

# Roomans

[\[The Day After Ragnarok\]](#)

For some reason, the English had been always peculiarly interested in kangaroos and wallabies, to the point of importing them to British soil. Most of these creatures died in the Serpentfall, of course; the few survivors were horribly mutated and poisoned by the Serpent's venom. Reports for those parts of the British Isles not under the Serpent increasingly tell of the presence of tall, furry, fully carnivorous monsters with a powerful punch, even more powerful kick, and an unceasing hunger for human flesh. Individually, they're somewhat nasty but not invulnerable; unfortunately, Roomans run in packs of about six to ten.

Roomans do *not* wear Legion armor and carry spears, however. The reason for those false reports? Well, their half-fur, half-scale hides naturally bunches up in certain ways, which looks sort of like armor; and a Rooman's forepaws are somewhat capable of picking a long stick and whacking people with it (treat as a staff). Roomans certainly don't have Roman discipline. What they **do** have is a vigorous reproductive cycle and the ability to swim across the sea to Ireland, where they are an increasingly dangerous pest to anybody still fool enough to live there.

Attributes: Agility d6, Smarts d4 (A), Spirit d2, Strength d10, Vigor d8

Skills: Fighting d8, Notice d4, Swimming d6, Tracking d6

Pace: 6 Parry: 6 Toughness: 6

### Special Abilities:

- Armor +1: Roomans have thick, half-fur, half-scale hides that vaguely resemble Roman-legion style segmented armor.
- Kicks: Treat as the Edge: Martial Arts Training (Kicks) Edge.

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