Creatures D6 / Tremors

Tremors

Tremors is the name given to a mysterious creature that dates back billions of years. It aquired its name from the low rumbling tremors it creates as it nears its prey, usually fleeing sentients.

The life cycle of the Tremor isn't well known. Eye witnesses that have had a great deal of experience in dealing with the creatures have provided the only information in this regard. Various reports indicate vast numbers of small, yet vicious bipedal creatures travelling in packs and attacking all heat signatures for food and then the numbers of bipedal creatures reduce and the numbers of larger subterrainian creatures increase.

Type: Developing predator
DEXTERITY: 4D
PERCEPTION: 4D
STRENGTH: 3D
Brawling: 4D

Special Abilities:
Infra Red Vision: +2D to Search when looking for warm blooded prey.
Beak: STR+3D
Asexual Reproduction:
Young Tremors may be able to spawn off exact clones of themselves shortly after consuming large amounts of food. In Game Terms: If a Young Tremor consumes at least its weight in food within a 10 round time span, then it will cough up a genetic clone of itself in 3D rounds.

Move: 12
Size: 1 meter tall

The newly born Tremors are bipedal creatures roughly a meter in height with an already highly developed beak. These bipedal Tremors, like their worm counterparts, have no eyes, but see in the infra red spectrum when searching for its prey. In order to further increase the chance for survival, the young Tremors are granted the ability to spawn exact clones of themselves if they consume adequate food. The clones are coughed up, much like a hairball, and quickly grow. Eventually each young Tremor will begin to elongate and their infra red sensing organs will shrink as well as their legs. As soon as the first "fingers" emerge (roughly four to five weeks after birth) the young Tremor will begin burrowing, usually in softer soil at first, and within three months of moving under ground, they will reach their full size.

Type: Subterrainian predator
DEXTERITY: 2D
PERCEPTION: 2D
Vibration Tracking: 6D
STRENGTH: 7D
Brawling: 8D
Stamina: 7D+2

Special Abilities:
Special Skills:
Vibration Tracking: allows for the creature to pick up on any vibrations moving through the ground ranging from someone walking to the hum of a ground vehicle.
Tentacles/Tongues: STR+2D (range of 2 meters)
Beak: STR+4D

Move: 5 (on surface), 15 (under ground)
Size: 8-10 meters long

Apparently the adult Tremor, a worm like creature with a powerful beak and several "fingers" for digging, is only a temporary, but final stage in the creature's development. The worm stage serves a single purpose, reproduction. Inside the worm Tremor are typically three to five smaller developing Tremors that will eventually tear their way from the adult worm, killing it in the process.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.