

PANTHER

Terrestrial predatory mammals, panthers include cats, bobcats, lynxes, cougars, panthers, jaguars, pumas, leopards, cheetahs, lions and tigers. They are exceedingly stealthy and nimble, able to perform astounding feats of balance and acrobatics. Panthers are exceptional ambush predators that run very quickly in short bursts and thus have to get close to prey before striking. They are also more than capable in face-to-face fights and will stand their ground when challenged directly.

- Feisty, savage survivalists, snarl panthers include bobcats and lynxes.
- Patient, cunning stalkers, sly panthers include cougars, panthers, jaguars, pumas and leopards.
- Cautious, fast hunters, swift panthers include cheetahs.
- Muscled, powerful hunters, strong panthers include lions and tigers.
- Sabertooth panthers are variants with extraordinarily long blade-like fangs on the upper jaws and a more durable build, as well as a thicker hide. The devastating effects of their bites are feared far and wide.

PANTHER TRAITS
Class: beast
Origin: Midgard
Sapience: amoral-agent
Lifeviews: <i>lashful-detached, laxful-detached, lashful-wicked, laxful-wicked, lawful-wicked</i>
Vessel: corporeal (zoetic-organic)
Tier/Shape Range: Dawning 1/8×1/4×1/8 to Helming 2×3×1
Role: warrior
Creature Knowledge: • <i>General:</i> <i>herd</i> or <i>nighlore</i> (sta) DR 11 • <i>Specific:</i> <i>herd</i> or <i>nighlore</i> (imp) DR 17
Roottrait Points: 3+[2×(tier-1)]
Attack Roottraits: • <i>Physical Strikes/Harm:</i> Lth/Brw • <i>Magical Strikes/Harm:</i> —
Augmentations: Nml +3, Mfl +2; hasten +2; physical strikes +3, physical harm +2; <i>deepfare</i> +0 (train: sta); <i>dive</i> +0 (train: sta); <i>landfare</i> +0 (train: imp); <i>look</i> +3 (train: imp); <i>lurk</i> +7 (train: adv; avail:1); <i>seafare</i> +0 (train: sta); <i>search</i> +1 (train: sta); <i>toil</i> +4 (train: adv); <i>tumble</i> +3 (train: adv)
Carcass Harvest: • <i>Food:</i> [(1d4)×cubes] meals; <i>cook</i> (sta) DR 11 • <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (sta) DR 15 • <i>Bones, Fangs, Claws:</i> [(1d6)×cubes] coppers; <i>hew</i> (sta) DR 8 • <i>Hides, Pelts:</i> [(2d8)×cubes] coppers; <i>taw</i> (sta) DR 16
Lair Treasure: • <i>Mundane:</i> incidental • <i>Magical:</i> incidental

SNARL PANTHER
Tier: Raising
Lifeview: <i>lashful-detached</i>
Languages: Beast
Shape: 1/2×1/2×1/2
Size Modifier: +3
Mass Modifier: ±0
Speed: walk 18; swim 1
Roottraits: Brw 2; Lth 4; Smt 0; Wis 0; Glt 1
Hasten: 2
Defenses: Nml 27; Ftl 21; Mfl 11
Grit: 11+3d4 [19]
Pneuma: 7
Harm Yields: <u>susceptible</u> <i>wreck, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>flare</i> 1; <u>resistant</u> <i>whelm</i> 1, <i>frost</i> 1; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +1 (sta); <i>dive</i> +4 (sta); <i>landfare</i> +2 (imp); <i>look</i> +4 (imp); <i>lurk</i> +13 (adv; avail:1); <i>seafare</i> +2 (sta); <i>search</i> +1 (sta); <i>toil</i> +8 (adv); <i>tumble</i> +9 (adv; avail:1)
ATTACKS AND POWERS
Inmate Weapons — 3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 0; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 1d4+2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • 2 Claws: targeted melee 0; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 1d2+1 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4)
Monster and Mortal Powers: <i>grappling</i> — standard; inferior defense (Mfl); <i>pouncerake</i>
Ascension-Point Value: 10

SABERTOOTH PANTHER TEMPLATE
Movement Alterations: walk +3, swim +1
Harm Yields Alterations: resistant <i>wreck</i> +2, <i>whelm</i> +1, <i>rasp</i> +1
Condition Adaptations Alterations: none
Lifeskills Alterations: <i>dive</i> +0 (train upgrade: imp); <i>toil</i> +2
Attacks and Powers Alterations: <i>bite</i> strikes — base variable harm +3 d-steps, plus <i>agonize</i> option
Ascension-Point-Value Alterations: +9

ALPENGARD | MONSTER STATISTICS

SLY PANTHER
Tier: Surging Liferview: <i>laxful-detached</i> Languages: Beast
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 30 (cougar, panther, jaguar, puma), 21 (leopard); swim 1
Roottraits: Brw 3; Lth 6; Smt 0; Wis 0; Glt 0 Hasten: 2 Defenses: Nml 29; Ftl 25; Mfl 10 Grit: 19+4d4 [29] Pneuma: 8
Harm Yields: <u>susceptible</u> <i>wreck, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>flare</i> 2; <u>resistant</u> <i>whelm</i> 2, <i>frost</i> 1; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +1 (sta); <i>dive</i> +6 (sta); <i>landfare</i> +2 (imp); <i>look</i> +4 (imp); <i>lurk</i> +15 (adv; <i>avail:1</i>); <i>seafare</i> +1 (sta); <i>search</i> +1 (sta); <i>toil</i> +9 (adv); <i>tumble</i> +11 (adv; <i>avail:1</i>)
ATTACKS AND POWERS
Inmate Weapons — 3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +9; <i>wreck (rend-stab)</i> harm 1d6+2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • 2 Claws: targeted melee 1; strike +9; <i>wreck (rend-stab)</i> harm 1d4+2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4)
Monster and Mortal Powers: <i>grappling</i> — standard; <i>inferior defense</i> (Mfl); <i>pouncerake</i>
Ascension-Point Value: 13

STRONG PANTHER
Tier: Honing Liferview: <i>lashful-detached</i> Languages: Beast
Shape: 1×2×1 Size Modifier: ±0 Mass Modifier: +1 Speed: walk 32
Roottraits: Brw 5; Lth 4; Smt 0; Wis 0; Glt 2 Hasten: 2 Defenses: Nml 26; Ftl 25; Mfl 12 Grit: 31+5d4 [44] Pneuma: 12
Harm Yields: <u>susceptible</u> <i>wreck, frost, gleam, gloom, rot, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>flare</i> 2; <u>resistant</u> <i>whelm</i> 4, <i>rasp</i> 1; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +2 (sta); <i>dive</i> +7 (sta); <i>landfare</i> +3 (imp); <i>look</i> +5 (imp); <i>lurk</i> +13 (adv; <i>avail:1</i>); <i>seafare</i> +4 (sta); <i>search</i> +1 (sta); <i>toil</i> +12 (adv); <i>tumble</i> +9 (adv; <i>avail:1</i>)
ATTACKS AND POWERS
Inmate Weapons — 3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +7; <i>wreck (rend-stab)</i> harm 1d8+3 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • 2 Claws: targeted melee 1; strike +7; <i>wreck (rend-stab)</i> harm 1d6+3 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6)
Monster and Mortal Powers: <i>grappling</i> — improved; <i>inferior defense</i> (Mfl); <i>pouncerake</i>
Ascension-Point Value: 21

SWIFT PANTHER
Tier: Honing Liferview: <i>lashful-detached</i> Languages: Beast
Shape: 1×2×1 Size Modifier: ±0 Mass Modifier: +1 Speed: walk 44; swim 1
Roottraits: Brw 3; Lth 6; Smt 0; Wis 2; Glt 0 Hasten: 4 Defenses: Nml 30; Ftl 26; Mfl 17 Grit: 29+5d4 [42] Pneuma: 10
Harm Yields: <u>susceptible</u> <i>wreck, flare, frost, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>whelm</i> 2; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +3 (sta); <i>dive</i> +6 (sta); <i>landfare</i> +4 (imp); <i>look</i> +6 (imp); <i>lurk</i> +16 (adv; <i>avail:1</i>); <i>seafare</i> +1 (sta); <i>search</i> +2 (sta); <i>toil</i> +9 (adv); <i>tumble</i> +11 (adv; <i>avail:1</i>)
ATTACKS AND POWERS
Inmate Weapons — 3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +9; <i>wreck (rend-stab)</i> harm 1d6+3 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • 2 Claws: targeted melee 1; strike +9; <i>wreck (rend-stab)</i> harm 1d6+2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4)
Monster and Mortal Powers: <i>grappling</i> — standard; <i>inferior defense</i> (Mfl); <i>pouncerake</i>
Ascension-Point Value: 17