

## Creatures D6 / Gorocco Matriarch (Go

Name: Gorocco Matriarch

Skin color: Grey

Hair color: Black

Distinctions: Above 1.82 meters in height, A pair of tusks, Two horns

Point of origin: Koboh

Dexterity: 4D

Perception: 2D

Strength: 6D



### Special Abilities

**Fists:** Gorocco Matriarchs have large hands which they strike at targets doing Str damage.

**Tusks:** Gorocco Matriarchs have a pair of tusks they can gore opponents with, doing Str+1D damage.

**Horns:** Gorocco Matriarchs have large horns on their head they use for charging attacks which do Str+2D damage.

**Hurled Objects:** Gorocco Matriarchs pick up and hurl rocks and other objects at targets, these do Str+2D damage.

Orneriess: 4D

Move: 10

**Description:** The Gorocco matriarch was the leader of the gorocco pack. As a stronger specimen than the male goroccos, the gorocco matriarch would usually hunt for the pack. When the Bedlam Raiders came to Koboh, the gorocco matriarch got increasingly aggressive.

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