DEJEKRA The Dark Thief

The dejekra is a long, lean, black cat. It is the only cat of this size that inhabits human settlements. It is a notorious thief and is active when the human settlement is quiet. It will hunt dogs, but prefers easier prey, like young livestock.

Superstitions

The dejekra are the preferred cats of the Navehans, who consider this dark thief sacred to Naveh. Some folk think each Dejekra contains the soul of a dead Navehan who failed to gain entrance to Kamil. A few Navehan temples are believed to breed the cats on Hârn.

A dejekra is often blamed if a child or valuable animal goes missing. Seeing a dejekra is known to foretell a death in the family. If a dejekra is caught within a village, it foretells a plague or famine in the coming season. A dejekra seen on a wedding day foretells that someone has been untrue (usually it's the visiting bride that's blamed; although if the bride is local, the blame is placed squarely on the groom).

Habitat & Hunting

Dejekra range natively through the unsettled lands of southwest Lythia and are sold throughout the Zhelorian states. A few have been sighted in the Mafani states, the Kingdom of Homora, and Azeryan. Bounties on the cats are common along the Venarian Sea.

The dejekra is a scavenger as much as a hunter and it is reputed to eat everything, or at least try. Dejekra are patient hunters, but always seek easy prey. Their dark coloring allows them to ambush prey easily in the twilight hours and throughout the night, when they are most active.

A female is fertile after 18 months. Gestation is about 90 days. The average litter is 2-3 cubs. The cubs are born with a grey spotted coat that darkens as the cat gets older. There are no known dejekra subspecies.



DEJEKRA

Habitat: Forest/Civilized lands

Length: 36"Height: 18"Weight: 70 lbDiet: CarnivoreLifespan: 8-10 yearsCycle: Nocturnal

Cost: 350d (healthy cub)

ATTRIBUTES

09 STR 10 Eye* 06 INT 12 END 12 STA 18 HRG 11 AUR 28 MOV 19 AGL 16 SML 15 WIL

*Night Vision +6

SKILLS

80 Initiative 68 Awareness 95 Dodge 76 Stealth 90 Bite 3p 60 Tracking 72 Claw 4ep 70 Intimidate

80 Jump

- -25% to be trained.
- +25 to AML when jumping down from above. Can aim for the upper body without penalty.

ARMOUR

B3 E3 P1 F3 GAC 1

STRIKE LOCATIONS

01-15 Head

16-20 Neck

21-35 •Fore Leg

36-58 Thorax

59-63 Abdomen

64-80 •Quarter (Hip)

81-93 •Hind Leg

94-00 Tail

• Odd = Left, Even = Right

OMESTIC CAT Guardian of Lost Souls

The domestic cat is a small feline that comes in a wide variety of fur colors and lengths. Some are a solid color of long or short hair. Mixed colors in short-hair breeds are very common. Domestic cats do not roar, but they do make the widest range of vocalizations of any cats.

Superstitions

Black cats are known as the children of Naveh; they bring bad luck to everyone except their owners. Black cats cause milk to curdle and are blamed for other unexplained mischief. Haleans cull black cats from the groups that live near their temples, but they often purchase long-haired all-white cats. Too many tomcats in a village portend strife.

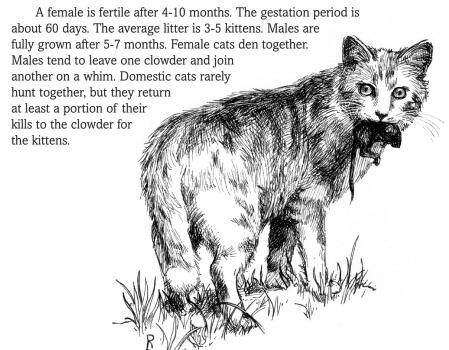
Domestic cats are known to be guardians of the lost souls of the dead. They keep ghosts from harming the living. Orange cats are especially common in Rethem, Tharda, and Kanday, where they are thought abhorrent to the agents of Morgath.

Domestic cats are said to have seven lives, and some non-Haleans claim that all small cats are the children of Halea. White cats are very popular with Laranians, who keep them as mousers in keeps and castles. Cats keep the mice and voles out of the grain stores.

Habitat & Hunting

Domestic cats hunt in the twilight hours. They hunt vermin and birds. They can live in any habitat, but have a preference for warm areas.

Domestic cats prefer stalking their prey and jumping down upon it. A cat's leap gives it more than sufficient height against vermin, although the tactic does not work as well against birds.



DOMESTIC CAT

Habitat: Civilized lands

Length: 16"
Height: 10"
Weight: 10 lb
Diet: Carnivore
Lifespan: 8-18 years
Cycle: Nocturnal
Cost: Free-5d

ATTRIBUTES

05 STR 11 Eye* 05 INT 10 END 08 STA 16 HRG 08 AUR 20 MOV 18 AGL 16 SML 18 WIL

*Night Vision +5

SKILLS

90 Initiative 56 Awareness 90 Dodge 68 Stealth 90 Bite 2p 56 Tracking 72 Claw 2ep 40 Intimidate

80 Jump

- -50% to be trained.
- +25 to AML when jumping down from above. Can aim for the upper body without penalty.

ARMOUR

B2 E2 P1 F3 GAC 1

STRIKE LOCATIONS

01-15 Head

16-20 Neck

21-35 •Fore Leg

36-58 Thorax

59-63 Abdomen

64-80 •Quarter (Hip)

81-93 •Hind Leg

94-00 Tail

• Odd = Left, Even = Right