Darkhounds

Darkhounds are further servants to the long forgotten dark masters.
They run free of trollocs and myrddraal like grey men and draghkar
tend to. They are also used not in battle but to hunt. They search
out and ruthlessly kill their targets with efficency not stopping
once if one falls. A darkhound falling is very hard as it regenerates
itself even from death. It can be blown apart with a grenade and
goblets of it's blakc flesh will reconverge to reform it so it may
begin it's attacks anew. The galaxy has not seen darkhounds scince
a time shortly after the great sith war but it is legend and rumor
that they still roam free.

Type: Darkside Abomination
DEXTERITY 3D+1
        Dodge: 5D+2
PERCEPTION 4D
        Search: 6D+2
        Sneak: 6D
STRENGTH 3D+1
        Brawling: 5D

Special abilities:
Regeneration: Once around one wound level is healed from a darkhound.
Even death regenerates to incapcitated, then wounded twice, then
wounded, then gone. The only things that can truly harm a darkhound
are lightning(or a comparable blast of electricity), force wrought
attacks (injure/kill,force lightning, bolt of hatred ect.), or fire.
Even should they somehow survive an atatck by one of these methods
the wound will not heal.

Story Factors:
Stone: A darkhound leaves npo pintsin mud,dirt,or grass. However
in stone it will leave clear burnt footprints etched into the stone
itself elaving a depression in the shape of their tracks.

Move: 18
Size: .8 meters tall

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