

TABAXI

Tabaxi on Cydra have a long history. Many millenia ago they ruled the Miloxi Empire, a far-flung empire that maintained control over even more area than the Forinthian Empire at its height. Eventually, their hubris brought them low, and their empire is succeeded only by dangerous crystals and poisoned relics.

Tabaxi today are a shattered and hunted remnant of a once-proud people. Many of the animal-humanoids were engineered long ago as slave races for the tabaxi (including the canus, ibixian and yakfolk and possibly including many others as well). Now the tables have turned, and canus hunting packs seek to find and slay the surviving tabaxi, many of whom still seek to reclaim the lost glories of Miloxi despite the dangers.

Tabaxi Seeker

Medium natural humanoid

HP x; **Bloodied** x

AC 15; **Fortitude** 14; **Reflex** 15; **Will** 11

Speed 7

Level 1 Skirmisher

XP 100

Initiative +9

Perception +6

Lowlight vision

STANDARD ACTIONS

(mbasic) Shortsword (weapon) * **At Will**

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d6+5 damage.

(m) Rushing Attack (weapon) * **Recharge** when no enemy is adjacent to the tabaxi seeker.

Effect: Before the attack, the tabaxi seeker moves up to 4 squares.

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 2d6+1 damage and the seeker slides the target 1 square.

MOVE ACTIONS

Nimble Shift * **At Will**

Effect: The tabaxi seeker shifts 2 squares.

Skills Endurance +7, Nature +5, Stealth +8

Str 13 **Dex** 17 **Wis** 13

Con 14 **Int** 10 **Cha** 10

Alignment unaligned

Languages Common, Tabaxi

Equipment leather armor

Tabaxi Technician

Medium natural humanoid

HP 24; **Bloodied** 12

AC 15; **Fortitude** 11; **Reflex** 15; **Will** 13

Speed 7

Level 1 Lurker

XP 100

Initiative +6

Perception +5

Lowlight vision

STANDARD ACTIONS

(mbasic) Claw * **At Will**

Attack: Melee 1 (one creature); +5 vs. AC.

Hit: 1d8+4 damage.

(ranged) Fix * **At Will**

Effect: Range 10 (one creature); the tabaxi technician places a fix on the target until the end of the encounter or until it is expended. A creature may have up to three fixes on it at one time. The fix remains until the end of the encounter or until the technician chooses to expend it.

TRIGGERED ACTIONS

(Type) Expend Fix * **At Will**

Trigger: The tabaxi technician hits a creature with one or more fixes on it.

Effect (Free Action): The tabaxi technician expends one or more fixes on the target and deals an extra 1d8 damage per expended fix.

Skills Arcana +8

Str 10 **Dex** 14 **Wis** 11

Con 12 **Int** 17 **Cha** 11

Alignment unaligned

Languages Common, Tabaxi

Tabaxi Brigand

Level 5 Skirmisher

Medium natural humanoid

XP 200

HP 61; **Bloodied** 30

Initiative +9

AC 19; **Fortitude** 17; **Reflex** 19; **Will** 17

Perception +9

Speed 7

Lowlight vision

STANDARD ACTIONS

(mbasic) Shortsword (weapon) * **At Will**

Attack: Melee 1 (one creature); +10 vs. AC.

Hit: 1d6+9 damage.

(m) Rushing Attack (weapon) * **Recharge** when no enemy is adjacent to the tabaxi seeker.

Effect: Before the attack, the tabaxi seeker moves up to 4 squares.

Attack: Melee 1 (one creature); +10 vs. AC.

Hit: 2d6+5 damage and the seeker slides the target 1 square.

MOVE ACTIONS

Nimble Shift * **At Will**

Effect: The tabaxi seeker shifts 2 squares.

Skills Acrobatics +12, Perception +9, Stealth +12

Str 15 **Dex** 20 **Wis** 15

Con 13 **Int** 10 **Cha** 13

Alignment unaligned

Languages Common, Tabaxi

Equipment leather armor, shortsword

Tabaxi Scout

Level 5 Artillery

Medium natural humanoid

XP 200

HP 51; **Bloodied** 25

Initiative +7

AC 16; **Fortitude** 17; **Reflex** 19; **Will** 17

Perception +9

Speed 7

Lowlight vision

STANDARD ACTIONS

(mbasic) Claw * **At Will**

Attack: Melee 1 (one creature); +10 vs. AC.

Hit: 1d8+9 damage.

(rbasic) Longbow (weapon) * **At Will**

Attack: Range 20/40 (one creature); +12 vs. AC.

Hit: 1d10+8 damage.

(ranged) Shoot for the Legs (weapon) * **Recharge 4 5 6**

Requirement: The tabaxi scout must be wielding a longbow.

Attack: Range 20 (one creature); +12 vs. AC.

Hit: 2d10+5 damage and the target is slowed (save ends).

MINOR ACTIONS

Fleet of Foot * **At Will**

Requirement: The tabaxi scout may not have used the walk or run action this round.

Effect: The tabaxi scout moves 4 squares. It cannot use the walk or run action until the start of its next turn.

Skills skill modifier

Str 13 **Dex** 20 **Wis** 15

Con 15 **Int** 10 **Cha** 13

Alignment unaligned

Languages Common, Tabaxi

Equipment leather armor, longbow, 20 arrows

Tabaxi Ripper

Level 6 Brute

Medium natural humanoid

XP 250

HP 86; **Bloodied** 43

Initiative +7

AC 18; **Fortitude** 20; **Reflex** 19; **Will** 18

Perception +6

Speed 7

Lowlight vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 2d10+7 damage, or 2d10+12 damage against a creature grabbed by the tabaxi ripper.

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 1d8+5 damage.

(melee) Ripping Claws * At Will

Effect: The tabaxi ripper makes two claw attacks at the same target. If both hit, it grabs the target and makes a secondary attack.

Secondary Attack: Melee 1 (the grabbed creature); +9 vs. Fortitude.

Hit: 2d6+5 damage.

Miss: Half damage.

MOVE ACTIONS

Nimble Shift * At Will

Effect: The tabaxi ripper shifts up to 2 squares.

MINOR ACTIONS

(close) Frightful Yowl (fear) * Encounter

Attack : Close burst 3 (enemies in burst); +7 vs. Will.

Hit: The target is dazed until the end of the tabaxi ripper's next turn.

Str 20 **Dex** 18 **Wis** 16

Con 16 **Int** 10 **Cha** 10

Alignment unaligned

Languages Common, Tabaxi

Equipment leather armor

Tabaxi Hero

Level 10 Skirmisher (Leader)

Medium natural humanoid

XP 500

HP 104; **Bloodied** 52

Initiative +10

AC 24; **Fortitude** 24; **Reflex** 23; **Will** 21

Perception +13

Speed 7

Lowlight vision

STANDARD ACTIONS

(mbasic) Longsword (weapon) * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d8+9 damage and the target is marked until the end of the tabaxi hero's next turn.

(melee) Hit and Run * At Will

Effect: The tabaxi hero makes a basic attack and then shifts up to 2 squares.

(melee) Lead the Attack * At Will

Effect: The tabaxi hero shifts at least two and up to four squares to a square adjacent to an enemy and each ally within 4 squares may shift 2 squares.

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d8+9 damage and the target is marked until the end of the tabaxi hero's next turn.

MOVE ACTIONS

Nimble Shift * At Will

Effect: The tabaxi ripper shifts up to 2 squares.

Skills Diplomacy +14

Str 22 **Dex** 20 **Wis** 16

Con 16 **Int** 10 **Cha** 18

Alignment unaligned

Languages Common, Tabaxi

Equipment leather armor, longsword