



# Creatures D6 / Gingerbread Men

## Gingerbread Men

Sometimes when you just want a tasty treat such as a gingerbread man you can lured into extreme danger as some gingerbread men have been known to come to life! These living gingerbread men are nefarious little beings that will plot with the others from their batch to make your life miserable until they go stale.

Some common gingerbread tactics include self-decapitation (this is basically intended to create a sense of shock), refresher clogging (look before you flush) and even fully open attacks.

Type: Living cookie

DEXTERITY: 2D

KNOWLEDGE: 0D+1

Tactics: 1D

PERCEPTION: 2D+2

Sneak: 5D

STRENGTH: 1D+1

### Special Abilities:

Hardening: Gingerbread men begin to go stale after 1D days. After 1D days have passed then apply -1D to all skills and attributes for another 1D days. After the second 1D days the gingerbread men have become completely stale and are to be considered dead.

Move: 6

Size: 6-10 centimeters tall

Designer Notes: Watch The Tick.

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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