Creatures D6 / Hydralisks



Hydralisks

The hydralisk is a close relative of the zergling and is also found on
several rim worlds where zerglings are found and it is theorized that
they originated from the same world as well.

This species, first seen in security camera footage discovered on a dead
corporate cargo vessel, is one of the fiercest and most dangerous of the
creatures found in some parts of space.

The upper carapace plates of the hydralisk can open to expose hundreds of
spines that are projected with such force that they can penetrate almost two centimeters of durasteel. Like their zergling relatives, they have developed large claw fore limbs with which to kill and burrow. Fortunately, they move quite slowly on open terrain.

It has become a very popular and dangerous sport on some worlds to hunt hydralisks - a program the local governments use to control their numbers - but those few that survive such a trip often tell stories of the hydralisks hunting the hunters.

Type: Large predator
DEXTERITY: 2D
    Missile weapons: spines: 5D
PERCEPTION: 3D
    Search: 5D
    Sneak: 4D
STRENGTH: 3D
    Brawling: 3D+1
    Stamina: 4D
Special Abilities:
    Carapace: +1D to resist damage
    Claws: STR+1D damage
    Spines: 5D damage with a range of 1-3/5/10

Move: 8
Size: 1.6-2.25 meters tall

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