

Alien Creature Record

Name: DRASHIG

Environment

Environment Type: Terrestrial
Atmosphere Breathed: Oxygen/Nitrogen

Appearance

Body Form: Arthropod
Size: Very Large
Limbs: None (Prehensile)
Body Covering: Chiton

Attributes

Attribute Scores
Strength: 65
Endurance: 60
Dexterity: 12
Senses: Smell (x2)
Life Style: Aggressive Omnivore



Combat Statistics

MAX OP END Score: 120
AP Score: 8
Combat Ability Types: Bite
Combat Proficiency Level: V
Damage Value: 3D6
Armour Value: 3D6 - 3 points

Notes: The Drashigs are worm-like creatures that originate from one of Grundel's satellites. Their bodies are covered in armoured plates with spines sticking through the joints. Their large, snout-like mouths are full of sharp teeth. They also seem to like living underground in marshy areas, and they surface dramatically through the mud once they have scented their prey. The Drashigs have very keen sense of smell, which they use to hunt their prey. Once they catch a scent, they do not give up until they have caught their prey or are dead. They emit a cry when hunting that sounds like a roar and a scream combined.

Drashigs hunt in packs (3D6 per pack). Drashigs can and will eat anything, including most metals. When a battlethruster made an emergency landing on the Drashigs' satellite, the Drashigs not only killed every one of the fifty person crew who had modern weapons but, save for a few scraps of the reactor venticle, consumed the ship as well.

