

## HAVRAK

**Scale:** +6

**Health:** Scratch (4), Hurt (3), Very Hurt (3), Incapacitated (1), Near Death (1).

**Skills:** Claws (Animal): Good, Bite (Animal): Fair, Stealth (Animal): Good.

**Abilities:** None

**Gifts:** Shattering Trumpet (+2 ODF Sonic)

**Faults:** Docile (Starts out Neutral, Slow to anger)

**Environment:** The Havrak can mostly be found in the desert and dry climates, but can be raised in other more moist locations. Cannot survive in locations with too much moisture.

**Type:** Mammal

**Motivations:** They have nothing besides finding food and protecting their mates, herd, and children.

**Combat Technique:** The technique is usually straight forward rush and attempt to trample their intruders, but have enough intelligence to surround and cut off predators from escaping. Though slow to combat, they are pointed in killing their enemy.

**About:** A creature the size of an elephant from earth, the Havrak is found commonly in desert environments on many worlds in the galaxy. Mostly docile, these creatures have been harnessed as beasts of the field.

They can be provoked to violence and males guarding their herds have been known to attack without provocation. The Havrak usually travels in herds of ten to twenty at a time. They survive by pulling moisture out of the air with special gills on their backs behind their ears and by chewing cactus and other small plants.

