Creatures D6 / Dtang

D`tang

D`tang are fierce pack creatures that can be found on any number of jungle worlds in the galaxy. They form packs up to 28 memebrs in size, which break up into smaller 3-4 member hunting parties. Many hunters and expeditionary forces or even just casual explorers have run into D`tang and many have been injrued or killed. D`tang will work togetehr and try and at the least bite an oponnent to get their posionous venom working in the oppnent's veins. It's possible for a small group of people to fend off a hunting group, but no party has ever run afoul of an entire pack and lived more than a few hours afetrwards.

Type: Pack Hunter
DEXTERITY: 2D
    Dodge 4D+1
PERCEPTION: 2D
    Sneak 5D
    Search 5D
STRENGTH: 3D
    Climbing/Jumping 6D+1
    Brawling 3D+2
    Stamina 6D

Special Abilities:

Claws: STR+1D damage
Teeth: STR+1D damage
Posion: D`tang have posionous venom in their teeth. Consider the poison to have a paralysis intensity of 3D (the victim must roll Strength or stamina to resist the poison). The intensity of the poison increases by +1D for each hour, up to a maximum of 6D; the poison can be counteracted by medicines found in any medpac. When rolling for the poison, if the poison beats the character's roll by 0-3 points, the character is stunned. If the poison beats the character by 4-9 points, the character is paralyzed and is incapable of voluntary movement. If the roll beats the character's resistance roll by 10 or more points, the character becomes mortally wounded, and if the roll beats the character by 15 or more points, the character dies.

Move: 12
Size: 1 meter tall

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