Creatures D6 / Warls

Warls

Warls are native to Canuckia in the Colonies. They are large pack omnivores which roam the frozen tundras feeding upon whatever they can find. Their massive form makes them slow-moving on land but a pair of forward flippers makes them at home in the icy waters. A thick layer of blubber provides all the protection from the cold they require.

Native Canuckians hunt the Warls in large numbers in order to feed their small townships. Nearly every part of the Warl can be used. The skin can be used to make new clothing while the blubber can be boiled to separate the fat tissue from the valuable oils. The rest of the creature is turned into various dishes from which the Canuckains feast upon.

Type: Pack omnivore
DEXTERITY: 1D
Swimming 6D
PERCEPTION: 3D
STRENGTH: 4D
Stamina 5D

Special Abilities:
- Blubber: +1D to resist damage, +3D to resist frigid temperatures.
- Tusks: STR+2D damage

Move: 6 (walking), 10 (swimming)
Size: 2.25 - 3 meters tall

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