

Creatures D6 / Graas Jhouea (Grâs Zhoo-eeah)

Graas Jhouea (Grâs Zhoo-eeah)

The Graas Jhouea is a large, solitary predator capable of taking down almost any other life-form in existence. Instead of being a lesser foe over time, their unique adrenal glands make them a more worthy foe with every passing second.

They are a long, snake-like predator, with two 'arms' budding out near their head, with razor-sharp 'flails' extruding from where their elbow would be. Their head has two inset eyes with a second eyelid that protects the eye during combat with no vision impairments. Their mouths have no teeth; instead they have two openings that spray a potent acid, breaking down substances enough to be able to pass into their digestive tract. Their skin also is covered with a slimy gel that reduces friction while they move, making them more difficult to hear as they approach.

Type: Solitary Predator

DEXTERITY 3D

Brawling Parry 5D+2

Dodge 6D

(S) Missile Weapons: Acid 5D

Running 4D+2

PERCEPTION 3D+2

Search: Tracking 4D

Sneak 5D

STRENGTH 4D

Brawling 5D

Move: 7

Size: 13 ft long

Special Abilities:

Slimy Exterior: +1D to sneak when moving.

Abdomenal Armor: +1D to resist

Cranial Exoskeleton: Negates Head Damage bonus, +1D to resist.

Razor-Sharp Flails: STR+2D damage

Acidic Spray: 4D damage for 1D rounds

Adrenaline-Based Skill Enhancement: Every round, add +1 to all skills that were used the previous round, with a maximum of +2D. This bonus disappears after combat has been completed.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Paul Hattrem, HTML and logos done by FreddyB

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