Creatures D6 / Critters

Critters

Critters is a generic term given to many creatures throughout the galaxy. However, the Critters in question here are not something to be toyed with. They are asexual mammals, laying up to a dozen eggs (something odd among mammals) a month. They have been known to spread from world to world as curious traders find their eggs and collect them with the intent on selling them to poachers. Unfortunately for the traders, however, the eggs usually hatch rather quickly.

Critters tend to travel in packs, rolling themselves into a ball and literally rolling and bouncing to where ever there may be something to eat. They are vicious creatures, willing to attack and eat anything. The typical Critter pack can range from only a handful of creatures in the beginning of an infestation, to literally hundreds or thousands within a month's time.

They have often times displayed characteristics common of sentient species, mainly their own communicative language. Those who have survived their attacks and infestations have often claimed that they seem to have a twisted sense of humor, often playing with their food before killing it.

Several bounty hunters have decided to give up their regular duties and hunt these Critters full time in an attempt to wipe them out and save worlds from destruction. Currently there are only three or four Critter Hunters left alive, usually arriving on a planet just after an infestation breaks out.

Type: Small pack predator
DEXTERITY: 4D
KNOWLEDGE: 1D
PERCEPTION: 4D
STRENGTH: 2D
Brawling: 4D

Special Abilities:
Teeth: STR+2D
Acute Sense of Smell: +2D to Search when searching by scent.

Move: 6 (walking), 12 (rolling)
Size: 0.5 meters tall

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