Creatures D6 / Species X

Species X

Type: Developing predator
DEXTERITY: 2D
PERCEPTION: 1D
Hide: 3D
Sneak: 3D
STRENGTH: 3D
Brawling: 4D

Special Abilities:
Claws: STR+2
Teeth: STR+1D
Smell: +2D bonus to Search skill.

Move: 12
Size: 1 meter tall

Type: Mature predator
DEXTERITY: 4D
PERCEPTION: 1D
Hide: 5D
Sneak: 5D
STRENGTH: 5D
Brawling: 6D

Special Abilities:
Claws: STR+1D
Teeth: STR+2D
Smell: +2D bonus to Search skill.

Move: 15
Size: 2 meters tall

Species X is a new biological weapon created by Imperial scientists.
The predator is produced by an airborne virus planted in the population
that is to be destroyed. After the virus enters a host, it begins to use
the host's body materials to genetically grow the predator in the chest
cavity. The predator is assembled very quickly and gestates in only 3D hours.
After the predator exits the host's body it will reach full size in only
2D hours. Because the species grows quickly, it also dies quickly.
Death will occur in 48 hours after the creature exits the host.
Their short life cycle and inability to breed makes them easy to subdue after

they devastate an area. The only way they can multiply is if a host comes in contact with some if the creature's blood, which contains the virus that created it. The use of the creature at the moment is only in the test phase. But many high-ranking officials are eager to proceed with tests on military targets.

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