Creatures D6 / Rolk-mangir



Name: Rolk-mangir
Homeworld: Yinchorr
Type: Pack Predator

Dexterity: 3D
Perception: 2D+1
Strength: 5D+1

Special Abilities

Stealthy: Rolk-mangir are naturally quiet and stealthy creatures, capable of moving around in near total silence. They gain a bonus +2D to their Perception for sneaking or stealth related dice rolls.

Horns: When charging to gore a target, Rolk-mangir gain +1D to their strength for their attack rolls.

Move: 14
Size: 8m long
Orneriness: 4D+2

Description: Rolk-mangir, alternately spelled Rolk-Mahgir (translated from Yinchorri as "the horned death"), were pack predators native to the deserts of Yinchorr. Massive but speedy reptiles, they were stealthy and intelligent, with strict pack hierarchies.

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