



KUR'RA, CENTAURI

Description and Notes

The nocturnal Kur'ra (Night Runner) inhabit the vast woods of Centauri Prime. They do form packs of seven or fewer, but this is rare; happening most often during mating season. Birds and small mammals make up its diet. They have been known to attack humanoids when startled or threatened.

Special/Unusual Skills

Kur'ra possess excellent night vision, defined as they night vision (+2) advantage; as well as the excellent balance (+1) advantage.

Type: Warm-blooded mammal, chasing hunter

Size: 81.7 kg; 1.4 m height

Form: Two legs, two arms, tail, small ear hole, two eyes, and leathery skin.

Movement: 3 m (walk), 21 m (run)

Resistance: 4

Attributes

Fitness 3 (Vitality +2)

Coordination 3 (Reaction +1)

Presence 2 (Willpower +2)

Instinct 3 (Ferocity +1)

Psi 0

Weapons: Claws 2, Pincers 2

Difficulty: Moderate (6) for both

Damage: 1d6+2 for both