Creatures D6 / Re-tak

Re'tak

A Re'tak is a very nasty predator which is commonly found through out the Galaxy's jungles, although its planet of origin is unknown. The snakelike Re 'tak has a pair of hind legs positioned approximately a third of the way up its cylindrical body. These legs propel the Re'tak at an incredible speed allowing it to strike without warning. Its head is roughly triangular in shape with a pair of forward facing hazel eyes and a pair of sensitive nostrils. The Re'tak's head and back are covered in tough green scales, while its light brown belly is unarmoured. They have a limited ability to regenerate wounds that they suffer, making them very difficult to kill. The Re'tak primary weapon is its sharp triangular teeth which can tear its prey apart in moments.

Re'taks tend to operate independently, only coming together to mate each year. Like most reptiles they lay eggs after mating and are reared by the mother. A typical nest usually comprises of two or three eggs, and when hatched the mother looks after the hatchlings for the first six months of their lives. Re'tak eggs are a delicacy on many planets, and it is thought that this why they were spread throughout the Galaxy.

Type: Jungle Predator
DEXTERITY 4D
PERCEPTION 3D+2
STRENGTH 3D

Special Abilities:

- Teeth: STR+2D
- Natural Armour: +1D to resist all types of damage when hit on its head and back.
- Regenerate: A Re'tak ignores the effects off being Stunned, Wounded, Incapacitated or Mortally Wounded. Although they still counts as being Stunned, Wounded, Incapacitated or Mortally Wounded. In addition, every five rounds the Re'tak heals one 'Wound Level' (i.e. from Incapacitated to Wounded). The Re'tak may not regenerate from the Killed level.

Move: 17
Size: 2-2.5 meters long

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