Creatures D6 / Dunnel (Ridable Goat)



Name: Dunnel
Skin color: Gray
Hair color: White (with dark spots)
Eye color: Yellow
Homeworld: Tenoo

Dexterity: 3D
Perception: 2D
Strength: 4D

Special Abilities

Butt: Dunnel have a pair of horns which allow them to head butt for Str +1D damage to defend themselves.

Ridable: Dunnel are strong animals which can carry a rider on their back.

Move: 20
Size: 2.2 meters
Orneriness: 2D

Description: Dunnels were furry quadrupedal steeds with armored horns, backs, and tails used by nerf herders and by Lys and Myra.

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