge 76 Stealth 90 Bite 3p 60 Tracking 72 Claw 4ep 70 Intimidate

80 Jump

- -25% to be trained.
- +25 to AML when jumping down from above. Can aim for the upper body without penalty.

ARMOUR

B3 E3 P1 F3 GAC 1

STRIKE LOCATIONS

01-15 Head

16-20 Neck

21-35 •Fore Leg

36-58 Thorax

59-63 Abdomen

64-80 •Quarter (Hip)

81-93 •Hind Leg

94-00 Tail

• Odd = Left, Even = Right