

Creature Feature #22

Dingarn

(105 Points)

Type: Humanoid

Sub Type: Dingarn

Size: Medium

Move: 8" Land

Vigor Bonus: +20

B 15, A 15, E 15, M 5, S 15, C 5, L 5

PRSB + 4

MRSB + 2

DefB (+28); MCB (+20 Bite or +19 Sword or
Tooth and Steel +29) / RCB (+19 horseman's
bow) / IM+15

Special Abilities / Attacks: May add Bite Attack
bonus to attack and injury when doing a Stand &
Deliver and (see talents)

Skills: Listen +7 (+12), Observe +12 (+17),
Stealth +9, Survival +7 (+12)

Gear: Lt Armor, Med Shield, Sword, Horseman's
Bow, (10) arrows

Treasure Rating: Moderate

Lore Rating: +5 Common

Talents: *Group Tactics Expert Talent;*
Improved Movement (Land) 1&2 Talent; Keen
Hearing Talent; Natural Weapon Attack (Bite)
(Dingarn gain a bite attack equal to a Great
weapon for their size, may always add Bite bonus
to defense); Night Eyes Talent; Scent 5 Talent
(Adds rating to Observe test and to Survival test
made while Tracking); Speak Language: Dark
Tongue; (Sp) Tooth and Steel Talent (Dingarn
may add their Bite Attack along with any weapon
attack when doing a Stand & Deliver Combat
Action); Tough Bones 5 Talent (Gains a Vigor
bonus equal to rating); Coward (Flaw) (If out
numbered by more than 2 to 1 must pass a
Taxing (+15) Savvy Test each round or flee)

Templates: none

Max Core Ability Caps: B 20, A 20, E20, M 15,
S25, C 20, L 20 / VB + 40 *(These are the*
maximum values that you may increase the
creature using Build Points)

Description: Dingarn or Dog Men are fierce
humanoids That stand almost seven feet and
weigh around 250 lbs. with the torso and arms of
a man, the head, legs and tail of a dingo. Their



pelts are colored in shades of browns or reds.
They have tree fingered clawed hands with an
opposable thumb. Most have golden eyes that
can see in almost total darkness.

Environment: Plains, Forest, Hills or
Underground

Personality / Behavior: *Dingarn are fierce in*
numbers, but as a whole are cowards at heart.
These nasty dogmen live in small packs, most
numbering from 5-20 though it is not unheard of
for packs lead by a mighty alpha to number up in
the hundreds, though these packs rarely last
more than a few seasons, because of constant
back stabbing and infighting that eventually tears
them apart. Dingarn are carnivores and are
always on the hunt for fresh meat, preferring
humans over any other prey, though because of
their cowardly natures only attack small
settlements or groups traveling in the wilds.

Tactics: Dingarn prefer ambush or overwhelming
a foe by sheer numbers. They rarely fight any
battle that is even odds or worse.

Treasure: Dingarn are always on the look out for
magic, quality weapons and armor or anything
that can give them an edge in combat. Blue coin
and trade gems are the least sought after loot for
dogmen.