Earthdawn / Hydralisk



Hydralisk
LP 1100

Str 12
Dex 6
Tou 12
Per 5
Wil 5
Cha 4

Phys Def 8
Spel Def 6
Soci Def 10

Death 74
KO 64
Wound 17
RT 5
Knockdown 12

Phys Arm 14
Myst Arm 7

Move Full/Combat 65/33

Attack
Claws x2
Attack 12
Damage 16

Or

Ranged
Spines x1
Attack 16
Damage 22
Range 2-40, 41-100, 101-220

Hydralisks are zerg which are 6 yards long and weigh half a ton, with snakelike lower bodies, two arms ending in large claws, and a bony head. Most scary however is not their claws and armor, but rather the hundreds of spines stored below their upper carapace and fired by their strong internal muscles. Hydralisks like zerglings are quite

numerous, and may actually be the most common zerg. They are thought to be more intelligent and are often observed playing with their prey.

Like zerglings hydralisks enjoy burrowing underground to hide, and will also attack by ambush from cover if possible, though they also have been seen attacking openly in ranks almost as if directed by a higher military intelligence.

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