

Dj@ru

Medium-sized Animal

Hit Dice: 6d8+30 (57hps)

Speed: 60 ft., Climb 60 ft.

Defense: 26 (+6 dodge +10 natural armor)

Attacks: Bite & claw +12 brawling, or 2 claws +14 melee

Damage: Bite 2d12+10, Claw 2d6+5

Face/Reach: /5 ft.

Special Attacks: Pounce

Special Qualities: Blindsight, Damage Reduction 2/-, Frightful presence, Scent, Tremorsense,

Ferocity, Camouflage

Saves: Wits +1, Will +8, Int -1

Abilities: Pre 20, Com 4, Emp 4, Spi 16, Rea 6, Agi 18, Phy 20

Skills: 24pts

Feats: Alertness + 3

Climate/Terrain: canopy and sunless lands

Organization: Solitary

Challenge Rating:

Treasure: None

Popularity: --

Influence: --

Reputation: --

Status: --

Blindsight: uses scent & hearing

Frightful Presence: up to 5HD; Will save or -2 to rolls

Scent

Tremorsense

Ferocity: Continues to fight without penalty while disabled or dying (i.e., to -10 hps).

Camouflage: Because of mosses & lichens in fur, +10 DC to detect by scent, +10 DC to detect by sight when moving, +15 DC to detect by sight when stationary or 1/4 move.