Creatures D6 / Z-Rakkon (Dangerous Predato



Name: Z'Rakkon
Designation: Non-sentient
Classification: Hostile Arachnid

Dexterity: 4D
Perception: 3D+2
Strength: 6D

Special Abilities:

Bite: Z'Rakkon are capable of a powerful bite (STR+1D).

Resin: Z'Rakkoncan create a tough resin they create their nests from, they will embed prey within it for consumption later, restraining a target with a 5D strength if it hits.

Tentacles: Instead of biting or pinning their prey, Z'Rakkon can attack with multiple Tentacles, doing 1d6 attacks without penalty, doing Str stun damage.

Pin: Z'Rakkoncan leap atop their prey, pinning them to the ground, with a Str+1D attack to pin them, allowing them to make Bite attacks against their pinned prey.

Move: 14

Description: Z'Rakkon are known as one of the most dangerous predatory creatures in the galaxy, their habit of knocking prey unconscious and storing them for consumption later has led to particularly horrific tales.
They are controlled by a Queen, which directs the hive, allowing them to act with surprising levels of co-ordination and planning, and when within range of the Queen they will act under her tactical direction and command.

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