Creatures D6 / Ng-ok (Predatory Guard Anima



Name: Ng'ok
Type: Guard Animal

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

Special Abilities

Razor-Sharp Retractable Claws: Str+2D damage

Awful smell: Ng'ok emit an awful smell, allowing them to be easily tracked (+2D to skill to track Ng'ok), but also warning to their presence and creating a deterrent to other creatures coming near.

Move: 20; 50kmh
Orneriness: 2D

Description: Ng'ok, commonly known as Ng'ok war beasts, were foul-tempered creatures and were usually accompanied by an awful smell. They were equipped with two razor-sharp retractable claws and a tiny lashing tail. They were commonly used in many systems by owners to guard and to frighten off potential attackers.

Ng'ok were represented as a holomonster playing piece in the game of dejarik. A Sith speeder was named after the Ng'ok.

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