Creatures D6 / Bramlik (Spined Herbivore)



Name: Bramlik
Skin color: Blue
Distinctions: Spherical body, Spines
Point of origin: Koboh

Dexterity: 2D
Perception: 1D
Strength: 2D

Special Abilities

Spines: Bramlik had large spines which would extend from their body to defend them from predators, these did 4D damage to anything attempting to touch it such as Melee or Brawling attacks against it.

Move: 3
Orneriness: 3D

Description: Bramliks, also known as spikers by the locals, were spherical creatures indigenous to Koboh. If a bramlik was approached, the spines on its back would extend, deterring most threats. Although not usually aggressive, the bramlik would attack if confronted with a dangerous situation.

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