



Ripper

Rippers are dog-like animals blue/black in color. They are very thin and bony, and have huge, sharp, jagged teeth. A ripper's eyes glow almost orange in any light, a terrible site to behold. These creatures are ferocious and bloodthirsty. The only race to ever have even limited success in domesticating these fierce beasts is the rakers, who use them for hunting, riding and defense.

Medium-Size Beast
Hit Dice: 2d8+4 (13 hp)
Initiative: +2 (Dex)
Speed: 40 ft
AC: 14 (+2 Dex, +2 natural)
Attacks: Bite +5 melee
Damage: Bite 1d6+5
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: —
Special Qualities: Scent, Darkvision 90 ft
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills: Listen +5, Spot +5, Swim +5
Feats: Improved Critical (Bite)
Climate/Terrain: Any land
Organization: Solitary, Pack (4–9), Team (4–9+ 1d10+5 rakers)
Challenge Rating: 2
Treasure: None
Alignment: Always Neutral Evil
Advancement: 3–5 (Medium), 6 (Large)

A ripper can fight while carrying a rider, but the rider cannot also attack unless he succeeds at a Ride check.

Carrying Capacity: A light load for a ripper is up to 100 pounds, medium 101–200 pounds and heavy 201–300 pounds.

Rippers are usually found with rakers, who often train rippers for riding and fighting.



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