

Tigers

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

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

Sabertooth Tiger	Level 8 Elite Skirmisher		
Large natural beast	XP 700		
Initiative +9	Senses Perception +11		
HP 180; Bloodied 90			
AC 22; Fortitude 21, Reflex 21, Will 19			
Saving Throws +2			
Speed 8 (10 when charging)			
Action Points 1			
⊕ Claw (standard; at-will)			
+13 vs. AC; 1d6 + 6 damage.			
⊕ Bite (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.			
⊖ Double Claw (standard; at-will)			
The tiger makes two claw attacks. If both claw attacks hit the same target, the target is pushed 1 square.			
⊖ Pouncing Charge (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).			
Alignment Unaligned		Languages -	
Skills Athletics +17			
Str 22 (+10)	Dex 17 (+7)	Wis 14 (+6)	
Con 18 (+8)	Int 2 (+0)	Cha 11 (+4)	

Sabertooth Tiger Tactics

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

Dire Tiger	Level 12 Elite Skirmisher		
Large natural beast	XP 1400		
Initiative +12	Senses Perception +13		
HP 246; Bloodied 123			
AC 26; Fortitude 25, Reflex 25, Will 23			
Saving Throws +2			
Speed 8 (10 when charging)			
Action Points 1			
⊕ Claw (standard; at-will)			
+17 vs. AC; 1d8 + 7 damage.			
⊖ Bite (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.			
⊖ Double Claw (standard; at-will)			
The tiger makes two claw attacks. If both claw attacks hit the same target, the target is pushed 2 squares.			
⊖ Pouncing Charge (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).			
⊖ Killing Bite (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.			
Alignment Unaligned		Languages -	
Skills Athletics +20			
Str 24 (+13)	Dex 18 (+10)	Wis 14 (+8)	
Con 19 (+10)	Int 2 (+2)	Cha 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.

