

Sobekind

MONSTER:

SOBEKIND

- BY CLIVE OLDFIELD

Archetype: Beastman Motivation: Survival
Style: 0 Health: 6

Primary Attributes

Body: 4 Charisma: 1
Dexterity: 3 Intelligence: 2
Strength: 4 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 5
Move: 7 Defense: 7
Perception: 6 Stun: 4

Skills	Base	Level	Rating	Average
Athletics	4	2	6	(3)
Swimming			7	(3+)
Netting			7	(3+)
Brawl	4	2	6	(3)
Melee	4	2	6	(3)
Survival	2	2	4	(2)
Stealth	3	2	5	(2+)

Talents

Alertness 1

Resources

None

Flaw

Primitive

Weapons	Rating	Size	Attack	Average
Bite	2L	0	8L	(4)L
Spear	3L	0	9L	(4+)L
Net	3E*	0	10E*	(5)E*

*Entangling: The number of 'wounds' scored gives the victim that many minus dice to all physical actions. These penalty dice decrease by one per round as the victim attempts to work himself free of the net.



These large swamp dwelling humanoids employ nets to ensnare their food, often dragging it under the water to drown it. They are much at home in the water being strong swimmers and able to hold their breath for many minutes. They often lie under the surface, with just their nose and eyes above water waiting patiently for a likely victim.

They work well as a group, with the hunters of a tribe combining to entrap larger prey. They can even hunt juvenile brontosaurus, for example, luring one to deeper water, or quick mud, where many Sobekind will attack en masse with their sharp spears.

They live in tribes, building semi-submerged mud and wood dwellings in the middle of their hunting ground. They are quite dextrous, making rudimentary tools, especially their sophisticated 'fishing' nets.