

Creature Feature #20

Gloom Cat

(395 Points)

Type: Wondrous Beast

Sub Type:-

Size: Large

Move: 10" Land

Vigor Bonus: +40

B 30, A 30, E 30, M 20, S

25, C 10, L 5

PRSB + 9

MRSB + 5

DefB (+); MCB (+36 Bite or +35 (2)

Claws, +34 (2)Tentacles or Pounce +76
or Stack +54) / RCB (+30 base) / IM+30

Special Abilities / Attacks: 1" reach or
3" reach w/ tentacles and see talents

Skills: Acrobatics +19, Climb +29,
Jump +39, Listen +25, Observe +25
(+30), Stealth +35 (+60), Survival +10
(+15)

Gear: none

Treasure Rating: Scavenger

Lore Rating: +20 Rare

Talents: (Sp) **Aura of Darkness**

(Creature is always considered in Full
soft Cover gaining a +8 bonus and gains
a +20 to all Stealth Tests), (Sp)

Pouncing Charge (Creature adds his
Ranks in Jump to His Attack and Injury
Rolls on a Charge), (Sp) **Shadow Eyes**
(Creature gains 24" Night Vision and Can
see even in magical darkness), (Sp)

Tentacle Sweep Attack (Creature may
as a (f) Action attempt a Sweep Attack
within Reach of his Tentacle Attack, All
affected Creatures must win an opposed



Agility test or be knocked Prone), (Sp)
Zone of Darkness (As a (f) Action a
Gloom Cat can bring into being a 4"
Round AOE centered on itself of magical
Darkness any other creature in the zone
is considered affected by the BLINDED
condition, The Zone blocks LOS and last
for a number of round equal to the Gloom
Cat's MRSB each time it is used. The
zone is static and stays in effect even if
the Gloom Cat leaves it. There is no limit
as to how many times a Gloom cat can
use this ability), **Extend Reach 2**
(Tentacle) (Attack gains 2" more reach),
Innate Spell Resistance 10 (Creature
gain a bonus equal to rating against ANY
Spell or Spell-like Attack or Effect), **Multi
Weapon Attack 3 Talent:** (may attack
with number of natural Weapons = to
talent rating), **Multi Natural Weapon
Stack Talent:** (May as a (S*) Action Add
ALL Natural Weapon Bonuses to a Single
Attack Roll) **Quadruped** (Creature's base
Land Move is increased by 2" and Max
Combat Encumbrance is increased by
+10), **Scent 5** (Creature gains a talent
bonus to Observe and Survival test when
using scent to track), **Shadow Attack
(Bite)** (Creatures Bite Attack Counts as a
SHADOW Attack), **Shadow Attack
(Claws)** (Creatures Claw Attack Counts

as a *SHADOW Attack*), **Shadow Attack (Tentacle)** (*Creatures Tentacle Attack Counts as a SHADOW Attack*), **Sneaky, Stealth Expert** (*Creature may Move at full move when using Stealth and may use Stealth as a (f) Action*), **Tough Bones 10** (*gains a Talent Bonus to Vigor rolls equal to rating*), **Speak Language: Dark Tongue**

Templates: none

Max Core Ability Caps: B 35, A 35, E 30, M 25, S 30, C 20, L 20 / VB + 70 (*These are the maximum values that you may increase the creature using Build Points*)

Description: This fearsome creatures resemble inky black great cats with a pair of long barber tentacles extending from their shoulders. Their eyes glow a deep purple and shadows seem to constantly shift about them.

Environment: Hills, Forest Marshlands or Underground

Personality / Behavior: These magical creatures seek to kill All living creatures. They enjoy stalking and toying with victims if possible much like a cat, though they are far more intelligent than most humans. They lair in caves or ruins mostly. Gloom Cats in the wild are solitary creatures, though may work in pairs on rare occasions.

Tactics: They pounce on a victim when possible, using their Zone of darkness or Multi stack when possible. They will sweep others that come to the aid of their current victim. They are savvy enough to run if combat seems to be going against them.

Treasure: Gloom cats do not covet treasure, though they do accumulate some in their lairs when dragging back kills. The most Treasure comes from the Gloom Cat themselves. The pelt of a Gloom Cat counts as a *Shadow Cloak* (see H/20 Guidebook page 212), if a Successful Survival 30 Test can be made when skinning them. Also The Bones of a Gloom Cat can be boiled and the residue is counted as *Shadow Weapon Oil*, this requires and Alchemist Kit, 2 Hours and an Alchemical Lore 20 test, A single gloom cat garners 5 vials of *Shadow Weapon Oil* if the test is successful.

