Creatures D6 / Gorilion Territorial Primate

Name: Gorilion
Type: Territoral Primate



Dexterity: 3D
Perception: 2D+1
Strength: 7D

Special Abilities

Four Arms: The Gorilion has 4 arms allowing it to do a more things at one time than a creature with less limbs, the Gorilion therefore ignores all penalties for its first extra action in each round.

Claws: Str+1D damage in combat, also +2D to climbing skill.

Fangs: Str+2 damage.

Infra Red Visual Spectrum: +2D to search, plus the Gorilion ignores all penalties for darkness.

Move: 9
Size: 3m

Description: Although Gorilions are herbivores, they are extremely territorial and will tear to pieces any creatures that penetrate their territory. Although these creatures have spread to a number of worlds, they are still only found in forested or jungle areas, usually in tropical weather conditions. They mate for life, and family groups remain close even after the cubs have grown to adulthood, forming simple groups of families consisting of up to 2 dozen members led by an alpha male. Although Gorilions can be extremely dangerous to those who accidentally stumble into their territory, they rarely stray from their claimed lands, so can actually co-exist with intelligent beings quite closely as long as they are allowed their own space. Various scientific attempts have been made to train and tame Gorilions, but they have failed due to the strong aggressive streak in their temperament, and although their pelts can fetch a small price, Gorilions are generally considered to be useless and not worth the effort of hunting, capturing or killing them.

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