Creatures D6 / Dervulian Hounds

Dervulian Hounds

Type: Subterrainean predator
DEXTERITY: 3D
Running: 5D
PERCEPTION: 1D+2
Search: tracking 5D
STRENGTH: 3D
Brawling 4D+2

Special abilties:
Bite: STR+1D damage
Claws:str+2D damage
IR: Dervulian Hounds don't have eyes but can sense heat which comes in handy down in the dark tunnels of the wrecked imperial center
Acid: these hounds can also spit acid up to 2 meters, this acid does 4D damage
Move: 13
Size: 2-2.3 meters long

these strange beasts were discovered on the lower levels of Coruscant years ago but were left alone because they were to dangerous to interfere with. After the fighting on Coruscant started up again they returned to the upper levels in confusion and could sometimes be found on the surface during the fighting. Most of the time they staked the lower levels and caught many fighting groups off gaurd ambushing them.

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