

## Tigers

Tiger, tiger, burning bright, in the forest of the night.

<b>Tiger</b>	<b>Level 6 Elite Skirmisher</b>		
Large natural beast	XP 500		
<b>Initiative</b> +8	<b>Senses</b> Perception +10		
<b>HP</b> 146; <b>Bloodied</b> 73			
<b>AC</b> 20; <b>Fortitude</b> 19, <b>Reflex</b> 19, <b>Will</b> 17			
<b>Saving Throws</b> +2			
<b>Speed</b> 8 (10 when charging)			
<b>Action Points</b> 1			
⊕ <b>Claw</b> (standard; at-will)			
+11 vs. AC; 1d6 + 5 damage.			
⊖ <b>Bite</b> (standard; at-will)			
+11 vs. AC; 1d8 + 5 damage and the target is grabbed (escape ends).			
⊖ <b>Double Claw</b> (standard; at-will)			
The tiger makes two claw attacks. If both claw attacks hit the same target, the target is pushed 1 square.			
⊖ <b>Pouncing Charge</b> (standard, must be a charge attack; recharge Ⓜ Ⓜ)			
The tiger makes a claw and bite attack against the target. If both attacks hit, then the target is knocked prone and takes 5 ongoing damage (save ends).			
<b>Alignment</b> Unaligned		<b>Languages</b> -	
<b>Skills</b> Athletics +15			
<b>Str</b> 21 (+8)	<b>Dex</b> 16 (+6)	<b>Wis</b> 14 (+5)	
<b>Con</b> 17 (+6)	<b>Int</b> 2 (-1)	<b>Cha</b> 11 (+3)	

### Tiger Tactics

The tiger begins with a pouncing charge, then uses double claw until the target is killed or it can pouncing charge again. It will generally use its action point to perform a pouncing charge after a successful double claw.

<b>Sabertooth Tiger</b>	<b>Level 8 Elite Skirmisher</b>		
Large natural beast	XP 700		
<b>Initiative</b> +9	<b>Senses</b> Perception +11		
<b>HP</b> 180; <b>Bloodied</b> 90			
<b>AC</b> 22; <b>Fortitude</b> 21, <b>Reflex</b> 21, <b>Will</b> 19			
<b>Saving Throws</b> +2			
<b>Speed</b> 8 (10 when charging)			
<b>Action Points</b> 1			
⊕ <b>Claw</b> (standard; at-will)			
+13 vs. AC; 1d6 + 6 damage.			
⊕ <b>Bite</b> (standard; at-will)			
+13 vs. AC; 2d6 + 6 damage and the target is grabbed (escape ends). The target takes a -4 penalty to attempts to escape.			
⊖ <b>Double Claw</b> (standard; at-will)			
The tiger makes two claw attacks. If both claw attacks hit the same target, the target is pushed 1 square.			
⊖ <b>Pouncing Charge</b> (standard, must be a charge attack; recharge Ⓜ Ⓜ)			
The tiger makes a claw and bite attack against the target. If both hit, then the target is knocked prone and takes 5 ongoing damage (save ends).			
<b>Alignment</b> Unaligned		<b>Languages</b> -	
<b>Skills</b> Athletics +17			
<b>Str</b> 22 (+10)	<b>Dex</b> 17 (+7)	<b>Wis</b> 14 (+6)	
<b>Con</b> 18 (+8)	<b>Int</b> 2 (+0)	<b>Cha</b> 11 (+4)	

### Sabertooth Tiger Tactics

Sabertooth tigers emphasize their bite attacks more than normal tigers, but otherwise fight in a very similar fashion.

<b>Dire Tiger</b>	<b>Level 12 Elite Skirmisher</b>		
Large natural beast	XP 1400		
<b>Initiative</b> +12	<b>Senses</b> Perception +13		
<b>HP</b> 246; <b>Bloodied</b> 123			
<b>AC</b> 26; <b>Fortitude</b> 25, <b>Reflex</b> 25, <b>Will</b> 23			
<b>Saving Throws</b> +2			
<b>Speed</b> 8 (10 when charging)			
<b>Action Points</b> 1			
⊕ <b>Claw</b> (standard; at-will)			
+17 vs. AC; 1d8 + 7 damage.			
⊖ <b>Bite</b> (standard; at-will)			
+17 vs. AC; 2d8 + 7 damage and the target is grabbed (escape ends). The target takes a -4 penalty to attempts to escape.			
⊖ <b>Double Claw</b> (standard; at-will)			
The tiger makes two claw attacks. If both claw attacks hit the same target, the target is pushed 2 squares.			
⊖ <b>Pouncing Charge</b> (standard, must be a charge attack; recharge Ⓜ Ⓜ)			
The tiger makes a claw and bite attack against the target. If both hit, then the target is knocked prone and takes 5 ongoing damage (save ends).			
⊖ <b>Killing Bite</b> (standard; encounter)			
Grabbed target only; +15 vs. Fortitude; 2d8 + 7 damage and the target is stunned (save ends). First Failed Save: the target is instead knocked unconscious (save ends). Third Failed Save: the target dies.			
<b>Alignment</b> Unaligned		<b>Languages</b> -	
<b>Skills</b> Athletics +20			
<b>Str</b> 24 (+13)	<b>Dex</b> 18 (+10)	<b>Wis</b> 14 (+8)	
<b>Con</b> 19 (+10)	<b>Int</b> 2 (+2)	<b>Cha</b> 11 (+6)	

### Dire Tiger Tactics

The dire tiger fights just like other tigers, except it uses its action point as soon as it's grabbed onto a target to perform a spine breaking killing bite.

### Tiger Lore

A character knows the following information with a successful Nature check.

- DC 10:** Meow.
- DC 20:** Rawr.

