Creatures D6 / Chrysalide Rancor



Chrysalide Rancor

These are dangerous predators were designed by the Emperor, upon his inner sanctum on Byss. The Chrysalide Rancor grows to maturity inside alchemical cocoons and so is tainted by the dark side.

Name: Chrysalide Rancor
Type: Mutated Predator
Scale: Walker

DEXTERITY: 2D+1
Brawling Parry 4D+1, Dodge 4D+1

PERCEPTION: 2D
Search 3D+1

STRENGTH: 6D+1
Brawling 8D+2, Climbing/Jumping 8D+1

Special Abilities:
Claws: Do STR +3D damage
Teeth: Do STR +3D damage
Low Light Vision: A chrysalide rancor can see twice as far as a normal human in poor lighting conditions.
Terrifying Presence: The Chrysalide Rancor is terrifying when first seen, a character must make a Difficult Willpower or Control roll. Success indicates he can act freely. Failure indicates that he must either flee or attack on his next turn. If this roll is failed by more than ten points, the character in question is frozen with fear and can do nothing, until he succeeds at a Moderate Willpower or Control roll (he gets a roll at the end of every turn past the first).
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Move: 30
Size: Up to 5 meters

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