



Creatures D6 / Dervulian Hounds

Dervulian Hounds

Type: Subterranean predator

DEXTERITY: 3D

Running: 5D

PERCEPTION: 1D+2

Search: tracking 5D

STRENGTH: 3D

Brawling 4D+2

Special abilities:

Bite: STR+1D damage

Claws: str+2D damage

IR: Dervulian Hounds don't have eyes but can sense heat which comes in handy down in the dark tunnels of the wrecked imperial center

Acid: these hounds can also spit acid up to 2 meters, this acid does 4D damage

Move: 13

Size: 2-2.3 meters long

these strange beasts were discovered on the lower levels of Coruscant years ago but were left alone because they were too dangerous to interfere with. After the fighting on Coruscant started up again they returned to the upper levels in confusion and could sometimes be found on the surface during the fighting. Most of the time they staked the lower levels and caught many fighting groups off guard ambushing them.

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Dave Maloney, HTML and logos done by FreddyB

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