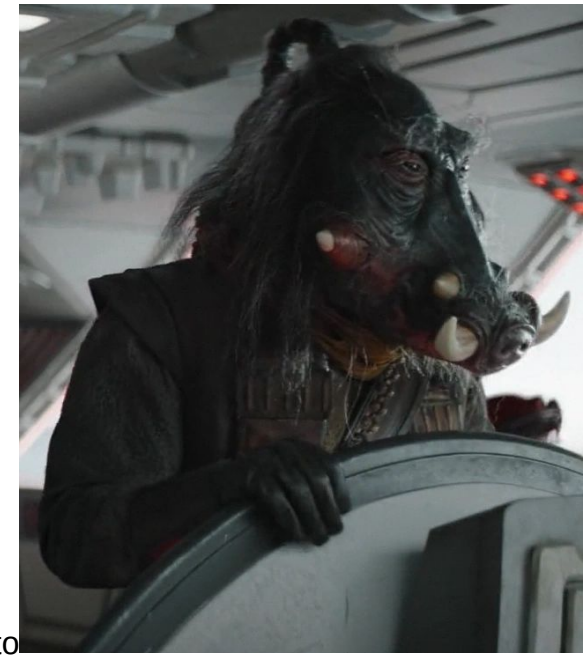
Races D6 / Warthog



Name: Warthog
Designation: Sentient
Skin color: Bluish-gray, Red
Hair color: Gray
Distinctions: Long snout, Multiple tusks
Attribute Dice: 12D

Dex: 1D/3D+2
Know: 2D/4D
Mech: 1D/3D+2
Perc: 2D/4D
Str: 2D/5D
Tech: 1D/3D+2

Special Abilities:

Resistance to Physical Pain: Warthogs gain +1D to resist all physical pain, whether from injury or torture.

Story Factors:

Tusks: Warthogs have large tusks for tearing food, their tusks are a sign of virility and status among males so they take care of them, however broken tusks are considered a sign of combat prowess so will be retained. Tusks are considered a sign of beauty for female Warthogs, who will often decorate them with jewellery.

Move: 10/12

Description: The Warthogs were a sentient species. They were notable for their long snouts and tusks. One such Warthog served as a pirate for Captain Gorian Shard onboard his corsair.

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