

D`tang

D`tang are fierce pack creatures that can be found on any number of jungle worlds in the galaxy. They form packs up to 28 members in size, which break up into smaller 3-4 member hunting parties. Many hunters and expeditionary forces or even just casual explorers have run into D`tang and many have been injured or killed. D`tang will work together and try and at the least bite an opponent to get their poisonous venom working in the opponent's veins. It's possible for a small group of people to fend off a hunting group, but no party has ever run afoul of an entire pack and lived more than a few hours afterwards.

Type: Pack Hunter

DEXTERITY: 2D

Dodge 4D+1

PERCEPTION: 2D

Sneak 5D

Search 5D

STRENGTH: 3D

Climbing/Jumping 6D+1

Brawling 3D+2

Stamina 6D

Special Abilities:

Claws: STR+1D damage

Teeth: STR+1D damage

Poison: D`tang have poisonous venom in their teeth. Consider the poison to have a paralysis intensity of 3D (the victim must roll Strength or stamina to resist the poison). The intensity of the poison increases by +1D for each hour, up to a maximum of 6D; the poison can be counteracted by medicines found in any medpac. When rolling for the poison, if the poison beats the character's roll by 0-3 points, the character is stunned. If the poison beats the character by 4-9 points, the character is paralyzed and is incapable of voluntary movement. If the roll beats the character's resistance roll by 10 or more points, the character becomes mortally wounded, and if the roll beats the character by 15 or more points, the

character dies.

Move: 12

Size: 1 meter tall

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All text and stats by Dave Maloney, HTML and logos done by FreddyB

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