

STAR WARS

ROLEPLAYING GAME



CREATURES STATS

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STAR
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by Thiago S. Aranha



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* No image available.

** No stats available.

Acklay



Type: Predator
Planet of Origin: Geonosis
DEXTERITY 1D+1
PERCEPTION 2D+1

Search 6D

STRENGTH 7D

Climbing/jumping 8D

Special Abilities:

Armor: The natural armor of the acklay grants it a +2D bonus to *Strength* when resisting physical damage.

Bite: Does STR+2 damage.

Claws: Do STR+1D damage.

Exceptional Reflexes: Acklays gain a +1D bonus to all *Perception* rolls made to determine initiative.

Resistant to Radiation: Acklays gain a +1D bonus to *Strength* when resisting the effects of harmful radiation.

Move: 12

Size: 6 meters long (huge)

Source: d20 Core Rulebook (page 335)

Mutant Acklay

Type: Huge mutated predator

Planet of Origin: Geonosis

DEXTERITY 1D+1

PERCEPTION 2D+1

Search 6D

STRENGTH 7D

Climbing/jumping 8D, swimming 8D

Special Abilities:

Armor: The natural armor of the acklay grants it a +2D bonus to *Strength* when resisting physical damage.

Bite: Does STR+2 damage.

Claws: Do STR+1D+2 damage.

Exceptional Reflexes: Mutant Acklays gain a +1D bonus to all *Perception* rolls made to determine initiative.

Resistant to Radiation: Mutant Acklays gain a +1D bonus to *Strength* when resisting the effects of harmful radiation.

Blindsight: Mutant Acklays have powerful nonvisual senses, being able to hunt in dark waters. They don't suffer any of the penalties for poor lighting conditions.

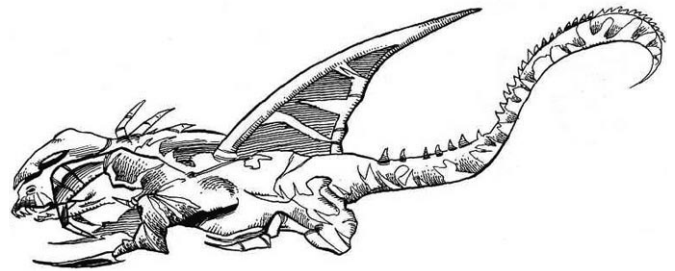
Breathe Underwater: Mutant Acklays can stay underwater indefinitely.

Move: 12

Size: 6 meters long

Source: Geonosis and the Outer Rim Worlds (page 65)

Adar



Type: Adaptive Carnivore

Planet of Origin: Omiddelon III

DEXTERITY 2D

PERCEPTION 2D

Search: tracking 3D+2

STRENGTH 4D

Brawling 6D, climbing/jumping 6D, flight 6D+2

Special Abilities:

Claws: Do STR+3D damage.

Wings: Enable adars to fly.

Leaping Attack: Does STR+3D damage.

Adaptive: Adars can eat virtually anything to get nourishment.

Move: 13 (running), 15 (leaping), 22 (flying, but limited to five minutes every hour)

Size: Up to 2.5 meters long

Source: Creatures of the Galaxy (pages 4-5)

Aduban Behemoth

Type: Dark side experiment

Planet of Origin: Aduba-3

DEXTERITY 1D

Energy beam 3D

PERCEPTION 1D+1

Search 2D+2

STRENGTH 11D

Brawling 13D+2

Special Abilities:

Bite: Does STR+2D+2 damage.

Punch: Does STR+1D damage.

Energy Beam: 4D damage, range 20/40/80m.

Darkvision: The behemoth can see up to 20 meters away in complete darkness.

Lightsaber Vulnerability: Damage rolls from lightsaber attacks are doubled against the behemoth. In addition, any lightsaber attack roll where the wild die results in a "6" causes the creature to explode if a Wounded (or better) result is achieved. If the behemoth explodes, all targets within 20 meters of it take 4D of energy damage.

Move: 6

Size: "Gargantuan"

Aga



Type: Immense predator
Planet of Origin: Zelus II
DEXTERITY 4D
PERCEPTION 3D
Sneak 7D
STRENGTH 5D
Special Abilities:
Bite: Does STR+1D damage.
Claws: Do STR+1D+2 damage.
Clubbing Attack: Does STR=2D damage.
Screech: Target must make an Easy *Perception* total or be stunned for one round (-1D to all actions).
Armor: +2D physical, +1D energy.
Move: 9
Size: 4 meters tall
Orneriness: 5D
Source: Planets Collection (page 252)

Agr

Type: Flying predatory
Planet of Origin: Kashyyyk
DEXTERITY 2D
PERCEPTION 2D+2
Search 6D, sneak 4D
STRENGTH 2D+1
Special Abilities:
Beak: Does STR+1D damage.
Claws: Do STR+2 damage.
Move: 15 (flying)
Size: 1.1 meters tall, 2 meter wingspan

Airsquid

Type: Small airbourne vermin
Planet of Origin: Bespin
DEXTERITY 3D+2
PERCEPTION 2D+1
Hide 4D+1, sneak 4D+1, search 4D+1
STRENGTH 1D
Special Abilities:
Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.
Bite: Does STR+2 damage
Strong-Minded: Airsquids get a +3D bonus to *Perception*

against mind-influencing effects.

Move: 40 (flying)

Size: Small

Source: Geonosis and the Outer Rim Worlds (page 25)

Aiwha



Type: Colossal cloned aquatic herd animal
Planet of Origin: Kamino
DEXTERITY 1D+1
PERCEPTION 2D+1
STRENGTH 6D
Swimming 8D
Special Abilities:
Slamming: Aiwhas can slam against an opponent, doing STR+2D damage.
Move: 20 (swimming or flying)
Size: 20-30 meters wingspan
Orneriness: 1D
Source: Geonosis and the Outer Rim Worlds (page 78)

Akorec

Type: Reptilian predator
Planet of Origin: Trammis
DEXTERITY 4D+2
PERCEPTION 1D
Search 2D+1
STRENGTH 5D+1
Bite 6D
Special Abilities:
Bite: Does STR+1D+2 damage.
Blaster-Resistant Scales: Akorec scales are blaster-resistant, giving them a bonus of +4D to their *Strength* score for the purpose of resisting blaster damage.
Claws: Do STR+2 damage.
Low Light Vision: An akorec can see twice as far as a normal human in poor lighting conditions.
Move: 20
Size: 10 meters tall.

Albino Farlek

Type: Dangerous predator
DEXTERITY 3D
Dodge 6D+2, brawling parry 4D, running 7D+2
PERCEPTION 3D+2
Hide 7D, search 4D+2, sneak 7D+2
STRENGTH 6D
Brawling 7D, climbing/jumping 7D, lifting 9D, stamina 7D
Special Abilities:
Fangs: Do STR+1D damage.

Snare-tongue: Has sticky adhesive (Difficult *Strength* roll to break free), stretches out almost two meters away from mouth.

Tail: Used to knock prey off balance. Causes STR+2D damage.

Odor: The farlek has a familiar, if highly offensive, odor that clings to its surroundings.

Move: 12

Size: 2 meters tall at the shoulder, 4 meters long from head to tail.

Source: Operation: Elrood (page 63)

Altagak



Type: Solitary carnivore

Planet of Origin: Altora

DEXTERITY 4D+2

Running 6D

PERCEPTION 3D

Sneak 5D

STRENGTH 4D

Special Abilities:

Claws: Foot claws do STR+2 damage.

Silent Movement: Altagak can move very silently. Add +1D to any *sneak* rolls when stalking prey.

Speed: When initiating an attack, altagak can produce spurts of high acceleration, maintaining this high speed for up to eight rounds.

Threatening Display: To discourage competitors when feeding or nesting, altagak adults expand their spinal mane, making them appear to be much larger than they really are.

Tail: Spiny tail does STR+1 damage in tailswipe.

Teeth: Large, rending teeth do STR+1D damage.

Tusks: Commonly used to skewer prey during on-rushing head butt, tusks do STR+2D damage.

Move: 8 (w/alking), 28 (attack sprint)

Size: 1.8-2.2 meters long

Source: Creatures of the Galaxy (pages 5-6)

Andoan Mineral-Fish

Type: Mineral-consuming shellfish

Planet of Origin: Ando

DEXTERITY 1D

PERCEPTION 1D

STRENGTH 1D

Special Abilities:

Tail: Does STR+2D damage.

Fins: Do STR+1 damage.

Shell: Adds +1D to *Strength* to resist damage.



Mineral Sense: Mineral-fish can sense large concentrations of mineral and metals, which they feed on. If a school is encountered feeding, the area is rich in valuable metals and minerals.

Move: 8

Size: Up to 1 meter long

Source: Creatures of the Galaxy (pages 6-7)

Apilid Worm

Type: Subterranean predator

Planet of Origin: Vasha

DEXTERITY 3D

PERCEPTION 1D

Hide 3D+2, search 3D+2

STRENGTH 2D+1

Special Abilities:

Bite: Apilid worms can bite for their STR+2 in damage.

Blindsight: Apilid worms are blind, and use vibrations to navigate.

Move: 8

Size: "Small"

Note: Though listed as a creature, the Apilid Worms seem to be capable of speaking Basic, as well as their own language.

Armadid

Type: Mountain predator

Planet of Origin: Nubia

DEXTERITY 3D+1

PERCEPTION 1D+2

Hide 2D+1 (4D+1 in rocky terrain), search 3D

STRENGTH 4D+2

Climbing/jumping 7D+1

Control 2D

Force Powers: Burst of Speed.

Special Abilities:

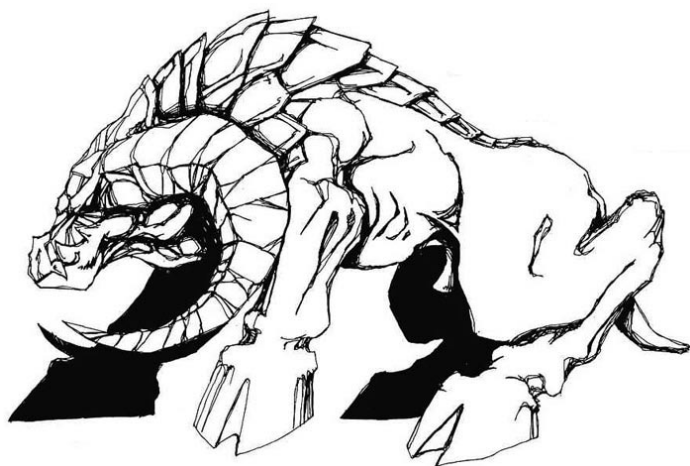
Camouflage: When in rocky terrain, the armadid's gray armored body blends in with its surrounding. This provides the armadid with a +2D bonus to *hide* skill checks made in rocky environments.

Exceptional Reflexes: Armadids gain a +1D bonus to all *Perception* rolls made to determine initiative.



Force-Sensitive: Armadids are Force-sensitive.
Horns: An armadid can gore a foe with its horns, inflicting STR+2 in damage.
Low-light Vision: Armadids can see twice as far as humans in dim light.
Natural Armor: The armadid adds +2D to *Strength* rolls made to resist physical damage, and +1D to *Strength* rolls made to resist energy damage.
Tail: The crab-like pincer on the end of an armadid's tail can pinch an opponent for the creature's *Strength* rating in damage.
Move: 10
Size: 3 meters long
Source: Coruscant and the Core Worlds (page 123)

Arquet



Type: Mountain carnivore
Planet of Origin: Pellastrallas
DEXTERITY 3D+2
PERCEPTION 3D
Sneak 5D
STRENGTH 3D
Special Abilities:
Armor: The Arquet's dorsal and spinal plates give +2D versus physical and energy attacks.
Camouflage: Arquet skin varies in hue according to the

amount of solar radiation received. This allows it to blend in with its rocky surroundings with considerable ease. This is accounted for in the animal's *sneak*.
Claws: Hoof claws do STR+2 damage.
Feigned Immobility: Arquets are extremely patient predators, capable of remaining absolutely motionless so as to draw to point blank range before attacking.
Horns: The arquet's curved horns do STR+2D damage.
Teeth: The arquet's teeth do STR+1D damage.
Move: 9 (walking), 12 (charging)
Size: 1.8-2.4 meters long, up to 2 meters tall at the shoulder
Source: Creatures of the Galaxy (pages 7-8)

Ash Angel



Type: Small airborne scavenger
Planet of Origin: Sullust
DEXTERITY 4D+1
PERCEPTION 2D+1
Hide 7D, search 6D
STRENGTH 1D+1
Brawling 3D, bite 3D+2
Special Abilities:
Poison: Ash Angels have a poisonous bite designed to allow them to escape danger. When bitten, the target must make a Difficult *Stamina* roll or suffer -1D to *STRENGTH*. One minute later, a second Difficult *Stamina* roll must be made or the target is paralyzed for 1D half hours, giving the Ash Angel time to escape
Camouflage: Ash Angels blend in with their surroundings, granting a +2 bonus to *hide* in ashy, burnt or cluttered environments.
Fire/Blaster Energy Resistance: Ash Angels are highly resistant to fire and blaster energy, gaining +2D to resist these types of damage.
Move: 4, 10 (flying)
Size: 1 meter tall, 2.5 meters wingspan
Source: Ultimate Adversaries (pages 67-68)

Asyyyriak



Type: Medium-size forest predator

Planet of Origin: Kashyyyk

DEXTERITY 4D+2

PERCEPTION 5D

Hide 9D, search 7D+2, sneak 8D

STRENGTH 4D

Brawling 4D+2, climbing/jumping 8D

Special Abilities:

Camouflage: Asyyyriaks blend in with their surroundings, granting a +2D bonus to *hide* in forested environments.

Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.

Bite: Does STR+1D damage.

Claws: Do STR+2 damage.

Multiattack: An asyyyriak can make two *brawling* attacks in a round without incurring multiple action penalties. Further actions take penalties normally.

Fast Healing: Asyyyriaks recover one injury level every two minutes.

Move: 8

Size: 1-2 meters long

Source: Ultimate Adversaries (pages 68-69)

Attack Stohl

Type: Domestic defense pet

Planet of Origin: Ichtor 8

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 2D

Special Abilities:

Bite: Does STR+1D damage.

Poison: Untreated stohls do an additional +3D with their poisonous bite. This damage is *stun* damage only, but effects take 12 standard hours to recover from;

Coil: A properly trained stohl can wrap around an opponent in a turn by successfully scoring a Moderate *Strength* or *brawling* hit. A coiled stohl requires a Difficult *Strength* roll to disengage.

Move: 5

Size: 1-1.5 meters long

Source: Creatures of the Galaxy (pages 8-10)



Avril

Type: Avian cliff dweller

Planet of Origin: Yavin 8

DEXTERITY 2D

Dodge 4D

PERCEPTION 2D

Search 5D+1

STRENGTH 2D

Special Abilities:

Acute Vision: Avril have extremely good eyesight for spotting prey from high altitudes. Add +2D to visual *search* rolls.

Bite: Sharp beak does STR+2 in rending damage.

Talons: Leg claws do STR+2 damage,

Move: 6 (walking), 15 (flight)

Size: 1.8-2.5 meters tall, up to 8 meter wingspans

Source: Galaxy Guide 2 – Yavin and Bespin (pages 23-24)

Bandara

Type: Semi-aquatic pest

Planet of Origin: Devaron

DEXTERITY 2D

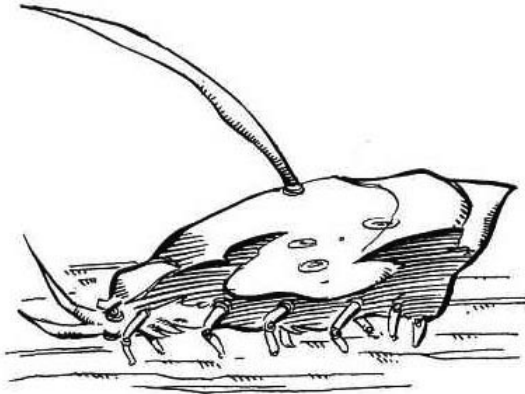
PERCEPTION 1D

STRENGTH +1

Special Abilities:

Mating Song: During mating season, male bandaras make an extremely loud noise which is used to attract mates. Characters who are within 30 meters of a swarm of singing males must make an Easy *Perception* roll. Characters who fail the roll are unaffected, but those who succeed suffer a -1D penalty to all actions due to the distraction of the songs (characters may negate this penalty by making a difficult *willpower* roll).

Hunger: Bandaras can (and will) eat anything. Any object,



Bantha



including characters or other living creatures, that comes in contact with a swarm of bandarars suffer 1D damage per round of contact.

Name:

Move: 1 (for swarm), 15 (for individuals)

Size: 2 centimeters

Source: Creatures of the Galaxy (pages 11-12)

Bandigo



Type: Aggressive omnivore

Planet of Origin: Sriluur

DEXTERITY 3D

Thrown weapons 4D

PERCEPTION 3D

Search 4D

STRENGTH 3D

Climbing/jumping: climbing 4D+2, digging 5D

Special Abilities:

Claws: Do STR+2D damage.

Stone: Bandigos hurl large stones for STR+1D damage. Use grenade ranges for throwing.

Move: 12, 9 (climbing)

Size: 1.4 meters at shoulder

Source: Geonosis and the Outer Rim Worlds (pages 130-131), Secrets of the Sisar Run (pages 85-86)

Type: Herd animal

Planet of Origin: Unknown

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 8D

Special Abilities:

Horns: STR-1D damage

Trample: STR damage

Move: 5

Size: 2-3 meters at the shoulder

Orneriness: 2D

Source: Core Rulebook (page 222), The Star Wars Sourcebook (pages 86-87), Galaxy Guide 1: A New Hope (page 22), Galaxy Guide 7: Mos Eisley (page 78), Rules of Engagement: The Rebel Specforce Handbook (page 53), Star Wars Trilogy Sourcebook SE (pages 172-173), Alien Anthology (page 22)

Kashyyyk Bantha

Type: Herd animal

Planet of Origin: Kashyyyk

DEXTERITY 1D+2

PERCEPTION 2D+1

Search 4D+1

STRENGTH 8D

Climbing 8D+2

Special Abilities:

Gore: Does STR+2D damage.

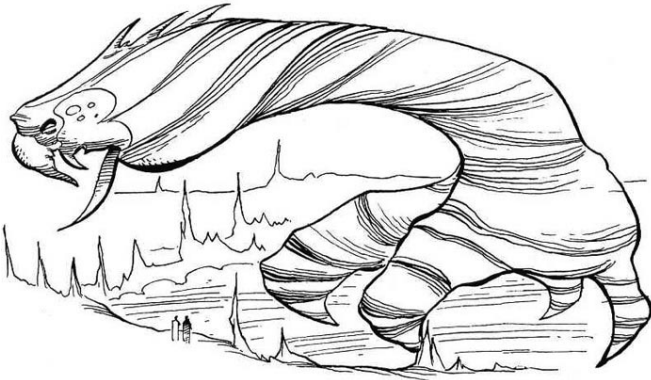
Move: 6

Size: 2-3 meters tall

Orneriness: 2D



Barri



Type: Mysterious spacefaring creature

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 4D

Special Abilities:

Corrosive Spittle: Barri exude acid on their tongues. This acid can burn for 3D of damage per turn until it is washed away. Protective armor or tough skin will be damaged by this acid, which wears away at the material until it is consumed.

Innate Navigational Sense: Through some mysterious intuition, barri actually have an effective *atrogation* skill of 6D.

Move: 10

Size: Roughly 4 meters long

Source: *Creatures of the Galaxy* (pages 12-14)

it gets two attacks per round at no penalty. A third attack causes a -1D penalty to all actions, a fourth causes a -2D penalty, etc.

Jaws: Each head does STR+1D damage when attacking.

Claws: Do STR+2D damage.

Tail Stinger: The hooked tail of the battle hydra delivers a strong and lethal poison. A person stung by a battle hydra will take 3D damage a turn until dead. There is no known natural antidote, though some Jedi can neutralize it with a *detoxify poison* and *detoxify another's poison* powers.

Senses: Because it is in the habit of looking two directions at once, the battle hydra adds +2D to its *Perception* roll when applicable.

Move: 8 (walking), 14 (flying)

Size: 1.0-1.5 meters tall, 3.1-3.6 meters long

Source: *The Jedi Academy Sourcebook* (pages 119-120), *The Dark Side Sourcebook* (pages 111-112)

Bear Spider

Type: Nocturnal predator

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 4D

Special Abilities:

Fangs: Do STR+1D damage.

Claws: Do STR+1D damage.

Webs: Has the ability to weave sticky snares and webs of 3D *Strength*.

Move: 14

Size: 1.5 meters

Source: *Twin Star of Kira* (page 72)

Battle Hydra

Type: Alchemical Sith creation

DEXTERITY 4D

Brawling parry 5D, dodge 6D

PERCEPTION 2D

Search 3D+2, sneak 4D

STRENGTH 3D+2

Brawling 6D

Special Abilities:

Double Attacks: because the battle hydra has two heads,



Beck-tori

Type: Aquatic parasite

Planet of Origin: Nam Priax

Medium-Size

DEXTERITY 3D+1

Dodge 4D+2

PERCEPTION 1D+2

Hide 2D+1, search 3D+1

STRENGTH 2D

Brawling 2D+2, swimming 4D

Control 1D+1

Force Powers: Force of Will.

Special Abilities:

Bite: Inflicts STR+1 damage.

Breathe Underwater: Being aquatic, a beck-tori can breath underwater. They also gain a +1D+1 bonus on all *swimming* skill checks.

Force-Sensitive: The beck-tori is Force-sensitive.

Low-light Vision: A beck-tori can see twice as far as a normal human in poor lighting conditions.

Swallow Whole: A beck-tori can swallow victims less than half its size. It must first make a successful *brawling* attack to ensnare the victim, followed by another *brawling* attack on the next turn to swallow it whole. Swallowed creatures take STR+1 damage, and another 3D of physical damage each following round from the creature's potent digestive juices.

Spikes: When used to abrade the flesh of a victim, the beck-tori's spikes inflict STR+1 damage.

Move: 16 (swim), 4 (crawl)

Size: Unlisted (Medium)



Huge

DEXTERITY 2D

Dodge 4D

PERCEPTION 1D+2

Hide 2D+1, search 4D

STRENGTH 5D+2

Brawling 6D+2, swimming 7D+2

Control 1D+2

Sense 1D+2

Force Powers: Combat Sense, Force of Will.

Special Abilities:

Bite: Inflicts STR+1D damage.

Breathe Underwater: Being aquatic, a beck-tori can breath underwater. They also gain a +1D+1 bonus on all *swimming* skill checks.

Force-Sensitive: The beck-tori is Force-sensitive.

Low-light Vision: A beck-tori can see twice as far as a normal human in poor lighting conditions.

Swallow Whole: A beck-tori can swallow victims less than half its size. It must first make a successful *brawling* attack to ensnare the victim, followed by another *brawling* attack on the next turn to swallow it whole. Swallowed creatures take STR+1D damage, and another 3D of damage each round from the creature's digestive juices.

Spikes: When used to abrade the flesh of a victim, the beck-tori's spikes inflict STR+1D damage.

Move: 10 (swim), 2 (crawl)

Size: Unlisted (Huge)

Colossal

DEXTERITY 1D

Dodge +6

PERCEPTION 1D+2

Hide 2D+1, search 4D

STRENGTH 9D+2

Swimming 10D+2

Control 3D

Sense 3D+1

Force Powers: Combat Sense, Enhance Attribute, Force of Will.

Special Abilities:

Bite: Inflicts STR+1D+2 damage.

Breathe Underwater: Being aquatic, a beck-tori can breath underwater. They also gain a +1D+1 bonus on all *swimming* skill checks.

Force-Sensitive: The beck-tori is Force-sensitive.

Low-light Vision: A beck-tori can see twice as far as a normal human in poor lighting conditions.

Swallow Whole: A beck-tori can swallow victims less than half its size. It must first make a successful *brawling* attack to ensnare the victim, followed by another *brawling* attack on the next turn to swallow it whole. Swallowed creatures take STR+1D+2 damage, and another 3D of damage each round from the creature's digestive juices.

Spikes: When used to abrade the flesh of a victim, the beck-tori's spikes inflict STR+1D+2 damage.

Move: 10 (swim), 2 (crawl)

Size: Unlisted (Colossal)

Source: Power of the Jedi Sourcebook (pages 77-79)

Beldon



Type: Atmospheric floater

Planet of Origin: Bespin

DEXTERITY 1D

PERCEPTION 4D

STRENGTH 9D

Special Abilities:

Electrolocomotion: Beldons generate an electrical field which allows them to maneuver in the clouds of Bespin.

Electrolocation: Beldons are sensitive to disturbances in the electrical field surrounding them. They have effective scan sensors capability of 2km/1D.

Move: 70; 200 km/h

Size: 800 meters to 10 kilometers

Scale: Walker

Source: Galaxy Guide 2 – Yavin and Bespin (pages 53-54), Galaxy Guide 3 – The Empire Strikes Back (page 67), Star Wars Trilogy Sourcebook SE (pages 173-174), Alien Anthology (pages 22-23)

Bergruutfa



Type: Domestic riding beast

DEXTERITY 1D

PERCEPTION 1D+2

Search 3D+1

STRENGTH 6D

Brawling: head butt 7D, lifting 9D

Special Abilities:

Armored Head: +2D to resist energy and physical damage.

Armored Body: +1D to resist energy and physical damage.

Head Butt: STR+1D damage: for every 2 result points the target is thrown one meter.

Drool: Any being who steps in bergruutfa drool must make a Dexterity roll to avoid slipping.

Move: 15; 42 km/h

Size: Up to 7 meters (at shoulder)

Orneriness: 1D

Source: Rules of Engagement: The Rebel Specforce Handbook (page 53), Creatures of the Galaxy (pages 14-15)

Binarian Carnivorous Plant

Type: Carnivorous plant

Planet of Origin: Binaros

DEXTERITY 1D

Missile weapons: tendril 3D+1

PERCEPTION 1D

Hide 4D

STRENGTH 4D

Brawling 5D

Special Abilities:

Tendrils: Of these three-meter-long tendrils strike a victim, he becomes entangled. No damage occurs, but the victim is now at -1D for all *Dexterity* rolls and the plant gets a +1D to *brawling* with the next bite attack. Entangled characters must make an opposed *Strength* roll or be drawn close to

the carnivorous plant. The plant has six tendrils.

Bite: The plant can move its mouth in a two meter radius. A successful bite (using *brawling*), causes 4D+1 damage from the plant's digestive juices every other round. On an incapacitated result, the victim is swallowed. Only one victim can be trapped in this manner at a time.

Move: 0 (but mouth can move anywhere within a 2 meter radius of main stalk)

Size: 3 meters tall

Source: The DarkStryder Campaign – The Kathol Outback (pages 27-28)

Binarian Sabercat



Type: Jungle predator

Planet of Origin: Binaros

DEXTERITY 3D

Brawling parry 4D

PERCEPTION 3D+1

Search 4D+1, sneak 5D

STRENGTH 3D+2

Brawling 4D

Special Abilities:

Claws: Can attack with two claw attacks a round without penalty. Additional attacks cause penalties (i.e., using a third paw means -1D to all actions, fifth is -2D, etc.). Claws do STR+2D damage.

Bite: Huge teeth do STR+2D damage.

Move: 12

Size: 1 meter at the shoulder, 2-3 meters long

Source: The DarkStryder Campaign – The Kathol Outback (page 26)

Biodroid

Type: Bio-engineered fighting creature

Planet of Origin: Kathol

DEXTERITY 3D

Brawling parry 4D

PERCEPTION 1D

STRENGTH 5D

Brawling 6D



Black Behemoth

Type: Predator
Planet of Origin: Veron
DEXTERITY 1D+2
PERCEPTION 1D
Sneak 4D
STRENGTH 5D
Special Abilities:
Armor: Provides +1D against physical attacks.
Teeth: Do STR+2 damage.
Move: 9
Size: 2 meters tall at the shoulder, 4 meters long
Source: Planets Collection (pages 88-89)

Black Bha'rir



Special Abilities:
Horn-Claws: Do STR+2D damage.
Bite: Does STR+1D damage.
Carapace: +2D to resist damage.
Move: 12
Size: 3 meters tall
Source: The DarkStryder Campaign – Endgame (page 106)

B'karr

Type: Scavenger
Planet of Origin: Goroth
DEXTERITY 2D
Dodge 5D
PERCEPTION 2D+1
Hide 4D, sneak 4D
STRENGTH 1D
Jumping 3D, swimming 1D+2
Special Abilities:
Bite: To save its own life, a b'karr will bite, inflicting STR+1 damage.
Poisonous Saliva: If a b'karr's bite inflicts damage, its saliva inflicts an additional 3D stun damage.
Poison Resistance: When resisting damage from poison, b'karri add +3D to their *Strength*.
Camouflage: Because of their natural coloration, b'karri get +1D to *sneak* when hiding in broken rock.
Move: 13
Size: 0.3 meters long
Source: Goroth, Slave of the Empire (pages 91-92)



Type: Jungle preadtor
Planet of Origin: Iyred
DEXTERITY 5D+1
Brawling Parry 5D+1, dodge 4D+2, running 6D
PERCEPTION 4D+2
Hide 5D+1, search 5D, sneak 5D
STRENGTH 4D
Brawling 5D, stamina 4D+1, swimming 4D+2
Special Abilities:
Claws: Do STR+1D damage.
Teeth: Do STR+1D damage.
Stealth: The creature gains a +1D to all *sneak* rolls.
Move: 18
Size: 0.9-1.0 meters tall, 1.22 meters long
Source: The Black Sands of Socorro (page 68)

Blastail



Type: Small forest predator

Planet of Origin: Kashyyyk

DEXTERITY 3D+2

Thrown weapons: tail bulb 4D+2

PERCEPTION 3D+2

Hide 5D+2, search 6D+1, sneak 5D+2

STRENGTH 2D+1

Climbing/jumping 3D+2

Special Abilities:

Bite: Does STR+1D damage.

Claws: Do STR+2 damage.

Disease: Any creature or character scratched or bitten by a blastail must succeed in a Difficult Strength roll or come down with a mild infection 4D hours later. The effects of the disease reduce the creature or character's Strength code by +2 pips initially, and the Strength code is reduced by an addition 1D pips one day later. The lost Strength points return at a rate of 1 per day once the infection has run its course.

Tail Bulb: The blastail can hurl its tail bulb once every 1D days, with a range of 4/8/16. If the blastail hits with its tail bulb, the target is blinded for 1D+2 rounds.

Darkvision: Can see up to 20 meters in total darkness.

Move: 15

Size: 1-1.2 meter long

Source: Ultimate Adversaries (page 70)

Bloodsniffer

Type: Predator

Planet of Origin: Kamar

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 3D

Special Abilities:

Blood Drain: Bloodsniffers survive only on the blood of their victims. They must consume their own weight in blood every two days to survive.

Claws: STR+2 damage

Thorny Spur: Bloodsniffers attack by tackling or clawing their victim, then attaching the tongue's spur to the victim. The spur does STR+1D damage, and if a wounded or better result is scored, the bloodsniffer has hit a major vein or



artery (Difficult *first aid* total or Moderate *first aid* total with a medpac to stop the victim from bleeding to death.

Move: 16

Size: 1-2.1 meters long

Source: Han Solo and the Corporate Sector Sourcebook (pages 140-141)

Blossoming Gulper

Type: Huge aquatic predator

Planet of Origin: Mon Calamari

DEXTERITY 1D

PERCEPTION 2D+2

Hide 6D, search 6D+2

STRENGTH 7D

Swimming 8D

Special Abilities:

Bite: Does STR+1D+2 damage.

Camouflage: Blossoming gulpers gain a +2D+2 bonus to *hide* when in an environment with underwater plant life.

Swallow Whole: A swallowed creature takes STR+1D physical damage plus 3D acid damage per round.

Blindsight: Blossoming gulpers have powerful nonvisual senses and don't suffer any of the penalties for poor lighting conditions.

Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.

Move: 2 (swimming)

Size: Huge

Source: Geonosis and the Outer Rim Worlds (pages 102-103)

Blue Desert People



Type: Plains Lizard

DEXTERITY 4D

Running 5D+1

PERCEPTION 2D+2

Hide 3D, sneak 4D+2

STRENGTH 4D+1

Special Abilities:

Vision: These creatures have excellent night vision and ignore all darkness penalties.

Claws: Do STR+1D damage.

Move: 30; 90 km/h

Size: 1.6 to 2.4 meters in length

Orneriness: 3D

Source: Cracken's Threat Dossier (page 51)

Type: Plains herd animal

Planet of Origin: Endor

DEXTERITY 1D+2

PERCEPTION 1D

Hide 2D+1, search 2D+2

STRENGTH 4D+2

Stamina 5D+1

Special Abilities:

Bite: Blurrgs can bite for their *Strength* rating in damage.

Run: Blurrgs can increase their running *Move* score to 10 for short periods of time.

Move: 6

Size: "Large"

Orneriness: 2D

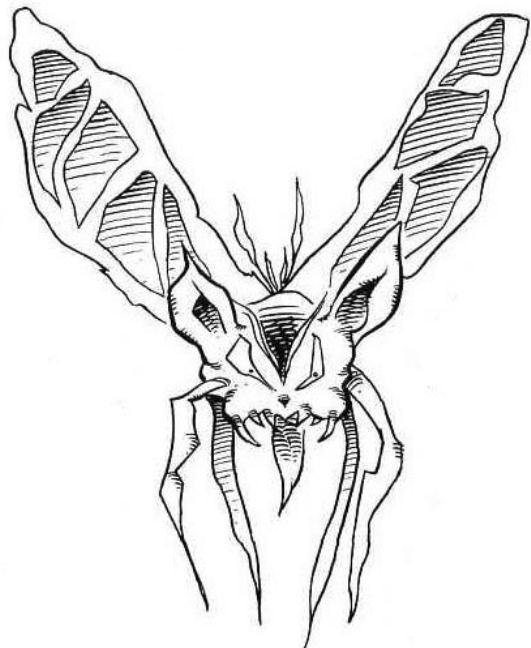
Boar-Wolf



Bogan's Brown Nafen

Type: Aereal insectivorous rodent

Planet of Origin: Bogan



Blurr



DEXTERITY 5D
PERCEPTION 4D
STRENGTH 1D

Special Abilities:

Venom: Nafen produce a relatively weak venom, but they attack in large numbers, and the cumulative effect of large numbers of nafen bites can be deadly. Characters who are bitten by less than 10 nafen will not be harmed (with the exception of the slight stinging sensation that accompanies each bite). However, characters who are bitten by 10 or more nafen must make a Very Easy *Strength* roll to avoid being affected by the poison (this rolls should be made following every tenth nafen bite). Characters who fail their *Strength* rolls become drowsy and suffer a -1D penalty (cumulative) on all actions. If the penalty being suffered by the character becomes greater than the character's *Strength*, then the character becomes incapacitated, and falls asleep. The effects of the nafen's poison can be cured by the successful application of a medpac, or by 6 to 10 hours of uninterrupted sleep.

Disease Transmission: All characters who are bitten by a nafen must make a Moderate *Strength* roll to avoid becoming diseased. Diseased characters automatically become wounded at the time of the onset of the disease (5-15 hours following the time of the injury). Curing the disease is an Easy *medicine* task, requiring access to common pharmaceuticals.

Move: 30 (flying), 4 (walking)

Size: 30 centimeters wingspan

Source: Creatures of the Galaxy (pages 15-16)

Bogey

Type: Kessel energy being



DEXTERITY 5D
Dodge 8D
PERCEPTION 1D
STRENGTH 1D

Move: 14 (flying)

Size: 1 meter wide

Source: The Jedi Academy Sourcebook (page 120)

Bogwing



Bolstyngar

Type: Forest predator

Planet of Origin: Kashyyyk

DEXTERITY 1D+2

PERCEPTION 5D+1

Search: tracking 6D, sneak 8D+1

STRENGTH 4D+2

Climbing/jumping 6D

Special Abilities:

Bite: Does STR+1D+1 damage.

Auditory Clusters: The bolstyngar is incredibly sensitive to sound, and gains a +1D bonus on all sound-related Perception checks.

Move: 8

Size: 3.5-4.2 meters tall

Boma Beast

Type: Monstruous forest-creature

DEXTERITY 3D+2

Dodge 4D, running 5D+1

PERCEPTION 4D

Hide 6D+2, search 6D, sneak 6D+2

STRENGTH 7D

Brawling 8D+2, climbing/jumping 9D, lifting 8D+2, stamina 9D

Special Abilities:

Claws: STR+2D damage

Spikes: Any attacker making a successful melee strike on a boma beast immediately suffers 6D damage from the creature's razor-sharp spikes.

Move: 18

Size: 2-3 meters tall

Orneriness: 3D

Source: Tales of the Jedi Companion (pages 106-107)



Bonegnawer



Type: Airborne predator
Planet of Origin: Tatooine
DEXTERITY 2D+2
PERCEPTION 3D

Search 8D, sneak 5D

STRENGTH 4D+2

Special Abilities:

Bite: Does strength +3D+1 damage.

Exceptional Reflexes: Bonegnawers gain a +1D bonus to all *Perception* rolls made to determine initiative.

Low Light Vision: A bonegnawer can see twice as far as a normal human in poor lighting conditions.

Slam Attack: A bonegnawer cannot fly with a creature larger than a normal human in its beak. It instead attempts to kill its prey by slamming it into the ground, which is resolved like a normal *brawling* attack, and which inflicts STR+1D+2 damage.

Move: 4 (ground), 20 (flying)

Size: 8-10 meter wingspan.

Source: Alien Anthology (pages 23-24)

Boneworm



Planet of Origin: Necropolis

DEXTERITY 3D+2

PERCEPTION 1D

Hide 2D+2, search 3D+1

STRENGTH 1D

Bite/burrowing attack 3D

Special Abilities:

Bite/Burrowing Attack: Boneworms do an amount of damage equal to their Strength +3D when biting and/or burrowing their way into a victim.

Blindsight: Boneworms are blind, and use vibrations to navigate.

Burrow: Boneworms burrow through the ground.

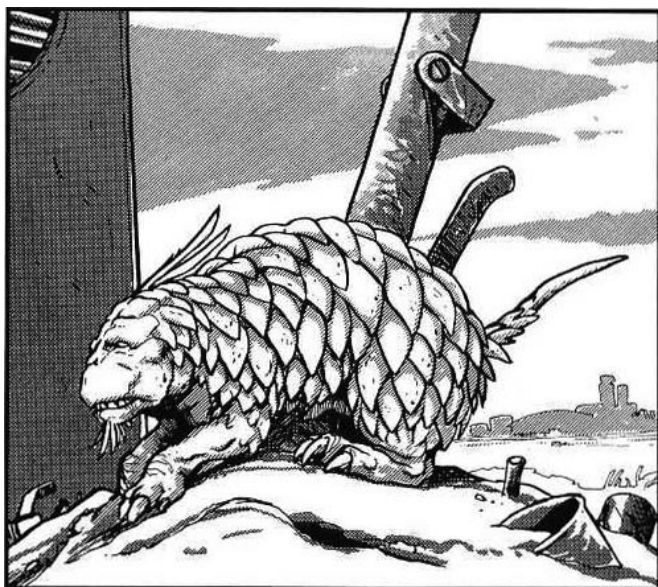
Nematodal Penetration: The boneworm is a type of flatworm that attacks by burrowing into and attacking the internal organs of larger animals. Note that boneworms generally feed on lifeless corpses, but will not hesitate to feed on living creatures that are helpless or unconscious. They tend to retreat into the ground if their potential meal if it shows signs of life.

Move: 6 (burrow)

Size: Between a few centimeters to over one meter long.

Source: Alien Anthology (page 25)

Borcatu



Type: Testy scavenger

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 1D+2

Special Abilities:

Bite: Does STR+2 damage.

Claws: Do STR+1 damage.

Armored Hide: Adds +2 to resist damage from physical attacks.

Digging: Borcatu can hollow out a burrow or dig out tasty morsels in record time.

Move: 11

Size: 0.2-0.5 meters long

Source: Creatures of the Galaxy (pages 16-17)

Bordok

Greater

Planet of Origin: Forest Moon of Endor

DEXTERITY 3D+1

PERCEPTION 3D+1

Search 5D+2

STRENGTH 5D

Special Abilities:

Low Light Vision: A greater bordok can see twice as far as a normal human in poor lighting conditions.

Surefooted: Bordoks gain a +3D bonus to their Climbing/Jumping skill when navigating rough terrain.

Move: 28

Size: Up to 3 meters at the shoulder.

Orneriness: 1D

Lesser

Planet of Origin: Forest Moon of Endor

DEXTERITY 4D

PERCEPTION 3D+1

Search 6D

STRENGTH 3D

Special Abilities:

Low Light Vision: A lesser bordok can see twice as far as a normal human in poor lighting conditions.



Surefooted: Bordoks gain a +3D bonus to their Climbing/Jumping skill when navigating rough terrain.

Move: 20

Size: Up to 1.5 meters at the shoulder.

Orneriness: 1D

Source: Alien Anthology (pages 25-26)

Bouncebeast

Type: Timid herbivore

Planet of Origin: Duroon

DEXTERITY 2D+1

PERCEPTION 2D

STRENGTH 1D+2

Special Abilities:

Danger Sense: The ball creature is famed for its ability to detect danger. Ball creatures are sometimes used as guard animals for Duroon's insurgent tribes.

Pseudopod Skin: The ball creature doesn't have limbs or sensory organs. Instead, its muscles allow it to form and extrude limbs as needed (a ball creature's skin is extremely flexible). The creature can also extrude some specialized organs, such as mouths and eyestalks.

Attack: Bouncebeasts never intentionally attack. However, in the event that someone is inadvertently hit by a bouncebeast, the creatures cause STR+1D damage due to the force of their springing action.

Move: 5 (bounce), 2 (rolling)

Size: 0.3-0.5 meters diameter

Source: Han Solo and the Corporate Sector Sourcebook (page 140)

Bulfus

DEXTERITY 3D+1

Dodge 4D

PERCEPTION 1D+1

Search 4D+1

STRENGTH 2D+1

Swimming 3D

Special Abilities:

Bite: The bite of a bulfus inflicts its Strength +2 in damage.

Diving Ram: A bulfus can dive-bomb a target, physically ramming it after diving from a height. This attack, if successful, inflicts the bulfus' Strength +1D in damage.

Exceptional Reflexes: Bulfusi gain a +1D bonus to all Perception rolls made to determine initiative.

Move: 20 (flying), 10 (swimming), 6 (ground)

Size: Unlisted (Medium)

Source: Coruscant and the Core Worlds (page 79)

Burning Snake

Type: Serpent

Planet of Origin: Yavin 13

DEXTERITY 2D+1

PERCEPTION 2D+2

STRENGTH 1D

Special Abilities:

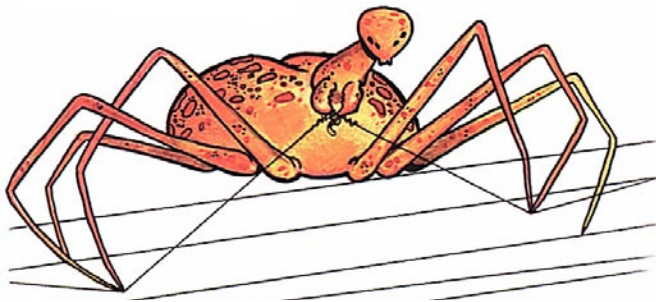
Heat Radiation: The burning snake absorbs and gives off waves of heat from its thick scales. These waves can scald any who approach them, burning through even light survival gear to do 4D damage.

Move: 8

Size: 3 meters long

Source: Galaxy Guide 2 – Yavin and Bespin (pages 28-29)

Butcherbug



Type: Web-using hunter

Planet of Origin: Dagobah

DEXTERITY 2D+2

PERCEPTION 3D

STRENGTH 2D

Special Abilities:

Armor: provides +2D physical, +2 energy.

Microfine Web: Targets must make a Very Difficult search roll to spot the web. Contact with the web does 6D damage. If target is moving rapidly, damage is increased to 9D. The butcherbug, adapted to crawling on the web, receives no damage from it.

Move: 6

Size: Up to 0.7 meters long

Source: Galaxy Guide 3 – The Empire Strikes Back (page 63), Star Wars Trilogy Sourcebook SE (page 174)

Cairnmog

DEXTERITY 3D+1

PERCEPTION 2D

Search 4D

STRENGTH 4D

Special Abilities:

Armor: The cairnmog's armored hide adds +2D to all Strength rolls it makes to resist physical damage, and +1D

to all Strength roll it makes to resist energy damage.

Gore: By goring a foe with its spikes, a cairnmog inflicts Strength +1 damage.

Kick: The kick of a cairnmog inflicts Strength +2 damage.

Trample: Cairnmogs can trample a foe smaller than themselves, inflicting Strength +2 damage.

Move: 18

Size: Unlisted (Large)

Source: Coruscant and the Core Worlds (page 68)

Camray Eel

Type: Sea Predator

DEXTERITY 4D

PERCEPTION 2D

Sneak 4D+2

STRENGTH 3D

Swimming 6D

Special Abilities:

Coils: Do 5D constriction damage

Teeth: Do STR+2D damage

Camouflage: Due to coloration, +2D to sneak when moving close to seabed.

Move: 16

Size: 5-5 meters long

Source: The Best of the Adventure Journal: Issues 1-4 (page 70)



Can-Cell



Caniphant

Type: Guard animal

DEXTERITY 3D

PERCEPTION 3D

STRENGTH 2D

Special Abilities:

Bite: Does STR+1 damage.

Move: 14

Size: 0.75 meters high, 1.2 meters long

Source: The Game Chambers of Questal (page 11)

Capture Beast



DEXTERITY 2D
PERCEPTION 2D

Search 3D+1

STRENGTH 14D+2 (walker-scale: 10D+2)

Climbing 17D+1

Special Abilities:

Enclose: A capture beast uses its massive bulk to herd ground-based creatures, grappling them with its sucker-tipped legs (see below). It eventually joins its head to its tail, forming a 4 meter-high living “wall” around its prey.

Force Immunity: Capture beasts are immune to all Force powers that involve Sense or Alter.

Legs: The capture beast has a hundred pairs of sucker-tipped legs which it uses to restrain targets. Anyone attempted to escape from a capture beast by climbing over it must resist 1D+2 grapple attempts. The legs are considered to be character-scale for the purposes of attack and damage rolls. Each leg has an effective Strength rating of 7D+1, and this total is used when making grappling attacks against captured creatures.

Walker Scale: Due to its size, the capture beast is considered to be walker-scale.

Move: 8

Size: 200 meters long

Source: The New Jedi Order Sourcebook (pages 87-88)

Casting Hawk

DEXTERITY 2D+1

Sap attack 3D+1

PERCEPTION 2D+2

Search 5D+2, sneak 4D

STRENGTH 2D+1

Special Abilities:

Beak: A successful beak attack inflicts STR+1 damage.

Excellent Vision: Casting hawks gain a +2 pip bonus to Search skill rolls related to their sense of sight.

Exceptional Reflexes: Casting hawks gain a +1D bonus to all Perception rolls made to determine initiative.

Sap Attack: By using broken branches of the liquid thoron tree, the casting hawk is able to ensnare prey by covering them in dripping tree sap. This sap, when dry, is difficult to break, and requires a Difficult Strength check in order to do so. Entangled creatures suffer a -1D penalty to all attack rolls, a -2D penalty to their Dexterity ratings, and can only move at half of their normal Movement scores.

Talons: A successful talon attack inflicts the hawk’s Strength in damage.

Move: 16 (fly), 2 (ground)

Size: 1.5 to 1.8 meter wingspan

Source: Coruscant and the Core Worlds (page 132)

Cavehopper

Type: Subterranean predator

DEXTERITY 6D+2

PERCEPTION 3D

STRENGTH 3D+1

Special Abilities:

Bite Attack: Does STR+1D damage.

Darkvision: Cavehoppers can see up to 20 meters in total darkness.

Exceptional Reflexes: Cavehoppers gain a +1D bonus to all Perception rolls made to determine initiative.

Kick Attack: The cavehopper can kick twice in a round, and a successful attack inflicts STR+1D+2 damage.

Thick Hide: The cavehopper’s thick hide grants it a +2 pip bonus to resist damage from physical attacks.

Move: 12

Size: “Medium”

Cherfer



Type: Vicious herd beast

Planet of Origin: Elom

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 4D

Special Abilities:

Snout: Chrefers can gore an opponent for STR+1D damage or use their snout to dig into the ground.

Hooves: Do STR+1D damage with a kick and can quickly turn up a lot of earth.

Move: 14

Size: 1-1.5 meters at the shoulder

Source: Creatures of the Galaxy (pages 18-19)

Chiilak



Type: Aquatic mammal

Planet of Origin: Moon of Misnor

DEXTERITY 1D

Dodge 4D, brawling parry 6D

PERCEPTION 2D

Search 4D

STRENGTH 4D+2

Brawling 5D, climbing/jumping 5D, swimming 6D

Special Abilities:

Claws: Do STR+1D damage.

Stamina: Chiilaks can hold their breath for 20 minutes and have immense stamina: they can swim for hours at a time before tiring.

Move: 9 (land), 18 (swimming)

Size: Up to 2.2 meters tall

Source: Creatures of the Galaxy (pages 19-20)

Chiru (Sand Wasp)

Type: Swarming insect

Planet of Origin: Socoro

DEXTERITY 4D+1

PERCEPTION 2D+2

STRENGTH 1D

Special Abilities:

Sting: Poison does 3D damage. Characters stunned or worse by a sting suffer a -1D penalty to all actions for 1D rounds. The penalty is cumulative with multiple stings.

Move: 20

Size: 2.54 centimeters

Source: The Black Sands of Socorro (pages 23-24)



Choarn

Type: Ocean scavenger

Planet of Origin: Mon Calamari

DEXTERITY 3D

PERCEPTION 2D+1

STRENGTH 2D-6D

Move: 2-6

Size: 1-8 meters

Source: Death in the Undercity (page 55)

Cidwen

Type: Aggressive avian

Planet of Origin: Atraken

DEXTERITY 5D

PERCEPTION 4D

STRENGTH 1D+1

Special Abilities:

Beak: Does STR+2D damage.

Claws: Do STR+2D+2 damage (works out as 3D+3 damage)

Move: 30 (flying), 22 (gliding)

Size: 0.5 meters long, 1-meter wingspan

Source: Planets Collection (page 200)

Clawbird



Type: Avian Predator

DEXTERITY 1D

Dodge 4D+2, flight 4D

PERCEPTION 1D

STRENGTH 1D

Special Abilities:

Poison Spines: Clawbird poisonous spines do STR+1 damage and inject a slow-acting poison into a target. Consider the poison to have a paralysis intensity of 3D (the victim must roll *Strength* or *stamina* to resist the poison). The intensity of the poison increases by +1D for each hour, up to a maximum of 6D; the poison can be counteracted by medicines found in any medpac. When rolling for the poison, if the poison beats the character's roll by 0-3 points, the character is *tunned* (as per page 62 of *Star Wars, Second Edition*). If the poison beats the character by 4-9 points, the character is paralyzed and is incapable of voluntary movement. If the roll beats the character's resistance roll by 10 or more points, the character becomes mortally wounded, and if the roll beats the character by 15 or more points, the character dies.

Move: 15 (flying)

Size: 10 centimeters long, 15-centimeter wingspan

Source: Thrawn Trilogy Sourcebook (pages 155-156), The Last Command Sourcebook (pages 103-104)

Clawcat

Type: Cunning mountain predator

Planet of Origin: Goroth

DEXTERITY 2D

Brawling parry 3D, dodge 3D+1

PERCEPTION 3D

Search 4D+1, sneak 5D

STRENGTH 2D

Brawling 3D

Special Abilities:

Paws: Do STR+2 damage.

Jaws: Do STR+1D damage.

Hunting Cry: When they attack, clawcats emit a piercing, high-pitched scream. This hunting cry is so loud and shrill that it inflicts 2D+2 stun damage on any creature – other than itself or another clawcat – within 10 meters (the cry itself can be heard much further away, but it doesn't do damage). This damage cannot be dodged, any body armor



has no effect. A blast helmet gives +1 protection, while a sealed helmet – stormtrooper armor, for example – gives +1D protection. A clawcat can cry once per round.

Move: 16

Size: 0.8-1.0 meters tall at shoulder, up to 2.5meters long

Orneriness: 6D

Source: Goroth, Slave of the Empire (pages 92-93)

Claw Vine

Type: Medium-size forest scavenger

Planet of Origin: Kashyyyk

DEXTERITY 2D

PERCEPTION 1D+1

Hide 3D, search 2D+1, sneak 3D

STRENGTH 4D

Special Abilities:

Blindsight: Claw vines have no visual organs, but by using motion-sensitive fibers on its vines. They can maneuver and fight as well as a sighted creature. Concealment, invisibility and darkness are irrelevant. This ability has a range of four meters.

Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.

Move: 0

Size: 2 meters on average

Source: Ultimate Adversaries (page 74)

Cliffborer Worm

DEXTERITY 3D

PERCEPTION 2D+1

Hide 3D+2, search 4D, sneak 3D+2

STRENGTH 2D+2

Climbing/jumping 5D

Special Abilities:

Armored Hide: +4D to resist physical attacks, and +2D versus energy attacks.

Bite: The cliffborer worm's rock-crushing bite does Strength +4D damage.

Bore: Cliffborer worms can bore through incredibly hard materials. This can be accomplished by rolling the cliffborer's bite damage against the structure rating of the substance it is boring through.

Claw: Does Strength +1D damage.

Move: 10 (land), 6 (burrow)

Size: Up to 10 meters long.

Source: Alien Anthology (pages 26-27)



Clodhopper

DEXTERITY 5D

Dodge 6D

PERCEPTION 1D

STRENGTH 2D

Climbing/jumping 6D

Special Abilities:

Pesticide/Poison Resistance: If a clodhopper successfully resists a given pesticide or poison, all further exposure to that toxin by the clodhopper or his descendants is at a +5D bonus.

Swarm Attack: Clodhoppers do not attack individually, but in swarms. Damage is equal to the swarm's Strength rating plus 1D. The swarm's Strength is equal to 1D, +1 pip for every 20 clodhoppers. For example, a swarm of 200 Clodhoppers would do 4D+1 damage.

Move: 30

Size: 1 meter long (adult)

Source: Secrets of Naboo (page 54)

Colo Claw Fish

Planet of Origin: Naboo

DEXTERITY 4D+1

PERCEPTION 1D

STRENGTH 5D (walker scale)

Special Abilities:

Bite: Does Strength +4D damage (walker scale).

Claws: Does Strength +2D damage (walker scale).

Venom: Anyone bitten by a colo claw fish that survives must



succeed at a Moderate Strength check or be paralyzed for thirty-six hours, minus one hour per die in their Strength rating.

Move: 70; 200 km/h

Size: Up to 40 meters long

Source: Secrets of Naboo (page 55)

Colossus Wasp



Type: Giant insect

DEXTERITY 2D

Dodge 2D+2

PERCEPTION 4D

Hide 6D+2, search 4D+2, sneak 5D+2

STRENGTH 7D

Stamina 8D

Special Abilities:

Space Survival: The colossus wasp does not require any type of gas to remain alive and can withstand the pressures of zero gravity.

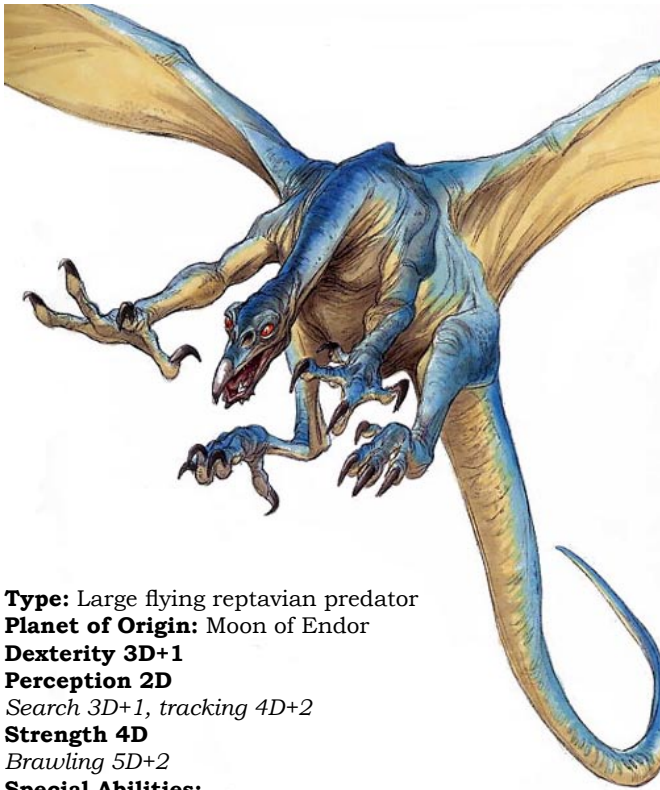
Move: 1 (space)

Size: 1-1.5 kilometers long

Scale: Starfighter

Source: Tales of the Jedi Companion (page 107)

Condor Dragon



Type: Large flying reptavian predator

Planet of Origin: Moon of Endor

Dexterity 3D+1

Perception 2D

Search 3D+1, tracking 4D+2

Strength 4D

Brawling 5D+2

Special Abilities:

Low Light Vision: Condor dragons can see twice as far as a human in dim light.

Bite: Does STR+1D+1 damage.

Claws: Do STR+1D damage.

Move: 2 (walking), 15 (flying)

Size: 7-8 meter wingspan

DEXTERITY 2D

Brawling parry 2D+2, dodge 3D

PERCEPTION 1D

Search 2D+2, sneak 1D+2

STRENGTH 2D+2

Brawling 3D, climbing/jumping 3D+2

Special Abilities:

Beak: Does STR+2 damage.

Claws: Do STR+1D damage.

Move: 18 (low gravity worlds), 9 (standard gravity worlds)

Size: Up to 1.5 meters tall

Source: The Truce at Bakura Sourcebook (page 102)

Corellian Sand Panther

Planet of Origin: Corellia

DEXTERITY 3D+2

PERCEPTION 3D

Hide 7D, search 5D+2, search: tracking 6D+1, sneak 7D

STRENGTH 4D+1

Climbing/jumping 6D+1

Special Abilities:

Bite: Does Strength +1D damage.

Claws: Do Strength +2 damage.

Multiple Attacks: A Corellian sand panther can attack with both claws as a single attack, suffering no penalty for multiple actions.

Poison: The claws of a Corellian sand panther are envenomed. Each successful claw attack that inflicts damage forces the victim to make a Moderate Strength roll. Failure indicates that the venom does an additional 7D of poison damage.

Scent: Corellian sand panthers can track by scent.

Move: 16

Size: Unlisted, but likely 2 meters long.

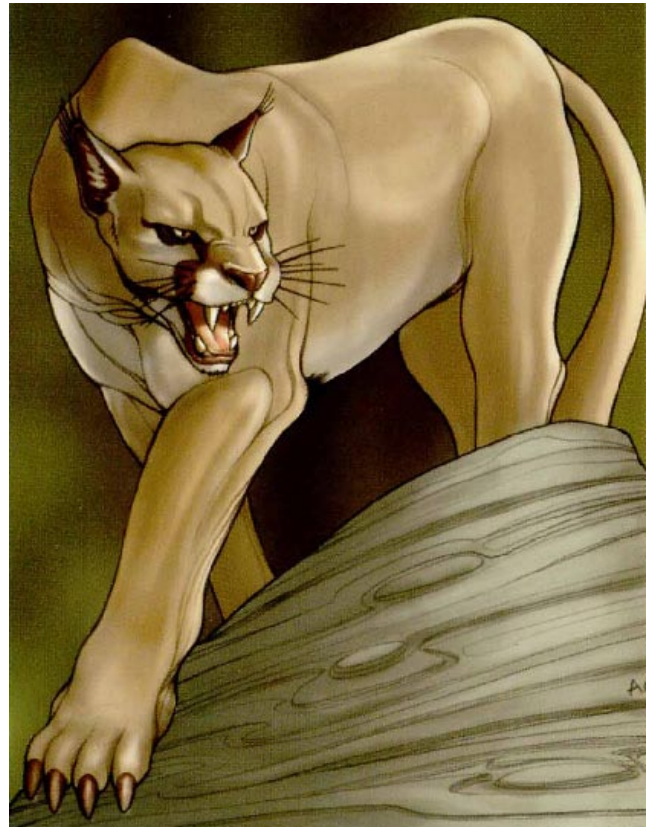
Source: Alien Anthology (pages 27-28)

Cooha



Type: Avian predator

Planet of Origin: Gandeid IV



Coromon Headhunter



DEXTERITY 5D

Dodge 6D+1

PERCEPTION 2D+2

Hide 6D+2, search 3D+1, sneak 6D+2

STRENGTH 4D+2

Climbing/jumping 8D

Special Abilities:

Dew Claw Attack: When hunting prey, a Coromon headhunter will unleash a devastating attack with both of its dew claws upon its prey. This attack is called shot aimed at the target's neck, adding +1D to the difficulty of the attack (see the rules for Called Shots, SWD6, page 91). This attack inflicts Strength +1D damage, and any damage result of Mortally Wounded or Dead results in the target being instantly decapitated.

Exceptional Reflexes: Coromon headhunters gain a +1D bonus to all Perception rolls made to determine initiative.

Foreclaw Attack: A foreclaw attack from a Coromon headhunter inflicts Strength +1 in damage.

Move: 16

Size: Unlisted (Medium)

Source: Coruscant and the Core Worlds (page 99)

C'Oron Bel (Silverjaw)

Type: Fast aquatic predator

Planet of Origin: Goroth

DEXTERITY 2D

PERCEPTION 3D

Search 4D

STRENGTH 2D+2

Stamina 3D+2

Special Abilities:



Jaws: Do STR+2D damage

Charge: The c'oron bel can, with a sufficient "run up", hurl itself rapidly onto the shore, to pursue prey near the water's edge. This "charge" has an effective Move of 18 but can extend no more than two meters from the water's edge.

Armor: The c'oron bel disposes of excess hyperbarides by incorporating metal salts into its scales. As hard as metal, these scales provide +1D against physical attacks, but no protection against energy attacks.

Move: 18 (swimming), 6 (land)

Size: 1.5-1.8 meters long

Source: Goroth, Slave of the Empire (pages 93-94)

Corrupted Snake

Type: Mutated Sith predator

DEXTERITY 2D+2

PERCEPTION 2D+2

Hide 4D+2, search 6D, sneak 6D

STRENGTH 7D+2

Special Abilities:

Bite: Does STR+1D+2 damage.

Constrict: The corrupted snake can attempt to constrict a foe. It must first make a successful Brawling skill roll to grab its opponent, after which it must succeed in an opposed Strength check. If successful, it inflicts its Strength rating in damage each turn until the victim breaks free or dies.

Exceptional Reflexes: Corrupted snakes gain a +1D bonus to all Perception rolls made to determine initiative.

Poisonous: The venom of a corrupted snake is similar to Sith poison, with the exception that only a single willpower or Control roll need be made to purge the venom from a character's system. This venom can be milked from a subdued corrupted snake, but requires a Difficult *beast riding* (or similar animal-handling) skill roll. For each five points the difficulty number is exceeded on this roll, one additional dose of venom is extracted. A complication on this roll indicates that the would-be milker has been bitten.

Move: 8

Size: 10 meters long

Coruscanti Ogre



Type: Undercity denizen

DEXTERITY 2D

Brawling parry 4D, dodge 4D+1, melee combat 3D+2, melee parry 4D, thrown weapons 3D

KNOWLEDGE 1D

Survival: Coruscant Undercity 5D+2

MECHANICAL 1D

PERCEPTION 3D

Hide 6D, search 6D, sneak 7D+2

STRENGTH 5D

Brawling 7D+1, climbing/jumping 6D+2, lifting 6D, stamina 7D+1

TECHNICAL 1D

Special Abilities:

Smell: The ogre hunts as much by smell as sight. It does not incur any penalties when attempting to use its *Perception* skills in the dark.

Character Points: 2

Move: 11

Equipment: Chains, large club (STR+2D)

Source: Alien Anthology (pages 28-29), The Jedi Academy Sourcebook (page 27)

Cracian Thumper

Planet of Origin: Craci

DEXTERITY 3D

PERCEPTION 3D+2

Sneak 4D+2

STRENGTH 3D

Special Abilities:

Claws: Str+1 damage

Tail: Str+1D+2,

Silent Movement: Thumpers can move very silently, adding 1D+2 to sneak attempts if they move at high speed or slower.



They can carry up to 110 kilos of cargo, or a rider and up to 50 kilos.

Move: 12

Size: 1-1.8 meters at the shoulder

Orneriness: 1D

Source: Core Rulebook (page 222), The Thrawn Trilogy Sourcebook (page 156-157), Dark Force Rising Sourcebook (pages 78-79), Rebel Alliance Sourcebook (page 109), Rules of Engagement: The Rebel Specforce Handbook (pages 53-54)

Cratsch

Type: Tree dweller

Planet of Origin: Bakura

DEXTERITY 1D

Brawling parry 2D+2

PERCEPTION 2D

Search 2D+1

STRENGTH 1D+1

Brawling 2D+2, climbing/jumping 2D+1

Special Abilities:

Kick: Does STR+1 damage.

Climbing Claws: Grant +1D to *climbing*.

Territorial: +1D to *brawling* when defending its territory.

Move: 12 (running and climbing)

Source: The Truce at Bakura Sourcebook (page 106)

Crawfish

Type: Swamp crustacean

Planet of Origin: Yavin IV

DEXTERITY 3D

Dodge 4D

PERCEPTION 1D

STRENGTH 1D

Special Abilities:

Slipperiness: because of their slipperiness, crawfish get a +1D to their *dodge*.

Move: 3

Size: 60-140 centimeters long

Source: Galaxy Guide 12 – Yavin and Bespin (page 19)

Crimson Slug

Type: Spacefaring predator

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 5D

Special Abilities:

Vacuum: Crimson slugs are native to the vacuum of space and need no assistance to survive in this environment.

Teeth: Inflict STR+1D damage.

Move: 6

Size: 6 to 8 meters long

Source: Tapani Sector Instant Adventures (page 72)



Crown of Silk



Croator



Type: Swamp avian

Planet of Origin: Wyndigal 2

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 1D+1

Special Abilities:

Reflective Plumage and Hood: These shiny membranes reflect powerful ultraviolet rays. Though this will not deflect potent attacks or provide long-term protection for humans, an off-worlder can add +2D to *survival* rolls to withstand the climate of Wyndigal 2.

Move: 15 (running), 10 (swimming)

Size: 2.5 meters tall at the shoulder

Source: Creatures of the Galaxy (page 21)

Type: Tiny Force-using airborne parasite

Planet of Origin: Cerea

DEXTERITY 5D

PERCEPTION 1D+2

Hide 8D, search 2D

STRENGTH 1D

Brawling: bite 1D+2

Special Abilities:

Blindsight: Using its connection to the Force, the crown of silk maneuvers and fights as well as a sighted creature. Concealment, invisibility and darkness are irrelevant. This ability has a range of 20 meters.

Camouflage: The crown of silk blends in with its surroundings, granting a +2 bonus to *hide* in darkness, shadow, twilight, or other low-light conditions.

Poison: Crowns of silk keep their victims docile by releasing a poison specifically designed to disable and weaken their prey. If a victim is bitten, he must succeed in a Moderate *stamina* roll or suffer a temporary -1D penalty to *STRENGTH*. One minute later, another Moderate *stamina* roll must be made. If it fails, the victim suffers a temporary -1D penalty to *Perception* and suffers a euphoric effect, leaving them stunned for 1D hours.

Parasitic Attack: If the poison attack is successful and the victim is stunned, the crown proceeds to draw sustenance from its prey. It firmly attaches to the head, inserting anchoring tendrils at the temples of the victim, and then inflicts a temporary penalty to *Perception* at the rate of -1 per hour. After 1D hours, when the crown has drained all it can, it takes on a phosphorescent glow. It then releases the victim and takes to the air, splitting off a new crown in 1D hours.

Removing a crown silk requires caution. Simply pulling one off can inflict a permanent -2 *Perception* penalty to the crown's victim, due to the depth to which the anchors penetrate the skull. Crowns are frail and fear heat or fire. Any damage caused by these sources will cause it to release and flee.

Force Skills:

Control 2D+1, sense 3D, alter 1D+2

Force Powers:

Affect mind, sense force potential, life detection, sense force, projective telepathy

Move: 4 (flying)

Size: 80 cm diameter

Source: Ultimate Adversaries (pages 77-78)

Crynoid

Type: Poisonous arachnid

Planet of Origin: Neftali

DEXTERITY 4D

PERCEPTION 1D

Sneak 5D

STRENGTH +1

Climbing/jumping 5D

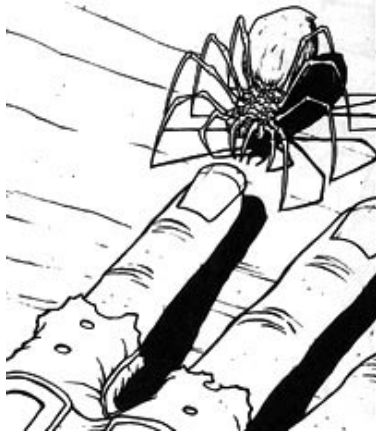
Special Abilities:

Poisonous Bite: Beings bitten by a crynoid suffer 4D damage (roll every five minutes for one hour). If the victim survives the potent venom, he or she must make a Difficult *stamina* roll to withstand the extreme pain – failing the roll means the victim suffers a -3D penalty to all actions for the next six hours. A Moderate *first aid* roll when using a medpac can neutralize the poison, but there is no remedy for the pain.

Move: 8

Size: 3 centimeters long

Source: Wretched Hives of Scum and Villainy (page 17)



Dactillion



Danchaf (Tree Goblin)



Cthon



DEXTERITY 1D+2

Dodge 3D+1

PERCEPTION 2D+1

Hide 4D+1, search 3D+2, tracking 4D+1, sneak 4D+1

STRENGTH 5D+1

Brawling 7D+1

Special Abilities:

Blindsight: Cthon are blind, but due to their exceptional hearing, can accurately sense their surroundings within 10 meters.

Slam Attack: Cthon inflict their Strength rating in damage on a successful *Brawling* attack.

Move: 10

Size: Unlisted (Large)

Source: Coruscant and the Core Worlds (page 35)

Type: Organized predator

Planet of Origin: Garban

DEXTERITY 4D

PERCEPTION 4D

STRENGTH 2D+1 (3D+1 for larger goblins)

Brawling 4D, climbing/jumping 4D

Special Abilities:

Claws: Do STR+1D damage.

Climbing: Because of their claws and natural affinity for climbing, tree goblins get a +1D to *climbing* rolls.

Stealth: *Perception* rolls to spot danchaf are made at one difficulty level higher when the creatures are in trees or bushes.

Senses: Danchaf have exceptional tracking senses; they get +1D+2 for *search*, *search: tracking* and *Perception* rolls.

Move: 8

Size: 1.5-2 meters tall

Source: Creatures of the Galaxy (pages 22-23)

Dark Wolf

Type: Medium-size desert predator

Planet of Origin: Sriluur

DEXTERITY 4D+2

PERCEPTION 3D+2

Hide 6D, search 5D+1, tracking 6D, sneak 6D

STRENGTH 4D+2

Brawling 6D, climbing/jumping 7D+1

Special Abilities:

Stinger Tail: Does STR damage. If it deals damage, target must make a Moderate *stamina* roll or take a temporary -1D penalty to *Strength*.

Claws: Do STR+2 damage. If it deals damage, target must make a Moderate *stamina* roll or be paralyzed for 1D hours.

Bite: Does STR+1 damage.

Night Hunter: Dark wolves gain a +1D bonus to *tracking* at night.

Darkvision: Can see up to 20 meters in total darkness.

Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.

Move: 16

Size: Medium-size

Source: Geonosis and the Outer Rim Worlds (page 131)

Dhislug

Type: Predatory slug

Planet of Origin: Algara II

DEXTERITY 3D

PERCEPTION 2D

Sneak 3D

STRENGTH 5D

Special Abilities:

Armor: +1D to *Strength* against physical attacks.

Constriction Attack: Does STR+2D damage.

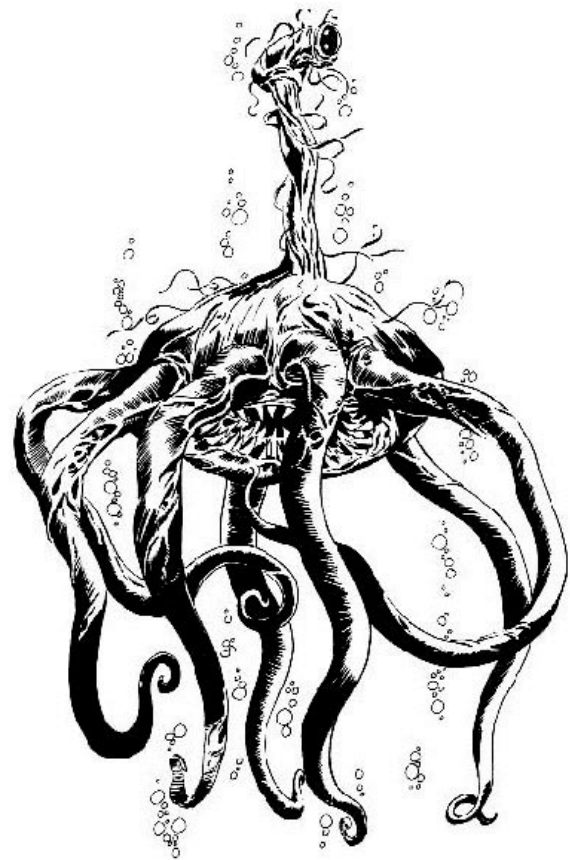
Acid: Does 5D damage.

Move: 3

Size: Up to 3 meters long

Source: Planets Collection (page 192)

Dianoga



Derkolo

Type: Small pack hunter

Planet of Origin: Sileron

DEXTERITY 3D+2

PERCEPTION 1D

STRENGTH 3D

Special Abilities:

Armor: +1D against physical attacks.

Claws: Do STR+1D+2 damage.

Move: 20

Size: 1.5 meters long

Source: Planets Collection (page 90)

Dewback



DEXTERITY 3D

PERCEPTION 2D

STRENGTH 4D

Brawling 4D+1

Move: 35; 100 km/h (during day), 7; 20 km/h (at night)

Size: 1.3-2.1 meters tall at shoulder

Orneriness: 3D

Source: The Star Wars Sourcebook (pages 87-88), Galaxy Guide 7: Mos Eisley (page 24), Rules of Engagement: The Rebel Specforce Handbook (page 54), Star Wars Trilogy Sourcebook SE (page 174)

DEXTERITY 2D

PERCEPTION 3D+1

STRENGTH 6D

Special abilities:

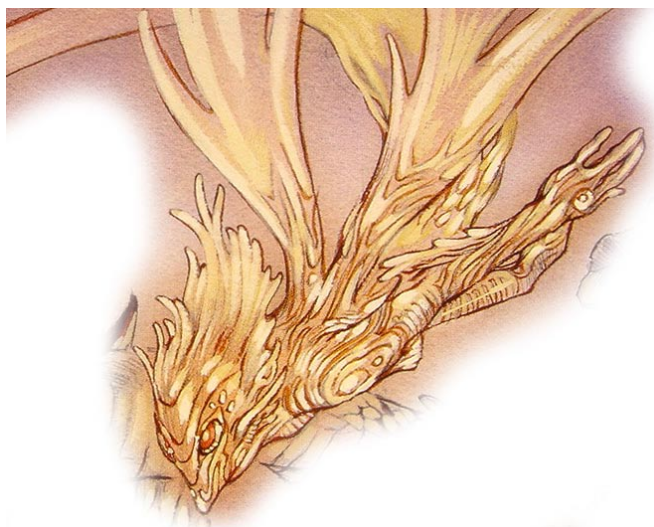
Colour: Can change color to match surroundings (+4D to *sneak*)

Tentacles: Target must make opposed *Strength* roll to escape and not be dragged along.

Move: 3

Source: Galaxy Guide 1: A New Hope (page 57), Hideouts & Strongholds (page 133), Star Wars Trilogy Sourcebook SE (page 175), Rebellion Era Sourcebook (page 102)

Diathim



Type: Large vacuum herd animal

Planet of Origin: Moons of Iego

DEXTERITY 5D+1

Energy pulse 7D

PERCEPTION 5D

Hide 7D+2, search 7D+2

STRENGTH 4D+1

Special Abilities:

Exceptional Reflexes: Gain a +1D bonus to all Perception rolls made to determine initiative.

Blindsight: Diathims have powerful nonvisual senses and don't suffer any of the penalties for poor lighting conditions.

Energy Pulse: Once every 3 rounds, a diathim can emit a white burst of energy from its chest that deals 7D energy damage. The energy pulse's range is 3-75/200/500 m.

Vacuum Creature: Diathims can survive in the vacuum of space.

Force Skills:

Control 2D+2, alter 2D+2, sense 2D

Force Powers:

Affect mind, drain energy

Move: 22 (flying)

Size: Large

Source: Geonosis and the Outer Rim Worlds (page 72)

Type: Hardy insect

Planet of Origin: Atraken

DEXTERITY 5D

PERCEPTION 1D

STRENGTH 4D

Special Abilities:

Mandibles: Do STR+2D damage.

Armor: +2D to resist damage from energy attacks.

Move: 24 (flying)

Size: 0.5 meters long

Source: Planets Collection (page 201)

Dimlurker

DEXTERITY 3D

Dodge 4D+2

PERCEPTION 3D

Hide 4D+1, search 4D+2, sneak 4D+1

STRENGTH 3D+1

Brawling 4D, climbing/jumping 8D+1

Special Abilities:

Claws: A successful claw attack by a dimlurker inflicts its Strength +1D.

Crushing Attack: If a dimlurker hits a target with two claw attacks, it can attempt a grapple check to pull its victim into a crushing "hug." A successful hug by a dimlurker inflicts the creature's Strength +2D. While hugging and grappling, the dimlurker can make no other attacks, though it is capable of moving at its full Move allowance.

Darkvision: Dimlurkers have no eyes, but they can "see" out to 20 meters by other means.

Stench: Dimlurkers have a characteristic rotting stench that hangs around them.

Terrifying Presence: When encountering a dimlurker for the first time, characters must make an opposed Control or Willpower skill check against the dimlurker's Perception score. Failure indicates that the character is terrified, and must either make an attack, or flee the creature immediately.

Move: 12 (ground), 12 (climb)

Size: Unlisted (Large)

Source: Coruscant and the Core Worlds (page 155)

Dinko

Type: Scavenger

Planet of Origin: Proxima Dibal

DEXTERITY 3D+1

PERCEPTION 2D+1

STRENGTH 1D+2

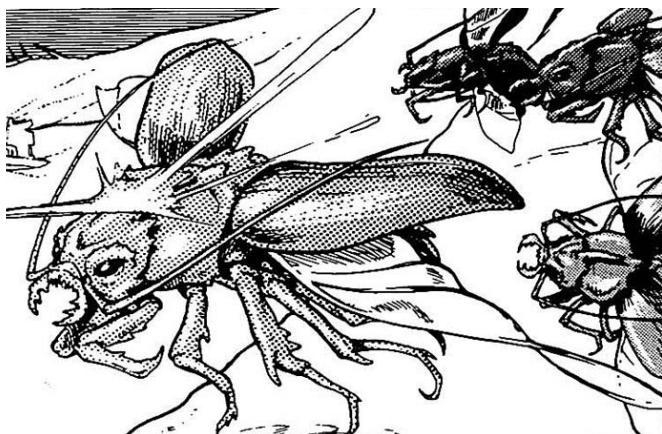
Special Abilities:

Stink: The dinko's scent glands secrete a substance that is horribly offensive to most beings. The smell is repulsive and may take weeks to eliminate (even after repeated molecular cleanings).

Bite: Does Strength damage and injects toxin. Toxin has a damage value of 3D; victim must make opposed Strength or stamina roll. If failed, the victim is overcome with nausea.

Source: Han Solo and the Corporate Sector Sourcebook (page 141)

Diehard





Divto

Type: Predatory serpent

DEXTERITY 3D+2

PERCEPTION 3D+2

Sneak 5D+2, sneak: forest 6D+2

STRENGTH 4D

Brawling 5D, stamina 5D

Special Abilities:

Teeth; 5D damage

Multiple Attacks: The divto can make three attacks per round (one per head) without suffering any multi-action penalties. Additional attacks incur normal penalties.

Poison: Once every round (up to three consecutive rounds), the divto can deliver a powerful poison to its prey with a successful bite attack. The poison causes stun damage of 6D+2.

Move: 7

Size: 3 meters long

Source: Alien Anthology (pages 28-29), The Thrawn Trilogy Sourcebook (page 157), Dark Force Rising Sourcebook (page 73)



Doashim

Type: medium-size predator

Planet of Origin: Ryloth

DEXTERITY 3D+2

PERCEPTION 4D

Hide 8D, search 7D, tracking 7D+2, sneak 6D+2

STRENGTH 4D+1



Brawling 5D, climbing/jumping 7D

Special Abilities:

Camouflage: The doashim blends in with its surroundings, granting a +1D bonus to *hide* in mountainous environments.

Thick Hide: Grants +1 against physical attacks.

Claws and Bite: Each do STR+1D+1 damage.

Darkvision: Can see up to 20 meters in total darkness.

Multiattack: A doashim can make two *brawling* attacks in a round without incurring multiple action penalties. Further actions take penalties normally.

Terrifying Presence: Doashims possess the *intimidate* skill at 5D.

Move: 10

Size: Medium

Source: Ultimate Adversaries (pages 80-81)

Dochinie

Type: Airbourne predator

Planet of Origin: Mina

DEXTERITY 3D+2

PERCEPTION 1D+1

Search 3D+1

STRENGTH 2D

Climbing/jumping 5D+1

Special Abilities:

Bite: Does STR+1 damage.

Move: 15 (ground), 25 (flight)

Size: "Medium"

D'oemir Bear



Type: Arctic predator

Planet of Origin: Neftali

DEXTERITY 2D

Brawling parry 4D+2

PERCEPTION 2D+1

Hide 3D, search 3D+2, sneak 3D+1

STRENGTH 6D

Brawling 6D+1, lifting 6D=1, stamina 6D, swimming 6D+2

Special Abilities:

Hibernation: When food gets scarce, the d'oemir bear goes into hibernation, sometimes staying in this state for up to a year.

Claws: Do STR+1D damage.

Bite: Do STR+2 damage.

Move: 10

Size: 1.3 meters tall (on all fours), 1.98 meters tall (standing)

Source: The Black Sands of Socorro (page 99)



make a *stamina* roll at Moderate level to avoid immediate incapacitation. *Stamina* rolls increase one difficulty level with each successive bite received.

Move: 12

Size: 1.6-2.0 meters tall at the shoulder

Source: Creatures of the Galaxy (pages 23-24)

Dragonsnake



Draagax

Type: Crazy nocturnal omnivore

Planet of Origin: Relkass

DEXTERITY 4D

Dodge 5D, running 6D

PERCEPTION 3D

Sneak 5D

STRENGTH 4D

Brawling 5D, climbing/jumping 5D

Special Abilities:

Enhanced Speed: After ingesting modest amounts of Relkass sentinel plant, the draagax lapse into a chemically-induced berserker state which lasts several hours. A by-product of this berserker state is an increased movement rate, which goes to 28.

Infrared Vision: Draagax eyes can see into the infrared portion of the electro-magnetic spectrum. During periods of darkness, draagax can see with no penalties.

Poisoned Fangs: Draagax carry a set of specialized fangs behind their primary cutting incisors. These are connected to poison glands located along the lower jaw. When draagax attack, they use their primary cutting teeth to hold their prey while injecting them with a paralytic poison. Humanoids coming in contact with draagax poison must

Type: Underwater predator

Planet of Origin: Dagobah

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 5D

Special Abilities:

Bite: Does STR+2D damage. If dragonsnake attack roll is double a target's *parry* or *swimming* attempt, target is swallowed whole. If swallowed, target receives STR damage, and target must inflict non-stun damage to be spit out.

Razor-sharp Fins: Do STR+3D damage.

Constrictor Coils: if dragonsnake connects with a Moderate *brawling* attack, target is ensnared. Target receives STR damage each round until free. Target must incapacitate dragonsnake to break free.

Move: 5 (swim)

Size: Up to 4 meters long

Source: Galaxy Guide 3 – The Empire Strikes Back (page 63), Star Wars Trilogy Sourcebook SE (page 175), Alien Anthology (page 30)

Draz

Type: Canine hunter

Planet of Origin: Korbin

DEXTERITY 4D

PERCEPTION 3D

STRENGTH 2D

Special Abilities:

Teeth: Do STR+2D damage.

Claws: Do STR+1D damage.

Move: 10

Size: 1.5 meters long

Source: Planets Collection (page 244)

Dread Weapon



DEXTERITY 0D+2

PERCEPTION 1D

Search 3D+1

STRENGTH 10D+2 (starfighter-scale: 4D+2)

Special Abilities:

Able To Exist In Zero Atmosphere: The dread weapon can exist in a vacuum with no ill effects.

Inhalation: Any unsecured characters within a 50 meter semicircular radius of the dread weapon's mouth is at risk of being inhaled by the creature. A character can attempt a Difficult Dexterity check in order to grab onto something, with failure indicating that the character has been drawn 20 meters closer to the dread weapon's maw. Anyone sucked into the dread weapon cannot attempt to cut its way out of the creature, as its skin is dozens of meters thick. The duration of this inhalation ability is 2 minutes, after which the dread weapon must rest for an equal amount of time. After inhaling victims, the dread weapon typically retreats and delivers them to its Yuuzhan Vong masters before returning for more.

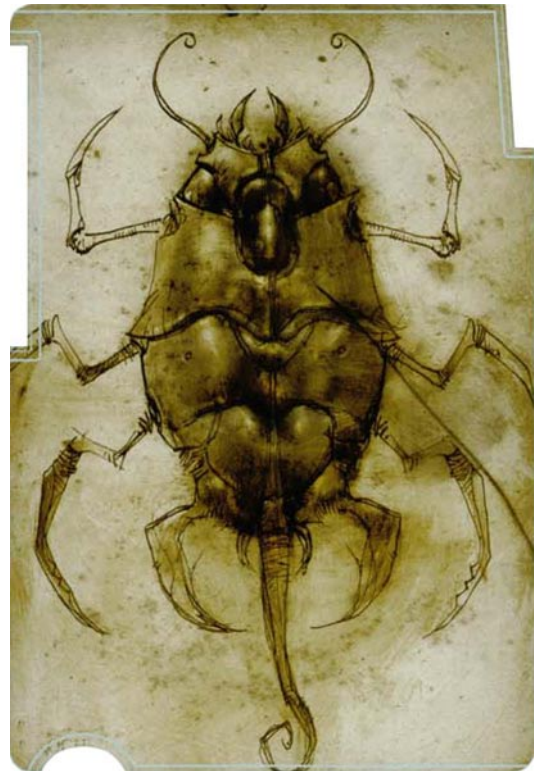
Starfighter-scale: Due to its size, the dread weapon is considered to be starfighter-scale.

Move: 20

Size: 2,000 meters long

Source: The New Jedi Order Sourcebook (pages 85-86)

Droch



DEXTERITY 5D+1

Dodge 5D+2

PERCEPTION 1D+2

Hide 2D+1, search 3D+1, sneak 2D+1

STRENGTH 0D+1

Special Abilities:

Affected by Light: When exposed to light, droch become sluggish, and their Dexterity ratings drop to 2D.

Bite: The bite of a droch does its Strength +1 in damage.

Death Seed Plague: This disease, which is contracted

through ingestion or inhalation, has an incubation period of 1D days. When initially exposed, a character must succeed at a Moderate Strength check or become infected. If infected, the character loses 1D from his Strength rating once the incubation period ends. Each following day, another Strength check (Moderate difficulty) must be made, with failure indicating a further loss of 1D from the character's Strength rating. If a character's Strength rating falls below 0D, he dies. If cured, the character will recover +2 pips of Strength per week for a number of weeks equal to the number of dice he lost from his rating (ie, 1 pip of each lost 1D is permanent).

Move: 6

Size: Unlisted (Diminutive)

Source: Power of the Jedi Sourcebook (page 78)

Droidbreaker



DEXTERITY 2D

Dodge 4D

KNOWLEDGE 2D

Survival 2D+2

MECHANICAL 1D+2

PERCEPTION 2D+2

Hide 4D+2, search 4D, search: tracking 4D

STRENGTH 4D+1

Brawling 5D+2

TECHNICAL 1D+2

Special Abilities:

Acid Resistance: When resisting damage from acids, a droidbreaker adds +3D to its Strength checks.
Armor: The thick hide of a droidbreaker provides it with a +2D bonus to Strength checks made to resist physical damage, and a +1D bonus to Strength checks made to resist energy damage.

Energy Sense: Droidbreakers can pinpoint the locations of power outputs by succeeding in a Moderate Search skill

check. The range of this ability is 200 meters.

Exceptional Reflexes: Droidbreakers gain a +1D bonus to all Perception rolls made to determine initiative.

Low-light Vision: A droidbreaker can see twice as far as a human in dim light.

Metal Sense: Droidbreakers can track sources of metal within 10 meters. Finding the metal requires a Moderate Search skill check.

Poison Resistance: When resisting damage from poisons, a droidbreaker adds +2D to its Strength checks.

Proboscis: The bone proboscis of a droidbreaker inflicts its Strength +2D damage.

Move: 12

Size: 5 meters tall at the shoulder

Source: Coruscant and the Core Worlds (page 54)

Druyza



Type: Domesticated laborer

Planet of Origin: Socorro

DEXTERITY 2D

PERCEPTION 2D

Search 3D+2

STRENGTH 7D

Brawling 5D, lifting 9D+1, stamina 9D, swimming 8D

Special Abilities:

Head-Butt: Does STR damage.

Teeth: Do 3D damage.

Kick: Does STR+1D damage.

Swimming: Druyza can hold their breath underwater for up to one hour.

Move: 6

Size: 1.5 meters tall, 2.44 meters long

Orneriness: 1D+2

Source: The Black Sands of Socorro (pages 21-22)

Durgolosk

Type: Huge predator

Planet of Origin: Barab I

DEXTERITY 3D+1

Running 4D

PERCEPTION 3D

Hide 5D, sneak 5D, search 7D

STRENGTH 8D+1



Special Abilities:

Bite: Does STR+1D+2

Poisonous Tentacles: Does 3D damage. When a Durgolosk deals damage with its tentacles, the target must make a Very Difficult *stamina* roll. Failure means the target suffers a temporary -1D penalty to *Dexterity* and must roll again or suffer a -2D penalty to *Dexterity*.

Trample: Does STR+2D+1 damage. If target can make a Heroic *dodge* roll it receives only STR damage.

Darkvision: Can see up to 20 meters in total darkness.

Low-light Vision: Can see twice as far as humans in dim light.

Move: 15

Size: Huge

Source: Geonosis and the Outer Rim Worlds (pages 19-20)

Dxun Tomb Beast

Planet of Origin: Dxun Moon of Onderon

DEXTERITY 4D

PERCEPTION 2D+2

Hide 4D, search 4D

STRENGTH 7D+1

Climbing/jumping 11D, horn attack 8D

Special Abilities:

Claws: Do Strength +1D+2 damage.

Exceptional Reflexes: Dxun tomb beasts gain a +1D bonus to all Perception rolls made to determine initiative.

Horn: Does Strength +1D+1 damage, plus poison.

Low Light Vision: A dxun tomb beast can see twice as far as a normal human in poor lighting conditions.

Poison: Rotting flesh and gore produce a toxic bacterial build-up around the dxun tomb beast's horn. This produces a poison, and anyone struck by the tomb beast's horn must make a Difficult Strength roll or suffer an additional 8D poison damage.

Move: 10 (ground), 12 (climb)

Size: Unlisted (huge)

Source: The Dark Side Sourcebook (pages 112-113)

Eater

Type: Huge predator

Planet of Origin: Masterhome

DEXTERITY 3D

PERCEPTION 1D

Search: tracking 3D

STRENGTH 3D

Brawling: bite 4D

Special Abilities:

Bite: Does STR+4D damage.

Armor: Thick skin provides +4D versus physical and energy attacks.

Move: 9

Size: 3 meters tall

Orneriness: 6D

Source: Classic Campaigns (page 38)

Edan Tiger



DEXTERITY 3D

PERCEPTION 2D

STRENGTH 4D

Special Abilities:

Claws: Inflict 3D damage

Bite: Inflict 4D damage

Move: 15

Source: Introductory Adventure Game: Adventure Book (page 6)

Endor Pony



Type: Small mount
Planet of Origin: Moon of Endor
Dexterity 3D
Perception 2D+2
Search 4D+2
Strength 3D+1
Special Abilities:
Kick: Does STR+2 damage.
Move: 16
Size: 1 meter at shoulder
Orneriness: 1D

Eopie

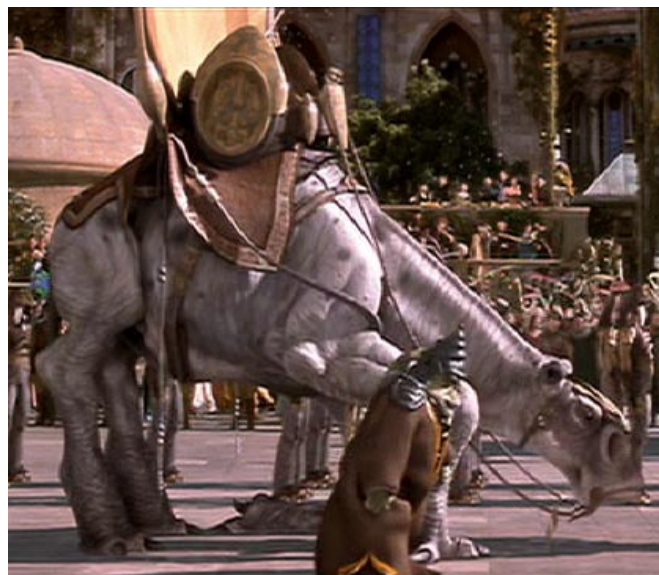


Type: Transport beast
DEXTERITY 1D+1
PERCEPTION 1D+1
Search 3D
STRENGTH 4D+1
Special Abilities:
Bite: Does STR+2 damage.
Move: 6
Size: 2 meters tall
Orneriness: 2D
Notes: For every ten years of age, an eopie's Orneriness rating drops by 1D (minimum 0D).

Eriaduan Rat

Type: Tiny vermin
Planet of Origin: Eriadu
DEXTERITY 5D
PERCEPTION 3D
Hide 7D,
STRENGTH 1D
Climbing/jumping 4D+1
Special Abilities:
Poison: Targets bitten by an Eriaduan Rat must make an Easy stamina roll or suffer 3D damage.
Exceptional Reflexes: Gain a +1D bonus to all Perception rolls made to determine initiative.
Move: 4 (2 climbing)
Size: Tiny
Source: Geonosis and the Outer Rim Worlds (page 50)

Falumpaset



Planet of Origin: Naboo
DEXTERITY 2D+2
PERCEPTION 1D
STRENGTH 6D
Special Abilities:
Headbutt: Does Strength +1D damage.
Move: 30
Size: 3 meters high
Orneriness: 2D+1
Source: Secrets of Naboo (page 58)

Fambaa

Planet of Origin: Naboo
DEXTERITY 1D
PERCEPTION 1D
STRENGTH 6D+2
Special Abilities:
Bite: Does Strength +1D+1 damage.
Claw: Does Strength +1D damage.
Move: 20
Size: 5 meters high
Orneriness: 1D



Source: Secrets of Naboo (page 58)

Fear Moss

Type: Large Force-using predator

DEXTERITY 1D

PERCEPTION 2D+2

Hide 6D+1, sneak 7D+2, search 4D+1

STRENGTH 5D

Climbing/jumping 9D

Special Abilities:

Acidic Touch: The fear moss excretes a mild acid on the surface of its body. Any creature touching or touched by the fear moss suffers 2D physical damage.

Poison: Any creature that receives an acidic touch must make a Very Difficult *stamina* roll or enter a state of panic. One minute later, the victim must make another Very Difficult *stamina* roll or take a temporary -1 penalty to *Dexterity*.

Blindsight: Using its awareness of the Force, fear moss maneuvers and fights as well as a sighted creature. Concealment, invisibility and darkness are irrelevant. This ability has a range of 10 meters.

Forcefear: Any Force-sensitive character that comes within 10 meters of a patch of fear moss must make a Difficult *willpower* roll each round or feel a sense of fear welling inside him. For each failed roll, the fear lingers within the character for one day. Until the fear wears off, the character must choose to call upon the dark side whenever he uses a Force Point.

Sense Force: Fear moss can sense any character with Force Points within 35 meters, and always attempts to target such creatures with its attacks.

Sneaky: Fear moss gain a +2D bonus to *hide* and *sneak* when in swampy or forested terrain.

Force Skills:

Control 2D, sense 2D+1, alter 2D

Force Powers:

Waves of darkness, sense force potential, life detection, sense force

Move: 4, 4 (climbing)

Size: Large

Source: Ultimate Adversaries (pages 83-84)

Feeder

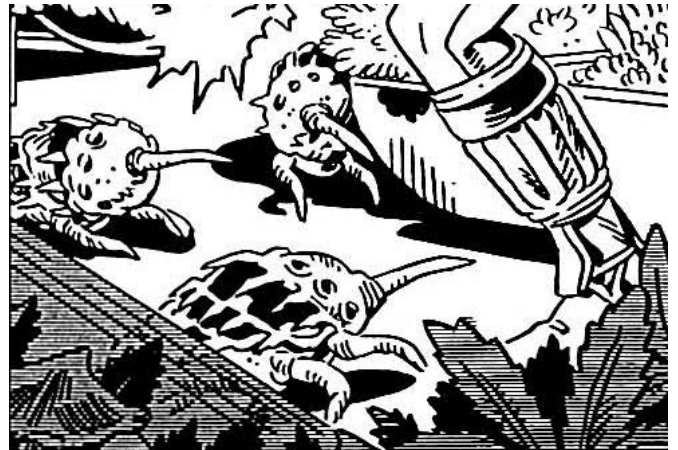
Type: Mobile plant

DEXTERITY 2D+2

Brawling parry 3D+2, running 4D+1

PERCEPTION 1D

Search 2D+1, sneak 4D, hide 4D



STRENGTH 1D+1

Brawling 2D

Special Abilities:

Proboscis: The needle-like proboscis of the feeder can stab an opponent for STR+1D damage. If it remains attached for more than one turn, it begins to suck blood, causing an additional 1D damage per turn.

Brawling: Feeders are adept at overwhelming opponents with large numbers. For each feeder that attacks an opponent in addition to the first, add +1D to all attackers' *brawling* rolls. (Example: three feeders attack a smuggler, so all *brawling* skills are effectively 4D.) Up to five feeders can attack a human-sized creature in this manner.

Move: 15

Size: 0.5 meters tall

Source: The DarkStryder Campaign – The Kathol Outback (pages 35-36)

Fenner's Rock

Type: Algae eater

DEXTERITY 0D

PERCEPTION 3D

STRENGTH +2

Special Abilities:

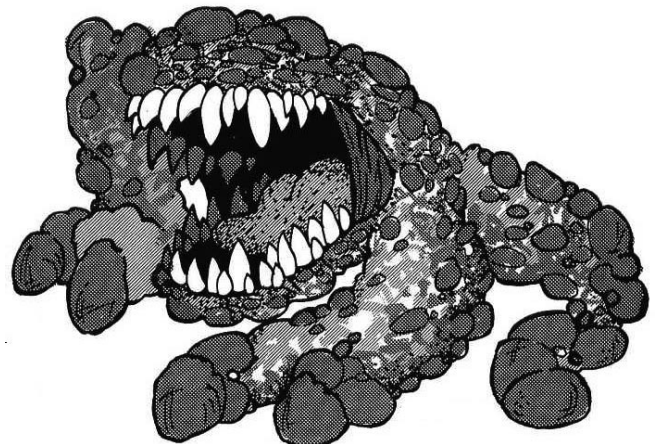
Camouflage: Fenner's rocks look like natural rocks and get a bonus of +2D to remain hidden when creatures are wandering by.

Screech: Fenner's rocks use a piercing screech to attempt to scare away predators.

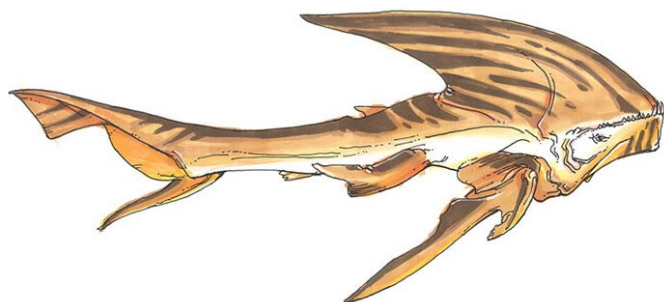
Move: 1

Size: Up to 25 centimeters across

Source: Creatures of the Galaxy (page 25)



Firaxan Shark



Type: Aquatic predator
Planet of Origin: Manaan

DEXTERITY 3D+2
PERCEPTION 3D+2

Search 6D+1

STRENGTH 5D

Brawling 5D+2, swimming 8D

Special Abilities:

Thick Hide: Grants +1 to *Strength* to resist attacks

Bite: Does STR+1D+1 damage.

Move: 16 (swimming)

Size: "Large"

Move: 6

Size: 30 meters tall

Source: The New Jedi Order Sourcebook (page 86)

Firehead

DEXTERITY 4D+2

PERCEPTION 2D+1

Search: smell 3D+1

STRENGTH 1D

Swimming 6D

Special Abilities:

Amphibious: Fireheads are equally comfortable in or out of water.

Darkvision: Fireheads are able to see in complete darkness out to 20 meters.

Heat Attack: Fireheads melt their way through glaciers with a heat-generating knobby growth on their upper jaws. They can also ram an opponent with this growth, and this attack inflicts 3D+1 damage.

Scent: Fireheads gain a +1D bonus to all smell-related *Search* skill rolls.

Move: 20 (swim), 4 (ground), 2 (burrowing through ice)

Size: Unlisted (Tiny)

Source: Coruscant and the Core Worlds (page 140)

Fire Breather



DEXTERITY 1D

PERCEPTION 1D+2

Search 6D+1

STRENGTH 8D+2 (walker-scale: 4D+2)

Special Abilities:

Anti-Laser Aerosol: As long as a fire breather is alive, it generates an anti-laser aerosol. This give fire-breathers an additional +3D (character-scale) bonus to resist damage from laser- and blaster-based weapons.

Fire Breath: As indicated by its name, the creature can breath fire in a 30 meter long, 30 meter wide cone. These flames inflict 5D of walker-scale damage to any targets caught in the blast. This attack can be employed once every 1D rounds.

Force Immunity: Fire breathers are immune to all Force powers that involve Sense or Alter.

Slam Attack: Does Strength +3D+2 damage (walker-scale damage: 8D+1).

Walker-scale: Due to their size, fire breathers are considered walker-scale.

Flailer

Planet of Origin: Mon Calamari

DEXTERITY 2D+2

PERCEPTION 4D

STRENGTH 2D

Move: 2

Size: 2 meter radius

Source: Death in the Undercity (page 55)

Floater Shark

Type: Floating predator

Planet of Origin: Yavin

DEXTERITY 3D

PERCEPTION 2D

Search 4D, sneak 3D

STRENGTH 6D

Move: 175; 500 km/h

Size: 30-50 meters

Scale: Starfighter

Source: Galaxy Guide 2 – Yavin and Bespin (page 11)

Floater Squid

Type: Floater predator

Planet of Origin: Yavin

DEXTERITY 2D

PERCEPTION 2D

Search 6D

STRENGTH 6D

Special Abilities:

Tentacles: Do STR+1D damage. There are from 10 to 50 tentacles on a floater squid.

Move: 105; 300 km/h

Size: 300 meters

Scale: Starfighter



Flutterer

Type: Small fish
Planet of Origin: Marca
DEXTERITY 3D
PERCEPTION 2D
STRENGTH 1D
Move: 8
Size: 6 centimeters long
Source: Planet of the Mists (page 14)

Forntarch

Type: Aggressive rodent
Planet of Origin: Gorsh
DEXTERITY 2D
PERCEPTION 3D
STRENGTH 2D
Special Abilities:
Slicers: Do STR+2D+2 damage.
Teeth: Do STR+1D damage.
Move: 4 (crawling), 17 (leaping)
Size: 3 meters long (body), 1-meter-long slicers
Source: Planets Collection (page 56)

Fwit



Type: Tiny predator
Planet of Origin: Maridun
DEXTERITY 3D+1
PERCEPTION 2D+2
Hide 6D+2, search 4D+1, tracking 5D, sneak 6D+2
STRENGTH 2D+1
Brawling 3D
Special Abilities:
Bite: Does STR+2 damage.

Source: Galaxy Guide 2 – Yavin and Bespin (page 11)

Floating Glob

Type: Waste removal unit
Planet of Origin: Otherspace
DEXTERITY 3D
PERCEPTION 2D
STRENGTH 3D
Special Abilities:
Tendril-Maces: A floating glob can make four attacks with different tendrils without suffering multiple-action penalties. If all four tendrils hit, that opponent is entangled and dragged toward the glob's acid sac.
Acid Sac: Does 6D+1 damage.
Move: 6 (floating)
Size: 1.5 meters diameter
Source: Otherspace (page 30)



Attach: When a fwit bites, it uses its oversized mouth and powerful jaws to attach to its opponent's body, automatically dealing bite damage each round it remains attached. A fwit remains attached until it or its opponent is rendered unconscious. Removing an attached fwit requires a Difficult *lifting* roll.

Move: 10

Size: Less than 0.5 meters tall

Source: Ultimate Adversaries (page 85)

Gallaze

Type: Herbivore

Planet of Origin: Trinta

DEXTERITY 3D

PERCEPTION 2D+1

STRENGTH 2D

Running 4D, swimming 4D

Special Abilities:

Move: 10

Size: 1 meter tall

Source: Classic Adventures: Volume Two (page 87), Domain of Evil (page 23)

Galub Sea Slug

Type: Sea parasite

Planet of Origin: Spira

DEXTERITY 2D

STRENGTH 3D

Special Abilities:

Adhesion: Can adhere itself to a solid surface using powerful suction.

Move: 8 (swimming)

Size: 2 meters long

Source: The Best of the Adventure Journals: Issues 1-4 (page 71)

Ganjuko



Type: Arctic predator

Planet of Origin: Fenn

DEXTERITY 1D

PERCEPTION 2D

Sneak 3D+1

STRENGTH 4D

Climbing/jumping 4D+2

Special Abilities:

Beak: Does STR+1D damage, *digging* skill at 5D, +1D to physical and energy to resist damage.

Temperature Sensitivity: Ganjukos are extremely sensitive to temperature and are greatly weakened at temperatures above freezing. When exposed to temperatures higher than 5° Centigrade for more than one hour, reduce their *Strength* by -1D and their *Move* by -3; after one day, this penalty increases to -2D *Strength* and -10 for *Move*. After more than one week in above freezing temperatures, they will slip into hibernative state, which lasts until temperatures return to a more comfortable level.

Move: 13

Size: Up to 3.5 meters tall, up to 5 meters long

Source: Creatures of the Galaxy (pages 26-28), Shadows of the Empire Planets Guide (pages 58-60/88)

Garagon



Planet of Origin: Koda's World

DEXTERITY 3D

PERCEPTION 3D

STRENGTH 7D

Stamina 8D

Special Abilities:

Breath Attack: Breathes fire in a 25-meters x 10-meters cone. Does 7D damage and ignites flammable objects. Can breathe fire with a head once every other combat round. The head that is going to breathe the next round can do nothing else during the preparatory round (except dodge).

Move: 10

Size: 8 meters tall, 20 meters long

Source: Galaxy Guide 8 - Scouts (page 90)

Garral

Type: Genetically engineered guard beast

DEXTERITY 2D

Dodge 7D

PERCEPTION 3D

STRENGTH 4D+2



Special Abilities:

Claws: STR+1D damage

Teeth: STR+1D damage

Attack Training: Garrals are bred to be easily trained. They will obey and protect their masters, usually Imperial soldiers, who use the beasts on perimeter patrols.

Repulsorlift Sensitivity: An active repulsorlift unit within 200 meters will provoke an attack from a garral. The creature will not break off the attack unless killed or ordered to stop the attack by its master.

Move: 16

Size: 2 meters long

Source: The Thrawn Trilogy Sourcebook (pages 157-158), The Last Command Sourcebook (page 103)

Gartro

DEXTERITY 3D+1

PERCEPTION 3D

Search 5D+1

STRENGTH 1D+1

Special Abilities:

Bite: The bite of a gartro inflicts damage equal to the creature's Strength rating.

Exceptional Reflexes: Gartros gain a +1D bonus to all Perception rolls made to determine initiative.

Low-light Vision: Gartros can see twice as far as humans in dim light.

Move: 4 (ground), 20 (flying)

Size: Unlisted (small)

Source: Coruscant and the Core Worlds (pages 34-35)

Gasnit

Type: Airbourne predator

DEXTERITY 2D

PERCEPTION 2D+2

Search 6D+1, sneak 3D+1

STRENGTH 8D

Special Abilities:

Bite: Does STR+1D+1 damage.

Claws: Do STR+1D damage.

Darkvision: Gasnits can see up to 20 meters in total darkness.

Heat Resistant: Any heat-based attacks made against a gasnit have their damage rolls reduced by 10 points. If this reduces the total damage below 0, then the shot is

considered to have done no damage. Additionally, gasnits suffer no ill effects from hot environments.

Keen Vision: If hunting during daylight hours, a gasnit receives a +1D bonus to Search skill rolls.

Low Light Vision: A gasnit can see twice as far as a normal human in poor lighting conditions.

Poison: If bitten by a gasnit, a character must succeed at a Very Difficult Strength check. Failure indicates that the character takes 5D damage from the gasnit's venom.

Poison Immunity: Gasnits are immune to most poisons.

Wings: Do STR+2 damage.

Move: 6 (ground), 20 (fly)

Size: "Huge"

Geonosian Hydra



Type: Huge predator

Planet of Origin:

DEXTERITY 3D+1

PERCEPTION 2D

Search 4D+2

STRENGTH 7D

Climbing/jumping 13D

Special Abilities:

Bite: Does STR+3D damage.

Exoskeleton: Grants +1D/+1 to resist attacks.

Darkvision: Can see up to 20 meters in total darkness.

Move: 10, 10 (climbing)

Size: Huge

Source: Ultimate Adversaries (page 86)

Gharzr



Type: Large forest predator
Planet of Origin: Moon of Dxun, Onderon
DEXTERITY 4D+2
PERCEPTION 2D
Hide 7D, search 5D+1, tracking 7D+1, sneak 7D
STRENGTH 3D+2
Climbing/jumping 8D+2
Special Abilities:
Bite: Does STR+2D damage.
Claws: Do STR+1D damage.
Poisonous Stingers: Each of the gharzr's tails ends in a swollen, scorpion-like stinger that do STR-1D damage. Whenever one of these stingers deal a wound or worse, the victim immediately takes 6D poison damage.
Low-Light Vision: Gharzrs can see twice as far as a human in dim light.
Move: 20, 16 (climbing)
Size: 3 meters long
Source: Ultimate Adversaries (pages 86-87)

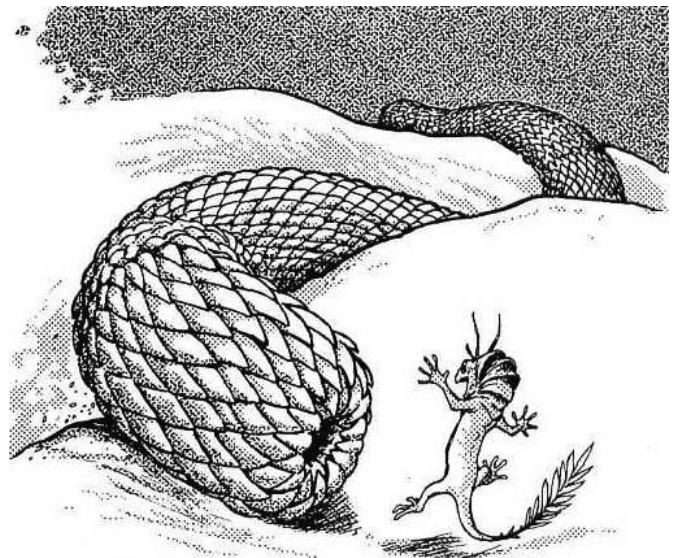
Ghest

Type: Cartilaginous reptile
Planet of Origin: Rodia
DEXTERITY 1D
PERCEPTION 2D
STRENGTH 7D
Special Abilities:
Teeth: Do STR+2D damage.
Claws: Do STR+2D damage.



Move: 15 (swimming), 8 (walking)
Size: 6 meters long
Source: Core Rulebook (page 223), Creatures of the Galaxy (pages 28-29), The DarkStryder Campaign – The Kathol Outback (page 93)

Glim Worm



Type: Tunneling predator

DEXTERITY 1D

PERCEPTION 1D

Sneak 4D

STRENGTH 1D

Brawling: grappling 3D, digging 4D

Special Abilities:

Grappling Attack: Glim worms wrap their bodies around targets, trying to pull them to their mouth. This is an opposed *brawling: grappling* vs. *brawling* or *Strength* roll.

Move: 10 (ground), 14 (burrowing)

Size: Up to 1 meter long

Source: Creatures of the Galaxy (pages 29-30)

Gorgand

Type: Large predatory cat

Planet of Origin: Trinta

DEXTERITY 5D+2

PERCEPTION 3D

STRENGTH 5D

Special Abilities:

Teeth: Do STR+1D damage.

Claws: Do STR+1D+1 damage.

Move: 15

Size: Large

Source: Classic Adventures: Volume Two (page 114), Domain of Evil (page 48)

Gorax



Type: Colossal predator

Planet of Origin: Moon of Endor

Dexterity 2D

Melee combat 3D+1

Knowledge 1D

Intimidation 4D+1, survival 2D

Perception 2D+1

Search 3D+1

Strength 5D+2

Brawling 7D, climbing/jumping 6D+2

Special Abilities:

Claws: A gorax's claws inflict STR+2 damage.

Low-Light Vision: Gorax can see twice as far as humans in dim light.

Scale: Walker

Move: 20

Size: 20 meters tall

Gorgodon



Type: Large arctic predator

Planet of Origin: Ilum

DEXTERITY 1D+1

PERCEPTION 2D+2

Search 4D+2

STRENGTH 6D+2

Brawling 7D+2, climbing/jumping 9D

Special Abilities:

Claws: Do STR+2D+1 damage.

Bite: Does STR+2D damage.

Tail: Does STR+2D+2 damage.

Poor Vision: Gorgodons have extremely poor vision and take a -1D penalty on all visual *Perception* and *search* rolls.

Move: 10, 10 (climbing)

Size: Large

Source: Ultimate Adversaries (page 88)

Gorm-Worm

Type: Venomous reptile
DEXTERITY 5D
Dodge 6D+2, running 5D+2

PERCEPTION 3D
Hide 4D, sneak 4D+2

STRENGTH 1D

Special Abilities:

Bite: Does STR+1D damage

Lethal Venom: Any individual bitten by a gorm-worm must immediately make a stamina roll against a Moderate difficulty. Failure means that the victim's wound level instantly drops to Mortally Wounded

Move: 15

Size: 1-1.5 meters long

Source: Tales of the Jedi Companion (pages 107-108)



Graiveh

Type: Presentient humanoid carnivore
Planet of Origin:

Ealor
DEXTERITY 3D

Melee combat 4D

PERCEPTION 3D

STRENGTH 3D+1

Brawling 6D+1

Special Abilities:

Claws: Do STR+1D damage.

Leaping Attack: Graiveh often use a leaping attack when hunting, traveling up to 10 meters in a single movement. When using this attack,

the graivej add +2D to their *melee combat* or *brawling* skill. If this attack is successful, it does STR+3D damage.

Eyesight: Graiveh have extremely sensitive eyesight and gain a +2D bonus on all *Perception* tasks involving sight.

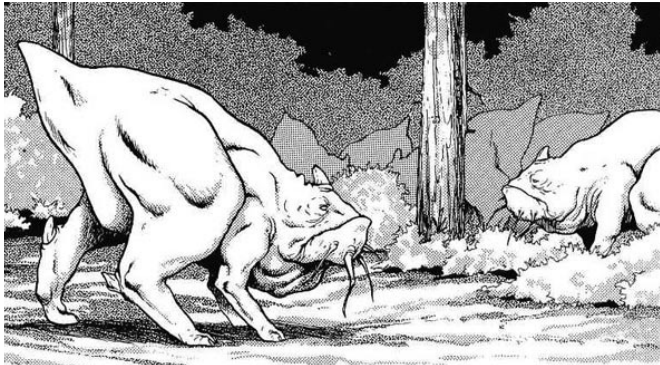
Move: 12

Size: 2.5 meters tall

Source: Creatures of the Galaxy (pages 31-32)



Gornt



Type: Meat animal

Planet of Origin: Hethar

DEXTERITY 1D+2

PERCEPTION 1D

STRENGTH 1D

Special Abilities:

Bite: Does STR+2 damage.

Move: 6

Size: 1 meter long

Source: Creatures of the Galaxy (pages 30-31)

Granite Slug

Type: Land mollusk

DEXTERITY 1D

PERCEPTION 1D

STRENGTH 1D+1

Special Abilities:

Rubbery hide: The granite slug gets a 1D+2 bonus against physical and energy attacks because of its thick blubbery hide.

Move: 3

Size: 1.2-2.3 meters tall

Source: The Jedi Academy Sourcebook (page 120)



Gorryl

Type: Scavenger

Planet of Origin: Kasyyyk

DEXTERITY 1D

PERCEPTION 2D

Hide 3D+2, search 4D

STRENGTH 1D+1

Climbing/jumping 3D, envelop 3D+1

Special Abilities:

Swallow Whole: If a gorryl makes a successful *envelop* attack against a man-sized or smaller creature (treat this like a *brawling* attack), it will swallow the target whole if its next attack is successful. Swallowed characters suffer 2D+2 damage each turn from acid each round until they are digested or are somehow freed.

Move: 2

Size: 1.5-2.5 meters long

Grazer

Type: Grazer

Planet of Origin: Yavin 8

DEXTERITY 1D

Running 6D

PERCEPTION 2D

STRENGTH 1D to 7D

Special Abilities:

Move: 10

Size: Grazers range in size from sheep-like creatures to huge, horned, bantha-like herbivores. Their *Strength* varies accordingly.

Orneriness: 5D

Source: Galaxy Guide 2 – Yavin and Bespin (page 23)

Great Oopik



Type: Flightless avian-reptile

Planet of Origin: Paramatan

DEXTERITY 1D+1

PERCEPTION 2D

Search 5D

STRENGTH 1D+2

Climbing/jumping 5D+2

Special Abilities:

Sonic Motion Detection: Oopiks are all but blind in normal light. They locate and track prey through the constant use of ultrasonic waves reflected back to especially adapted aural receivers located behind the eye cavities. This gives them unusually keen hunting skills. This is reflected in their *Perception* and *search* totals.

Sonic Stun: Oopiks can project a short range cone of intensely powerful ultrasonic waves capable of stunning prey into submission. At close range, the oopik can use this ability to project a 45 degree forward arc of concentrated vibrations doing 4D stun damage (range up to five meters).

Claws: Foot and wing hook claws do STR+2 damage.

Tail: Tailswipe does STR+1 damage.

Move: 8 (walking), 10 (climbing in tree limbs)

Size: 1-1.3 meters tall, up to 2-meter wingspan

Source: Creatures of the Galaxy (pages 32-33)

Grotseth

Type: Aquatic predator

Planet of Origin: Baralou

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 3D

Special Abilities:

Teeth: Do STR+1D damage.

Razored Scales: Grotseth are covered with small, razor-sharp scales which cause 4D damage whenever a character makes contact with the creature and fails a Moderate *brawling parry* or *Dexterity* check to get out of the way.

Move: 16 (swimming)

Size: 3-4 meters long

Source: Planets Collection (page 31)



Grutchin

DEXTERITY 1D

PERCEPTION 2D

Search 4D+2

STRENGTH 7D+2

Climbing/jumping 12D

Special Abilities:

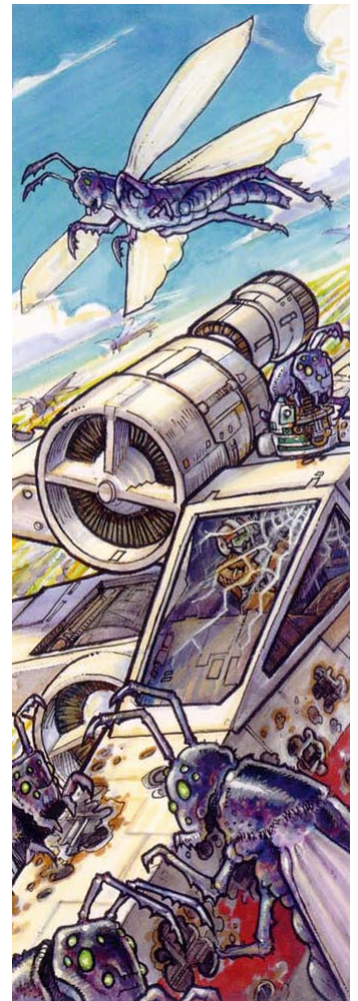
Bite: The bite of a grutchin does the creature's Strength +3D in damage (character-scale).

Blindsight: Grutchin can "see" objects in space up to 2,000 meters.

Darkvision: Grutchin can see up to 20 meters in total darkness.

Environmental Resistance: Able to survive in both vacuum and hyperspace.

Self-Guiding: When used as a missile weapon, grutchin move at missile-like speeds and guide themselves to their targets. Grutchin attack and maneuver with an effective *Piloting* skill of 5D, and inflict their acid-enhanced bite damage if they are able to strike a ship that has no active shields. On a successful strike, the grutchin will grapple onto the ship it has pursued and begin to attack, once per round, until the ship has been destroyed.



Move: 8 (ground), 210 (fly, 600 km/h)
Space: 1
Size: Large
Source: The New Jedi Order Sourcebook (pages 39-41)

Grutchin Symbiote



Type: Bio-engineered predator
DEXTERITY 4D+2
PERCEPTION 2D
Search 4D+2
STRENGTH 3D+2
Climbing/jumping 9D, grapple 8D+1
Special Abilities:
Bite: Does STR+2 in damage.
Claws: Does STR damage.
Grapple: A grutchin symbiote can grapple a human-sized (or smaller) target. If successful, it immobilizes the target completely. The victim can escape by succeeding at an opposed *Strength* check against the symbiote.
Move: 12
Size: 0.5 meters

Guardian Spirit

DEXTERITY 1D
Melee combat 2D+2
PERCEPTION 1D
Body swap 2D, search 3D+1
STRENGTH 2D+1
brawling 4D
Special Abilities:
Body Swap: If a guardian spirit is destroyed, it will attempt to inhabit any other corpse in the vicinity, no matter how fresh. The guardian spirit must succeed in an Easy Body Swap skill check to possess the nearest corpse. If it fails, or no other body is available, the spirit is destroyed. Otherwise, the flesh is stripped from the bones of the guardian's new body, and it rises to fight.
Walking Dead: As they are animated corpses, and immune to disease, cold, and vacuum, as well as being resistant to

mind-based Force powers. Any weapon that does piercing or slashing damage has its damage reduced by half against guardian spirits.

Weapons & Armor: Guardian spirits are usually equipped with primitive weapons and armor. The armor provides them with a 1D bonus to Strength rolls to resist physical damage, and a +1 pip bonus to resist energy damage. The weapons are typically archaic, such as swords, axes, and the like.

Move: 6
Size: Varies
Source: The Dark Side Sourcebook (page 125)

Guda Fish

Type: Aquatic predator
Planet of Origin: Neftali
DEXTERITY 2D
PERCEPTION 2D+1
Hide 4D, search 3D, sneak 3D+1
STRENGTH 3D
Brawling 3D+2, climbing/jumping 4D+2, stamina 5D, swimming 6D
Special Abilities:
Bite: Does STR+2 damage.
Escape: When attempting to escape fishing hooks, a guda fish gains a +1D to *brawling*.
Spur: Does STR+1D damage.
Sonar: Guda fish receive +1D to detect objects below water or walking on the surface by way of homing in on sound and vibration.
Move: 16 (swimming)
Size: 3 meters long
Source: The Black Sands of Socorro (pages 103-104)



Gulletbeast

Type: Colossal aquatic predator
Planet of origin: Lamaredd
DEXTERITY 1D
PERCEPTION 1D
Search 5D+2
STRENGTH 5D+2
Swimming 10D
Special Abilities:
Capital Scale: Gulletbeasts are considered capital-scale insofar as damage (and *Strength*) is concerned. Apply the *Strength* attribute as capital-scale damage, and use the *Strength* die code when rolling to hit with a bite.
Swallow Whole: Any successful bite attack made by a gulletbeast swallows its target(s) whole. A gulletbeast can swallow up to 6 trawler-sized vessels at a time. A swallowed target suffers 4D of (capital-scale) acid damage per round. A gulletbeast's bite attack has a maximum attack radius of 100 meters (depending on the size of the beast), and any target within 50 meters of the center is not allowed a *dodge* roll to avoid the attack. A target 50 meters to 100 meters from the center can attempt to evade, but at -3D to their skill roll.
Move: 90 (swim)
Size: ¾ of a kilometer long, 200 meter wide mouth

Gundark



DEXTERITY 4D+2

Melee 7D

PERCEPTION 3D+2

Hide 5D+2, search 7D

STRENGTH 6D+2

Brawling 8D+1, climbing/jumping 8D

Special Abilities:

Bite: Does Strength +1D damage.

Crushing Attack: If a gundark successfully grapples an opponent, it will crush for Strength +1D+1 damage on the following round.

Fearless: Gundarks gain a +1D bonus to resist Intimidation and Force powers that cause fear.

Low Light Vision: A gundark can see twice as far as a normal human in poor lighting conditions.

Track by Scent: Gundarks receive a +3D bonus to Search: Tracking if scent plays a part.

Weapons: Gundarks often wield weapons, such as clubs, which inflict Strength +2 damage.

Move: 12

Size: 1 to 2.5 meters tall, 1.5 meters on average.

Source: Alien Anthology (page 31)

Type: territorial amphibian

Planet of Origin: Sedri

DEXTERITY 2D+2

PERCEPTION 3D

STRENGTH 4D

Brawling 4D+2

Special Abilities:

Long Limbs: +1D to brawling attacks.

Hinged Jaws: Do STR+1D damage.

Amphibious: Gweld can breathe both air and water.

Move: 7 (land), 12 (water)

Size: 1.5 meters long

Source: Secrets of the Sisar Run (page 69)

Gwerax-hai

Type: Reptilian hunter

Planet of Origin: Veron

DEXTERITY 4D

PERCEPTION 2D

Sneak 5D

STRENGTH 4D

Climbing/jumping 4D

Special Abilities:

Tusks: Do STR+2D damage.

Move: 16

Size: 1.5 meters tall at the shoulder, up to 3.6 meters long

Source: Planets Collection (page 88)

Hairy Savage



Type: Violent anthropoid species

Planet of Origin: Kuras III

DEXTERITY 5D

Brawling parry 6D, dodge 6D+1, melee combat 7D, melee parry 6D+2, running 5D, thrown weapons: rocks 6D+1

PERCEPTION 2D

Hide 4D, search: tracking 5D+1, sneak 6D

STRENGTH 5D

Brawling 7D, climbing/jumping 7D, lifting 6D+2, stamina 6D+2, swimming 6D+1

Move: 10 (walking), 12 (traveling through trees)

Gweld



Size: 1.7-2.2 meters tall

Equipment: Throwing rocks (STR+1D), stone knives (STR+1D), sharpened sticks (STR+2D)

Source: Planets Collection (page 183)

Halkra

Type: Arboreal carnivore

Planet of Origin: Bothawui

DEXTERITY 1D

Dodge 4D+2

PERCEPTION 3D

STRENGTH 2D+2

Climbing 6D

Special Abilities:

Camouflage: A Very Difficult search total is required to detect the halkra's body. Once it is found it may be attacked normally (cover modifiers still apply).

Multiple Attacks:

Halkras can attack up to four targets at once with no penalties. The brawling skill of the halkra is 1D for each tentacle used in a single attack –

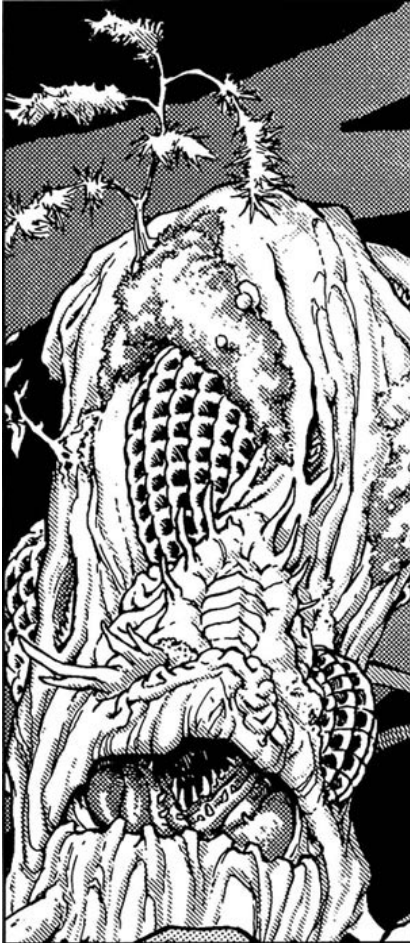
brawling 4D for four tentacles, *brawling 5D* for five tentacles, and so forth. On a successful attack, calculate damage using the same rule.

Tentacle Crushing: An ensnared target must make an opposed Strength roll to break free. Failure to break free results in damage to the target.

Move: 3

Size: (Body) 2 meters, (tentacles) 8 meters long

Source: Shadows of the Empire Planets Guide (pages 60-61)



Hawk-Bat



Hanadak

DEXTERITY 1D+1

PERCEPTION 1D+1

Search 3D+1

STRENGTH 6D

Claw 6D+2

Special Abilities:

Bite: Does Strength +1D+1 damage.

Claws: Do Strength +1D damage.

Low Light Vision: A hanadak can see twice as far as a normal human in poor lighting conditions.

Move: 10 (ground), 2 (burrow)

Size: 3 meters tall.

Source: Alien Anthology (page 32)

Type: Small airborne predator

Planet of Origin:

DEXTERITY 5D

PERCEPTION 4D

Hide 7D+1, search 7D+2, sneak 8D

STRENGTH 2D

Brawling 2D+2

Special Abilities:

Claws: Do STR+2 damage.

Sonic Stun: Once per day, a hawk-bat can release an incredibly powerful and shrill cry that can stun creatures. This focused blast has a 10 meter range and requires a successful *thrown weapons* attack. The blast deals 3D stun damage.

Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.

Blindsight: Using its keen non-visual senses, a hawk-bat maneuvers and fights as well as a sighted creature. Concealment, invisibility and darkness are irrelevant. This ability has a range of 20 meters.

Move: 4, 30 (flying)

Size: 1 meter high

Source: Ultimate Adversaries (pages 89-90)

Heliost



Hela



Type: Large airborne herd animal

Planet of Origin: Bespin

DEXTERITY 4D

Dodge 4D+2, ionization bolt 4D+1

PERCEPTION 2D+2

Search 6D

STRENGTH 4D

Brawling 4D+2

Special Abilities:

Gore: Does STR+1D damage.

Electricity/Ion Resistance: Heliosts are highly resistant to electricity and ion energy, gaining +2D to resist damage from these sources each round.

Ionization Bolt: When the herd is threatened, heliosts usually defend themselves with an ionized bolt of energy. This attack deals 3D energy damage plus 3D of ion damage. The ion damage has no effect on organic characters and creatures, but it deals normal damage on droids and is capable of disabling vehicles and starships. The ionization bolt has a range of 3-10/30/120 and it may be used once every 1D rounds.

Move: 12 (flying)

Size: About 1.6 meter long

Source: Ultimate Adversaries (pages 90-91)

Type: Aeroreal amphibian

Planet of Origin: Analeh

DEXTERITY 4D+2

PERCEPTION 3D

STRENGTH 1D+1

Flight 4D

Special Abilities:

Repulsorlift Sense: Helas are extremely sensitive to the fields produced by repulsorlift generators. If such equipment is used, all helas within a 2 kilometer radius will be drawn to the generator.

Teeth: Do STR+2 damage.

Move: 150

Size: 2 meters long

Source: Creatures of the Galaxy (pages 34-35)

Herbivore Burrower

Type: Herbivore burrower

Planet of Origin: Yavin 8

DEXTERITY 2D

Running 4D

PERCEPTION 2D

Hide 3D

STRENGTH 1D

Special Abilities:

Teeth: Do STR+1 damage.

Move: 12

Size: 0.5 meters long

Source: Galaxy Guide 2 – Yavin and Bespin (pages 22-23)

Herlix



Type: Swampland omnivore
Planet of Origin: Kasiol-3
DEXTERITY 3D+2
PERCEPTION 2D
STRENGTH 3D+1
Climbing/jumping 5D+1, swimming 5D+1
Move: 9 (land), 12 (water)
Size: 40-50 centimeters tall
Source: Creatures of the Galaxy (page 35)

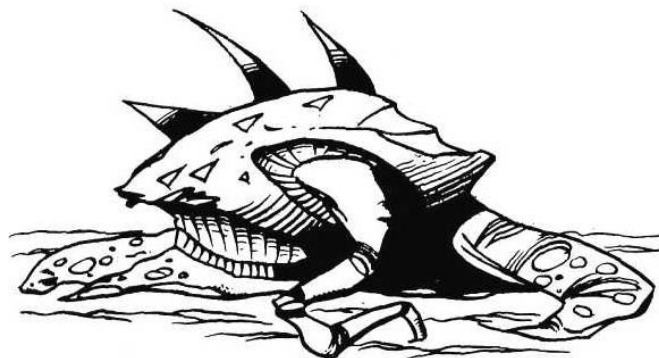
High Hound

Type: Airbourne scavenger
Planet of Origin: Aduba-3
DEXTERITY 2D+1
PERCEPTION 2D
Search: tracking 5D+1
STRENGTH 2D+2
Brawling 4D+1
Special Abilities:
Bite: Does STR+1D damage.
Claws: Do STR+2 damage.
Flight: High hounds can fly with a Move score of 20.
Low Light Vision: High hounds can see twice as far as a human in dim light.
Move: 10 (ground), 20 (air)
Size: "Medium-sized"

Highglide

Type: Large avian scavenger
Planet of Origin: Goroth
DEXTERITY 1D
Dodge 4D
PERCEPTION 4D
Search 5D, sneak 5D
STRENGTH 2D
Special Abilities:
Silent Movement: Due to the arrangement of its feathers, a flying highglide is very difficult to hear. When diving, they add +1D+2 to their *sneak* attempts.
Claws: When diving highglides rake with their two taloned feet (sparate attacks, but normal multi-action penalties). Each inflicts STR+1 damage.
Beak: Highglides can bite with their powerful hooked beaks, but not when stooping on a target. A bite inflicts STR+1 damage.
Move: 16 (flying), 8 (walking)
Size: 0.8 meters long, 1.8 meter wingspan.
Source: Goroth, Slave of the Empire (page 91)

Hitcher Crab



Type: Desert forager
Planet of Origin: Sevarcos
DEXTERITY 1D
PERCEPTION 1D+2
STRENGTH 1D
Special Abilities:
Shell: Adds +1D to resist damage from energy and +2D to resist damage from physical attacks.
Claws: Do STR+1D damage.
Poison: Does 2D+2 damage (on claws) or 1D+2 damage (on shell).
Water Sacs: Hitcher crabs have large water sacs to store water for harsh desert conditions.
Move: 12
Size: 1.3 meters long
Source: Creatures of the Galaxy (page 36)

Hokami

Type: Stalking predator
Planet of Origin: Mutanda
DEXTERITY 4D+2
PERCEPTION 1D
Sneak 5D+2
STRENGTH 5D+1
Special Abilities:

Claws: Do STR+2D damage.
Teeth: Do STR+1D damage.
Move: 24
Size: Up to 1.5 meters tall at the shoulder
Source: Planets Collection (page 76)

Hoover



Hoska



Type: Large grazing herd beast
Planet of Origin: Esswyn
DEXTERITY 3D
PERCEPTION 1D
STRENGTH 3D
Special Abilities:
Horns: Do STR+1D damage.
Trample Attack: Does STR+1D+2 damage.
Move: 5
Size: Up to 2.7 meters tall at the shoulder
Source: Planets Collection (page 44)

Howlrunner

Type: Pack Hunter
Planet of Origin: Kamar
DEXTERITY 2D+1
PERCEPTION 1D+1
Search: tracking 5D
STRENGTH 3D
Brawling 4D
Special Abilities:
Bite: Does STR+1D damage
Move: 11
Size: 1.1 meters long



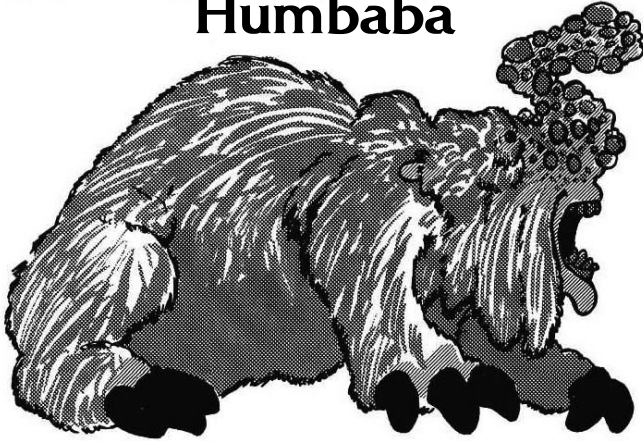
Source: Han Solo and the Corporate Sector Sourcebook (page 142)

Hssiss (Dark Side Dragon)



Type: Ferocious dark-side reptile
Planet of Origin: Stenness
DEXTERITY 3D+2
Dodge 4D
PERCEPTION 2D+1
STRENGTH 5D+2
Brawling 4D+1, swimming 5D
Special Abilities:
Light-side Disruption: Any being using the Force without spending a Dark Side Point suffers a -2D penalty from all Force skills during that attempt (those Force-wielders with 2D or less in any skill cannot use any power that relies on that skill, i.e., they may not spend a Force or Character Point to use the power).
Move: 8
Size: 1.75-2 meters long
Source: The Dark Side Sourcebook (pages 113-114), Tales of the Jedi Companion (page 108)

Humbaba



Type: Lumbering beast
Planet of Origin: Kashoon

DEXTERITY 2D
PERCEPTION 3D
STRENGTH 3D

Lifting 5D

Special Abilities:

Trunk: Does STR+1D damage; can grab, push or crush.
Armor: Humbabas have thick hides to help protect them from damage; they get +2D to resist physical and energy attacks.

Bite: Does STR+1D+1 damage.

Claws: Do STR+2 damage.

Concealment: Because of coloration and clinging bits of stuff, humbabas get a +2D to *sneak* when hiding.

Move: 12

Size: 2 meters tall at the shoulder

Orneriness: 2D

Source: Creatures of the Galaxy (pages 36-38)

Iagoin

Planet of Origin: Demophon

DEXTERITY 2D
PERCEPTION 1D+2
STRENGTH 8D

Special Abilities:

Tentacles: Can perform 1D attacks per round.

Move: 10

Size: 50 meters long

Source: Supernova (page 42)



Ibbot



Flame

DEXTERITY 4D

Dodge 4D+2, water jet 4D+1

PERCEPTION 1D+2

Search 4D+1

STRENGTH 2D

Special Abilities:

Bite: Flame ibbots can bite, inflicting strength damage.

Quick Reflexes: Flame ibbots gain a +2 pip bonus to all Perception rolls made to determine initiative.

Scalding Water Jet: Flame ibbots can project a stream of scalding water at opponents. The stream has a range of 1-3/10/20, and inflicts 3D of damage.

Move: 10 (ground), 60 (flying)

Size: 4 meter wingspan

Great

DEXTERITY 3D+1

Dodge 6D

PERCEPTION 1D

Spot 6D+2

STRENGTH 5D+2

Special Abilities:

Bite: Great ibbots can bite for Strength +1D damage.

Quick Reflexes: Great ibbots gain a +2 pip bonus to all Perception rolls made to determine initiative.

Move: 20 (ground), 40 (flying)

Size: 10 meter wingspan

Source: Coruscant and the Core Worlds (page 84)

Ibliton

Type: Swamp hazzard

Planet of Origin: Randorn 2

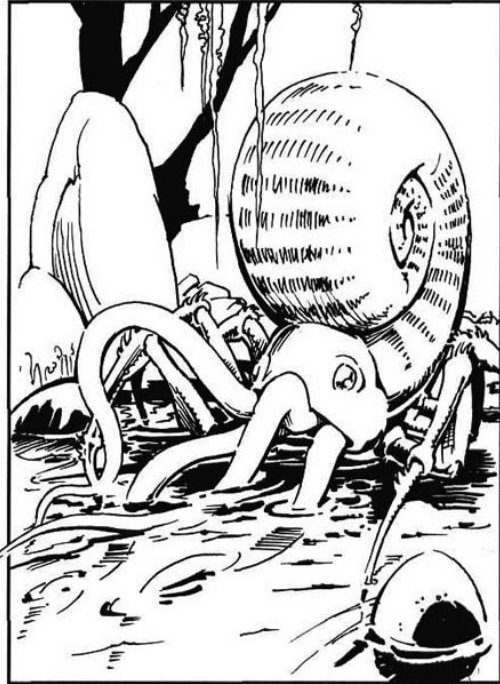
DEXTERITY 4D
PERCEPTION 2D
STRENGTH 4D

Brawling 5D

Special Abilities:

Entangling: Iblitons may snare an opponent with several tentacles by scoring a Difficult hit with their *brawling* skill. An opponent thus tangled has its *Dexterity* reduced by -2D and cannot move until it gets free of the creature's grasp. Breaking free requires an opposed *Strength* roll; the character must succeed by six or more points to break free.

Armor: An ibliton's armor covers its head and body, adding +2D to resist damage.



Leg Claws: Do STR+1D damage.

Move: 8

Size: 2 meters long (5 meters long with tentacles)

Source: Creatures of the Galaxy (pages 39-40)

Ice Modrol



Type: Arctic predator

Planet of Origin: Neftali

DEXTERITY 3D

Brawling parry 5D

PERCEPTION 4D

Search 6D, sneak 5D

STRENGTH 7D

Brawling 9D

Special Abilities:

Claws: Do STR+2D damage.

Camouflage: ice modrols have white skin, to perfectly blend in with Naftali's terrain, receiving +1D to *sneak*.

Move: 18

Size: 5 meters tall

Source: The Black Sands of Socorro (pages 98-99)

Ice Scrabblers



Planet of Origin: Hoth VI

DEXTERITY 4D+2

PERCEPTION 2D

STRENGTH 0D+2

Bite 1D+1

Special Abilities:

Bite: Does Strength +2D damage.

Targeted Olfactory Sense: Ice scrabblers automatically target the exact location of any food source within thirty meters, even through thick layers of ice or sealed containers.

Move: 8 (ground), 6 (burrow)

Size: 10 to 50 centimeters in length.

Source: Alien Anthology (pages 32-33)

Ikopi



Ikov

Type: Small scavenger
Planet of Origin: Kashyyyk
DEXTERITY 1D
PERCEPTION 1D+2
Sneak 3D+1
STRENGTH 1D
Climbing/jumping 5D+2
Special Abilities:
Teeth: Do STR+1D damage.
Climbing Claws: Grant +1D to *climbing*.
Move: 8 (running), 16 (climbing)
Size: "Small"
Source: The Truce at Bakura Sourcebook (page 102)

Implanter

DEXTERITY 4D
Pincer attack 4D+2
PERCEPTION 1D
Search 2D+2
STRENGTH 0D+2
Special Abilities:
Implant: The creature can implant a surge-coral seed with a successful pincer attack against a stunned or helpless target. The subject must succeed at Difficult Strength check to resist the implanted surge-coral. Whether the roll succeeds or fails, the character is unable to run. This difficulty increases by +1 for every surge-coral seed that has been implanted past the first, and a separate roll must be made each day. If a roll fails, the subject loses 1 pip from both his Strength and Dexterity ratings. When the subject has lost 2D each from both his Strength and Dexterity ratings, his total Move score is also reduced by half (rounding down). These modifiers are permanent until the surge-coral is surgically removed. Anyone with the *Technical: Medicine (A)* skill can attempt to surgically remove surge-coral from a subject. The difficulty of this skill roll is equal to the number of pips lost from the victim's Strength and Dexterity scores times five, with a maximum difficulty of 30.
Low-Light Vision: An implanter can see twice as far as a normal human in poor lighting conditions.
Stunning Frond: Any living being touched by the implanter's frond must succeed at a Difficult Strength check or be stunned for 1D rounds.
Move: 3
Size: 0.2 meters long
Source: The New Jedi Order Sourcebook (pages 48-49)



Istician

Type: Subsentient
Planet of Origin: Istic II
DEXTERITY 2D
Dodge 2D+1
PERCEPTION 2D
Search 3D, sneak 3D+1
STRENGTH 2D
Brawling 2D+1
Special Abilities:
Fangs: Do STR+1 damage.
Burrowing Claws: Do STR+2 damage.
Exoskeleton: Armored for +1D energy, +2D physical.
Move: 11
Size: About 2 meters tall
Source: The Truce at Bakura Sourcebook (pages 105-106)

Ithorian Dragon



Type: Huge predator
Planet of Origin: Ithor
DEXTERITY 3D
Running 3D+2
PERCEPTION 3D
Hide 4D+2, search 6D+2, tracking 7D+1
STRENGTH 8D
Climbing/jumping 9D
Special Abilities:
Poisonous Bite: Does STR+4D damage. If the victim is injured, it must make an Heroic *stamina* roll or suffer a temporary -1D penalty do *Dexterity*. One minute later, the victim must make another successful roll or suffer a temporary -2D penalty do *Dexterity*.
Tough Skin: Grants a +1D bonus to resist damage.
Darkvision: Can see up to 20 meters in total darkness.
Scent: Ithorian dragons can detect opponents within 10 meters by sense of smell. If the source is upwind, the range increases to 20 meters; if it's downwind, the range decreases to 6 meters. Strong scents double the range and overpowering scents triple it.
Move: 16
Size: 3 meters tall, 5-9 meters long
Source: Ultimate Adversaries (pages 92-93)

Ja Field Septoid

Type: Tiny vermin

Planet of Origin: Eriadu

DEXTERITY 3D+2

PERCEPTION 3D

Hide 5D, sneak 3D+2

STRENGTH 3D+2

Climbing/jumping 5D

Special Abilities:

Bite: Does 1D damage

Radiation Resistance: Gain a +1D bonus to *Strength* when resisting the effects of harmful radiation.

Move: 8 (4 climbing)

Size: Tiny

Source: Geonosis and the Outer Rim Worlds (pages 49-50)

Jakobeast



DEXTERITY 2D+2

PERCEPTION 3D

Hide 4D+2, search 3D+2

STRENGTH 6D+2

Alter 2D+1

Force Powers: Force Push.

Special Abilities:

Aid Another: A jakobeast may automatically aid another jakobeast's Force Push attempt. The two beasts must be within 20 meters of one another, and up to four jakobeasts may aid the same attempt. Each beast past the first gives a +2 pip bonus (1 aiding beast: +2, 2 aiding beasts: +1D+1, 3

aiding beasts: +2D, 4 aiding beasts: +2D+2).

Camouflage: When in arctic terrain, a jakobeast gains a +1D+1 bonus to *Hide* skill checks.

Force-Sensitive: The jakobeast is Force-sensitive.

Head Butt: A jakobeast inflicts its Strength +1D+1 with a successful head butt attack.

Move: 8

Size: Unlisted (Huge, "...roughly the size of a bantha.")

Source: Power of the Jedi Sourcebook (pages 78-79)

Jammer

Type: Wild predator

Planet of Origin: Kidron

DEXTERITY 2D

Dodge 4D, flight 4D+2

PERCEPTION 3D

Hide 6D, sneak 8D

STRENGTH 2D

Brawling 6D, stamina 7D

Special Abilities:

Flight: Jammers can fly using the *flight* skill.

Tentacles: Do STR+1D damage.

Teeth: Do STR+2D damage.

Scent Sacs: Scent clouds effectively blind Orfites and kriils, both who use smell as a primary sense. When caught in a five meter diameter scent cloud, the Orfites and kriils suffer -2D to all actions using vision or smell.

Move: 6 (walking), 12 (flying)

Size: 2.0 to 3.0 meters long, average wingspan 3.0 meters

Source: Planets Collection (page 155)

Jerba



Jer'usk (Widowmaker)



Type: Gargantuan aquatic predator

Planet of Origin: Goroth

DEXTERITY 1D

PERCEPTION 2D

STRENGTH 2D

Stamina 12D

Special Abilities:

Jaws: Do STR+1D damage.

Tali-Slap: A blow from the creature's huge tail does STR+2D damage (speeder scale).

Broach: By hurling itself almost totally clear of the water, a jer'usk can crash down upon its prey in a punishing impact. A broach inflicts 5D damage (speeder scale).

Armor: Like the c'oron bel, the jer'usk disposes of excess hyperbarides by depositing the material as crystalline matter within its thick skin. This material provides +2D protection against physical attacks, but only +2 protection against energy attacks.

Engulf: A jer'usk can swallow whole any single creature of up to Wookiee sized with a successful bite. Rather than doing damage, the attack engulfs the character. Each turn thereafter, the engulfed victim takes 3D damage (character scale) from digestive juices; this damage cannot be dodged, although armor has normal effects. The character can cut or blast his way out presuming he has a suitable weapon on hand (a blaster, perhaps, or ideally a vibro weapon or lightsaber). A jer'usk has no armor protecting its innards. If the character within – entirely on his own – can inflict a wound on the creature, he has cut his way free.

Move: 21 (swimming)

Size: 75 meters long

Scale: Speeder

Orneriness: 6D

Source: Goroth, Slave of the Empire (page 94)

Jexxel



Type: Predator

Planet of Origin: Neftali

DEXTERITY 5D

Brawling parry 8D, dodge 9D

PERCEPTION 4D

Search 6D, sneak 8D+2

STRENGTH 3D

Brawling 4D, climbing/jumping 7D

Special Abilities:

Claws: Do STR+1D+1 damage.

Fangs: Do STR+3D damage.

Night Vision: Jexxels can see in complete darkness.

Move: 18-20

Size: 0.5 meters atll, 1 meter long

Source: Wretched Hives of Scum and Villainy (page 17)

Kaadu



Planet of Origin: Naboo

DEXTERITY 2D+2

PERCEPTION 1D+2

Search 3D

STRENGTH 3D+2

Climbing/jumping 4D, swimming 5D+1

Special Abilities:

Bite: Does Strength +2 damage.

Kick: Does Strength +1D damage.

Low-Light Vision: A kaadu can see twice as far as a human in dim light.

Move: 20

Size: 2.5-3 meters

Orneriness: 1D

Source: Secrets of Naboo (page 58)

Kalak

Type: Large herd animal

Planet of Origin: Roon

DEXTERITY 1D+2

PERCEPTION 1D+1

Search 3D

STRENGTH 4D+2

Move: 18

Size: Large

Orneriness: 2D

Source: Geonosis and the Outer Rim Worlds (page 118)



Kaladur

Type: Drone Servant

DEXTERITY 3D

KNOWLEDGE 3D+2

Astrogation 7D+2, scholar:

mathematics 7D+2

MECHANICAL 3D

Yuuzhan Vong biotech 6D

PERCEPTION 0D

STRENGTH 1D+2

TECHNICAL 3D

First aid 6D, (A) medicine 4D

Special Abilities:

Multiple Appendages: Kaladur can perform up to 2 additional actions per round without incurring the multiple action penalty.

Move: 6

Size: 1.6 meters



Kalaide

Type: Small mollusk

Planet of Origin: Coils

DEXTERITY 0D

PERCEPTION 0D

STRENGTH 0D

Move: 1

Size: 2 centimeters long

Source: Creatures of the Galaxy (pages 40-41)

Kalan

Type: Grazing herbivore

Planet of Origin: Mutanda

DEXTERITY 4D

PERCEPTION 3D

STRENGTH 2D+1

Special Abilities:

Tusks: Do STR+2D damage.

Trample: Does STR+2D+1 damage.

Move: 28

Size: Up to 3.4 meters tall at the shoulder

Source: Planets Collection (page 76)

Kargul

Type: Forest herd animal

Planet of Origin: Trindello

DEXTERITY 2D

PERCEPTION 1D+2

Search 3D+2

STRENGTH 6D

Bite 6D+2

Special Abilities:

Bite: Inflicts STR+1D damage.

Slam Attack: Inflicts STR+2D damage.

Walker Scale: Due to their large size, kargul are considered to be Walker scale.

Move: 15 (ground), 10 (burrowing)

Size: 80 meters long

Karstag



Type: Swamp-dwelling predator

Planet of Origin: Rodia

DEXTERITY 2D+1

PERCEPTION 3D+1

Hide 4D+1, sneak 4D

STRENGTH 3D+2

Brawling: tail 4D+2

Special Abilities:

Thick Hide: Hide grants +1D to resist physical damage

Bite: Bite causes STR damage

Tail: To determine how many tail spikes a karstag has, consult the chart below. Roll 4D to determine its age, number of antlered spikes, and the amount of damage it can inflict with its tail.

4D Roll	Karstag's Age	Number of Points	Damage
below 8	0-1 years	0	STR
9-14	1-3 years	1D	STR+1D
15-20	3-5 years	1D+6	STR+2D
21-23	5-10 years	1D+12	STR+3D
24+	10+	1D+18	STR+4D

Move: 9, 8 swimming

Size: 1.5 meters at shoulder, 4-5 meters long

Source: Lords of the Expanse: Campaign Guide (page 59)

Type: Kashyyyk predator

Planet of Origin: Kashyyyk

DEXTERITY 3D

Dodge 6D+1

PERCEPTION 4D

Search: hunting 7D, sneak 5D

STRENGTH 4D

Special Abilities:

Teeth: STR+1D

Claws: STR+1D

Horns: STR+1

Move: 15

Size: 0.6 - 0.8 meters long

Source: Alien Anthology (pages 33-34), The Thrawn Trilogy Sourcebook (page 158)

Kath Hound



Type: Plains predator

Planet of Origin: Dantooine

DEXTERITY 2D+2

PERCEPTION 3D+1

Hide 4D+2, search 5D+2, tracking 6D+1

STRENGTH 4D+2

Brawling 5D+1

Special Abilities:

Horns: Do STR+1D+2 damage.

Bite: Does STR+1 damage.

Head-Butt: Head-butting adds +2 to *brawling* and does STR+2 damage.

Move: 8

Size: "Large"

Katarn



Kayven Whistler

Planet of Origin: Kayven

DEXTERITY 4D

Brawling Parry 6D

PERCEPTION 2D

STRENGTH 4D

Brawling 6D

Special Abilities:

Razored Teeth: 6D damage

Move: 15

Size: 1 meter long

Kayven Whistlers are carnivores who resemble a cross between a monkey and a bat and who have voracious

appetites. The species is used to nesting high in the tall trees of their native planet of Kayven, and no longer descend to the forest floor. Whistlers are hungry usually about twice a week and there's seldom anything left of their prey after they are done feasting.

Source: Galaxy Guide 7: Mos Eisley (page 49)

Keejin (Cave Crawler)



Type: Cave-dwelling omnivore

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 2D+1

Special Abilities:

Camouflage: Between their dull coloration and the darkness of their habitat, keejin blend into their surroundings. Increase visual *Perception* rolls by two difficulty levels to spot a keejin against the walls of their caves.

Clinging: With their barbed claws, keejin can scuttle along vertical surfaces and across ceilings.

Move: 5

Size: 1-2 meters long

Source: Creatures of the Galaxy (pages 42-43)

Keffi

DEXTERITY 4D+1

Dodge 5D+1

PERCEPTION 3D+1

Hide 3D+2, search 5D+1

STRENGTH 3D

Climbing/jumping 3D+1, stamina 3D+2

Special Abilities:

Bite: The bite of a keffi inflicts damage equal to the creature's Strength rating.

Kick: Keffis can kick opponents, and this does Strength +2 damage.

Move: 20

Size: Unlisted (Medium)

Source: Coruscant and the Core Worlds (page 50)



Kell Dragon



DEXTERITY 1D

PERCEPTION 1D+1

Search: tracking 2D

STRENGTH 12D+2

Special Abilities:

Bite: Does Strength +2D+2 damage.

Claws: Do Strength +1D+2 damage.

Move: 15

Size: Unlisted (Colossal)

Source: Power of the Jedi Sourcebook (page 156)

Ketrann

Type: Solitary hunter
Planet of Origin: Alk'l'ellish
DEXTERITY 2D+1
Dodge 3D+2, running 4D+1
PERCEPTION 2D
Search 3D+2
STRENGTH 3D+1
Brawling 4D+1, climbing/jumping 5D, stamina 5D
Special Abilities:
Bite: Does STR+2D damage.
Killing Bite: If ketrann's *brawling* roll is 10 or more points higher than target's *brawling parry* roll, the ketrann has successfully positioned itself for a killing bite and receives +1D to damage.
Stamina: A ketrann can run for over 25 standard hours without tiring.
Move: 23
Source: The Truce at Bakura Sourcebook (page 104)

Kilassin

Type: Huge predator
DEXTERITY 2D
PERCEPTION 2D
Hide 1D, search 4D+2, tracking 4D+1
STRENGTH 5D+1
Brawling 6D, swimming 9D
Special Abilities:
Claws: Do STR+1D+2 damage.
Low-Light Vision: Kilassins can see twice as far as a human in dim light.
Thick Skin: Grants a +1D/+1 bonus to resist damage.
Move: 20, 10 (swimming)
Size: Huge
Source: Ultimate Adversaries (page 94)



Kichicolia



Type: Furry primitives
Planet of Origin: Najarka
DEXTERITY 4D
PERCEPTION 3D
STRENGTH 1D
Special Abilities:
Foreclaws: Do STR damage.
Teeth: Do STR+1D damage.
Move: 5
Size: Up to 0.5 meters tall
Combat: The kichicolia are harmless herbivores. They may attack if threatened, but are much more likely to retreat.
Source: The Abduction of Crying Dawn Singer (pages 10-11)

Kilit

Type: Hunting raptor
Planet of Origin: Zelos II
DEXTERITY 4D
PERCEPTION 4D
STRENGTH 3D
Special Abilities:
Beak: Does STR+1D damage.
Move: 38 (flying)
Size: 1 meter long, 2 meter wingspan
Source: Planets Collection (page 252)



Kintan Strider



Type: Large desert predator

Planet of Origin: Kintan

Dexterity 2D

Perception 1D

Search 5D+1

Strength 6D+1

Brawling 7D+1

Special Abilities:

Natural Armor: Kintan striders possess a natural armor that grants them a +2D bonus to resist physical damage.

Regenerative Abilities: Kintan striders heal at four times the standard rate.

Move: 10

Size: 2.5 meters tall

Source: Geonosis and the Outer Rim Worlds (pages 89-90)

Kkekkrig Rro



Type: Medium-size forest predator

Planet of Origin: Kashyyyk

DEXTERITY 4D+2

Dodge 6D

PERCEPTION 2D+2

Hide 6D+2, search 4D+1, sneak 6D+2

STRENGTH 4D+1

Brawling 5D, climbing/jumping 7D

Special Abilities:

Claws: Do STR+2 damage.

Central Claw: Does STR+1D+2 damage.

Bite: Does STR+1D damage.

Move: 16

Size: 2 meters long

Source: Ultimate Adversaries (pages 94-95)

Kirithin



DEXTERITY 7D

PERCEPTION 3D

Search 5D+1

STRENGTH 0D+1

Climbing/jumping 2D+1, swimming 4D+1

Special Abilities:

Bite: Does Strength +2 damage.

Darkvision: Kirithin can see up to 20 meters in total darkness.

Low Light Vision: A kirithin can see twice as far as a normal human in poor lighting conditions.

Move: 4 (ground), 10 (swim)

Size: "...the size of a Wookiee's fist..."

Source: Alien Anthology (page 34)

Klatooine Paddy Frog



K'lor'slug



DEXTERITY 4D

Dodge 5D

PERCEPTION 4D

Sneak 5D

STRENGTH 2D

Special Abilities:

Pincers: STR+1D+2 damage

Tail: STR+1D damage. If the K'lor'slug makes a Difficult Dexterity roll, the target has been stung and suffers from the effects of the creature's potent neurotoxin. Affected characters must make a Difficult Stamina or Strength roll or be rendered immobile. The poison is effective for 1D minutes.

Move: 10

Size: 2-3 meters long

Source: Alien Anthology (pages 34-35), Core Rulebook (pages 223-224)

Knobby Spider

Type: Mobile predatory plant

Planet of Origin: Dagobah

DEXTERITY 4D

PERCEPTION 2D+1

STRENGTH 6D

Special Abilities:

Bite: Does STR+1D damage.

Eight Legs: Due to their number of limbs, knobby spiders can perform two actions per round with no penalty; a third action in a round receives a -1D penalty, a fourth action in a round receives a -2D penalty and so forth.

Move: 11

Size: Up to 4 meters tall

Source: Galaxy Guide 3 – The Empire Strikes Back (page



63), Star Wars Trilogy Sourcebook SE (page 176), Alien Anthology (page 35-36)

Kouhun

DEXTERITY 5D+1

Sting 6D

PERCEPTION 1D

Hide 3D, search 3D, sneak 3D

STRENGTH 0D+1

Special Abilities:

Poisonous Sting: While a successful attack does no damage, the sting of a kouhun is very poisonous. Anyone stung by a kouhun takes 10D of poison damage. Note that the sting of a kouhun will not penetrate armor, and must strike an exposed portion of the target.

Stealthy: Kouhun gain a +2D bonus to both *hide* and *sneak* skill checks.

Move: 6

Size: Up to 30 centimeters long

Source: Revised d20 Core Rulebook (page 337)



Kououra



Type: Small venomous carnivore
Planet of Origin: Kashyyyk
DEXTERITY 1D
PERCEPTION 1D
Search 2D
STRENGTH 1D+2
Brawling 3D, climbing/jumping 2D+1
Special Abilities:
Venom: Does 6D damage.
Move: 6
Size: 0.8-1.2 meters long
Source: The Truce at Bakura Sourcebook (page 106)

Planet of Origin: Mon Calamari
DEXTERITY 2D
PERCEPTION 2D
Sneak 7D
STRENGTH 6D
Special Abilities:
Tentacles: Each tentacle does 4D+1 damage. If more than three tentacles hit a diver, the diver is caught in the tentacles and will be drawn to the mouth the following turn.
Teeth: STR+2D+2 damage
Move: 24 (swimming)
Size: 14.5-25 meters
Scale: Speeder
Source: Alien Anthology (page 37), The Jedi Academy Sourcebook (page 121), Wretched Hives of Scum and Villainy (page 54)

Krak'jya



Type: Intelligent predator
Planet of Origin: Bothawui
DEXTERITY 4D
PERCEPTION 3D
Search: tracking 6D, sneak 5D
STRENGTH 5D
Brawling 7D
Special Abilities:
Claws: Razor sharp claws cause STR+2D damage in all attacks except charging.
Climbing/Jumping: Krak'jyas are exceptional climbers and are capable of jumping and leaping onto or over objects up to 3 meters in height. They gain +2D to *climbing*, and +1D to *jumping*.
Charging: When charging, the krak'jya makes a *brawling* roll for every person or animal in its path. Successful hits result in stun damage equal to STR.
Camouflage: When in its native environment, the krak'jya's natural coloring gives it a distinct advantage: add +1D to its *sneak* rolls.
Roar: During the first round of combat, a krak'jya releases a deafening roar meant to frighten its chosen target. The target must roll his *willpower* (or *Perception*) against the roar's *intimidation* attack of 5D. If the target beats the *intimidation* roll, there is no effect. If the *intimidation* roll ties or is greater by 1-3 points, the target suffers a -1D penalty on all actions for the current round. If the *intimidation* roll is greater by 9 or more points, the target is so paralyzed by fright that he is not allowed to perform any actions at all for three rounds. Additional roars have no effect for the

Krakana



duration of the encounter.

Senses: Krak'jyas possess exceptional keen senses of hearing and smell, and normally receive a +2D to all *search* or *Perception* rolls when applicable. If hunters are taking exacting precautions to prevent detection – i.e. they set up a trap and haven't moved for hours or they are hiding in stinkweed – the animal does not receive the bonus.

Move: 12, 3 (jumping)

Size: 2 meters long, 1.3 meters tall at the haunches

Source: Shadows of the Empire Planets Guide (pages 61-62)

Krayt Dragon

Planet of Origin: Tatooine

DEXTERITY 3D

PERCEPTION 1D+2

STRENGTH 12D

Special Abilities:

Claws: 8D damage

Teeth: 15D damage

Motion Tracking: The krayt dragon tracks its prey by detecting motion. The dragon receives +1D to *Perception* to detect targets that are moving. Characters that make a successful Difficult *sneak* roll can stand still enough to fool the krayt dragon.

Move: 15

Size: 10 meters tall, 15 - 30 meters long

Source: Star Wars Trilogy Sourcebook SE (page 176)

Greater Krayt Dragon

Type: Colossal desert predator

Planet of Origin: Tatooine

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 8D

Special Abilities:

Claws: Do STR damage

Teeth: Do STR+1D damage

Move: 14, 20 (burrowing sand)

Size: 100 meters long

Scale: Walker

Source: Ultimate Adversaries (pages 96-97)

Krendel

DEXTERITY 3D

Dodge 4D+2

PERCEPTION 1D

Search 3D (search: scent 4D)

STRENGTH 3D+2

Bite 4D+2, climbing/jumping 5D, swimming 7D

Special Abilities:

Amphibious: Krendels are equally comfortable in or out of water.

Bite: The sharp, needle-like teeth of a krendel inflict the creature's Strength +2D in damage.

Breath Weapon: A krendel is able to spew a cloud of corrosive gas out to a range of 1-2/5/10, inflicting 5D of damage to anyone caught in it. This attack can be dodged as normal.



Scent: Krendels gain a +1D bonus to all smell-related *Search* skill rolls.

Move: 10 (ground), 20 (swimming)

Size: Unlisted (Large)

Source: Coruscant and the Core Worlds (page 136)

Kril



Type: Domesticated food animal

Planet of Origin: Kidron

DEXTERITY 1D

PERCEPTION 1D

STRENGTH 1D

Lifting 3D, climbing 4D

Special Abilities:

Hooves: Do STR+2 damage.

Horn: Does STR+1D+1 damage.

Move: 7

Size: 1.5 meters tall at the shoulder, up to 2.5 meters long

Orneriness: 2D

Source: Planets Collection (page 155)

STRENGTH 1D

Special Abilities:

Bite: Does STR+2D damage.

Move: 32

Size: Up to 1 meter long, 0.75 meters tall

Source: Planets Collection (page 252)

Kudana



Type: Large plains herd animal

Planet of Origin: Rutan

DEXTERITY 2D

PERCEPTION 2D+1

Search 4D

STRENGTH 7D

Running 7D+2

Move: 20

Size: Large

Source: Ultimate Adversaries (pages 99-100)

Kro



Type: Small reptile

Planet of Origin: Zelos II

DEXTERITY 4D

PERCEPTION 2D

Kundril

DEXTERITY 6D+2

PERCEPTION 1D

Hide 4D, search 5D+1

STRENGTH 4D+2

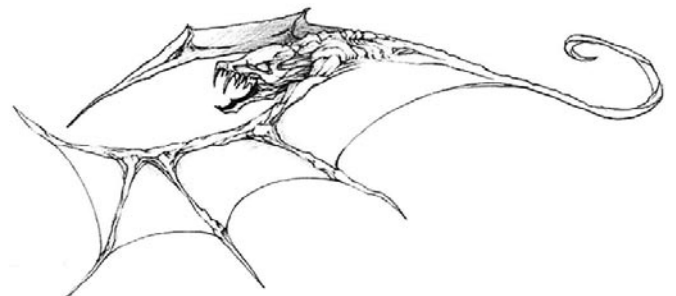
Brawling 5D+1

Special Abilities:

Bite: When biting with its mandibles, a kundril inflicts Strength +3D damage.

Quick Reflexes: Kundrils gain a +2 pip bonus to all Perception rolls made to determine initiative.

Slam Attack: Kundril can slam opponents for Strength +2D damage.



Move: 6 (ground), 60 (flying)
Size: Unlisted (Colossal)
Source: Coruscant and the Core Worlds (page 59)

KyLessian Fruit Bat

Type: Vicious flying predator

Planet of Origin: KyLessia

DEXTERITY 2D+2

Dodge 4D

PERCEPTION 1D+2

Sneak 4D

STRENGTH 1D

Special Abilities:

Flight: KyLessian fruit bats are very quiet when flying, adding +2D to *sneak*.

Bite: Does STR+2 damage. Although a lone fruit bat is unlikely to be dangerous, large groups of the creatures can be very dangerous.

Infrared Vision: KyLessian fruit bats see in darkness with no penalties.

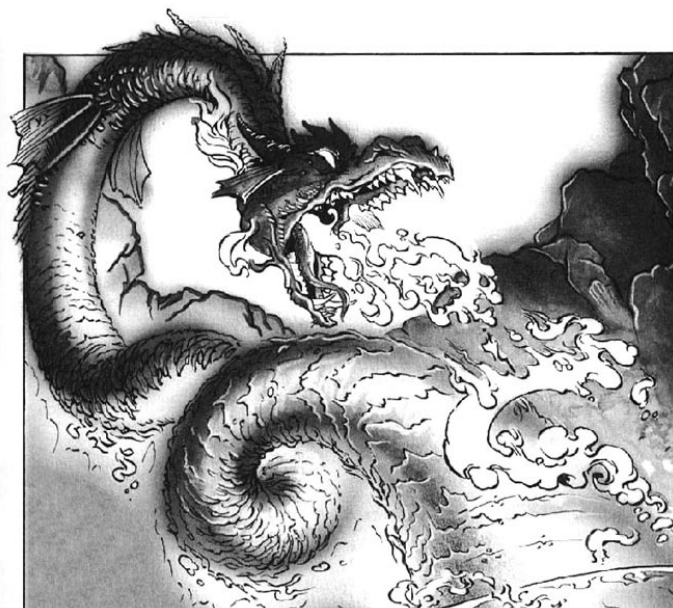
Ultrasonic Communication: KyLessian fruit bats communicate with each other by using ultrasonic calls above the range of normal human hearing.

Nocturnal: KyLessian fruit bats are active only at night; if encountered during daylight (they normally hide in caves or sheds), they are easily subdued.

Move: 35 (flying)

Size: 15-30 centimeters long

Source: The Truce at Bakura Sourcebook (page 105)



Size: 2.6-5.8 meters tall, 6.6-9 meters long

Scale: Speeder

Source: The Jedi Academy Sourcebook (page 121)

Lampfish

Type: Deep-ocean fish

Planet of Origin: Mon Calamari

DEXTERITY 3D

PERCEPTION 1D

STRENGTH 8D-12D

Move: 1

Size: 10-40 meters long

Source: Death in the Undercity (page 55)

Lava Dragon

Type: Reptilian predator

DEXTERITY 3D

Dodge 4D+1

PERCEPTION 5D

Hide 7D, search 6D+1, sneak 6D

STRENGTH 6D

Brawling 8D

Special Abilities:

Armor: The incredibly resilient silicon armor plating of the lava dragon gives it a +4D bonus against physical attacks and a +8D bonus against energy attacks, thanks to its reflective properties. However, if the creature is wounded, it starts suffering damage from the lava (which does 5D damage per round. Lava damage is considered speeder scale).

Teeth: STR+2D

Lava attack: The lava dragon can suck lava down its armored gullet and spew it back out at attackers, doing 10D damage, character scale.

Move: 6 (swimming)

Lava Flea



Lepusa

Type: Subterranean burrowing herbivore

Planet of Origin: Frelia

DEXTERITY 4D+2

Dodge 6D

PERCEPTION 4D+1

Hide 5D, search 5D+1

STRENGTH 3D

Digging 5D, climbing/jumping 5D

Special Abilities:

Claws: Foot and paw claws do STR+2 damage.

Springing: Above ground, lepusa use their powerful hind legs (used primarily for digging) to quickly spring over long distances. Such springing leaps also contribute to their ability to evade attackers (reflected in their high *dodge* skill code).

Tool-Making: Lepusa are capable of fashioning rudimentary tools as aids in excavating and other daily tasks. When faced with a problem situation, a lepusa making a Difficult



Perception roll can discern the potential availability of a toll from nearby materials and construct said tool accordingly.
Move: 6 (burrowing), 9 (walking), 12 (jumping)
Size: 0.4-0.8 meters tall
Source: *Creatures of the Galaxy* (pages 43-44)

Lesynn

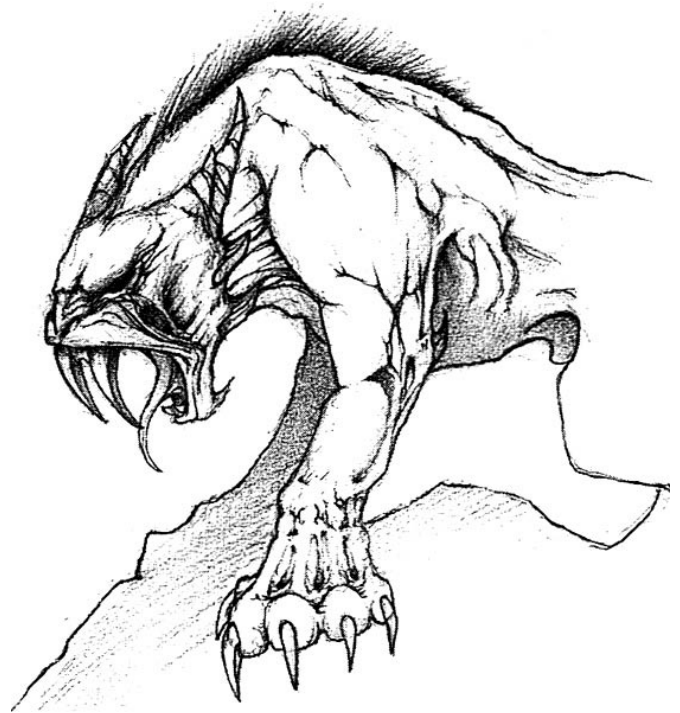
Type: Small avian
Planet of Origin: Fyodos
DEXTERITY 4D
PERCEPTION 1D
STRENGTH 1D+1
Special Abilities:
Beak: Does STR+1D damage.
Move: 19 (flying)
Size: 33 centimeters long, 66 centimeters wingspan
Source: *Planets Collection* (page 228)

Likka

Type: Riding beast
Planet of Origin: Masterhome
DEXTERITY 2D
PERCEPTION 2D
STRENGTH 4D
Brawling: bite 5D
Special Abilities:
Bite: Does STR+1 damage.
Move: 12
Size: 1.5 meters tall at the shoulder, 3 meters long
Orneriness: 3D
Source: *Classic Campaigns* (page 40)

Llwelkyn

Type: Ferocious predator
Planet of Origin: Bakura



DEXTERITY 2D
Brawling parry 4D, dodge 5D+2, running 3D+2
PERCEPTION 2D
Search 3D+2, sneak 4D
STRENGTH 4D
Brawling 5D+1, climbing/jumping 4D+2
Story Factors:
Pack Creatures: Llwelkyn normally hunt in packs of 5-12 creatures.
Special Abilities:
Enhanced Senses (Smell): A llwelkyn's sense of smell adds +1D to *search*. The creature can detect repulsorlift vehicles up to 200 kilometers away (*search* difficulties: Very Easy/Easy/Moderate/Difficult/Very Difficult: 0-5/25/50/100/200 km).
Claws: Do STR+2D damage.
Bite: Does STR+1D+2 damage.
Move: 26
Size: Up to 3 meters long
Source: *The Truce at Bakura Sourcebook* (pages 104-105)

Lobel



Loper

Type: Carnivorous burrower

Planet of Origin: Yavin 8

DEXTERITY 2D

Running 3D

PERCEPTION 2D

Search 4D, sneak 3D

STRENGTH 3D

Brawling 5D

Special Abilities:

Teeth: Do STR+1 damage.

Claws: Do STR+1 damage.

Barbed Tail: Does STR+1D damage.

Move: 9

Size: 1.5 meters long

Source: Galaxy Guide 2 – Yavin and Bespin (page 23)

Lrashtash

Type: Herbivore

Planet of Origin: Usean II

DEXTERITY 1D

PERCEPTION 1D

Sneak 2D

STRENGTH 1D

Special Abilities:

Bluffing Teeth: Acts as *intimidation* 4D, rolled against target's *willpower* or *Perception*.

Move: 4

Source: The Truce at Bakura Sourcebook (page 107)

Ludos

Type: Swampland carnivore

Planet of Origin: Ganlihk

DEXTERITY 4D+1

PERCEPTION 3D+2

STRENGTH 3D+2

Climbing 4D+2, swimming 6D

Special Abilities:

Bioluminescence: Ludos have chemical compounds in their bloodstream which give off a natural phosphorescent light. This multi-colored illumination aids the ludos in navigating through murky waters and acts as a naturally occurring defensive mechanism (see below).

Luminescence Control: Ludos can often scare off would-be predators by a sudden burst of bright bioluminescence,



ranging from a blazing red to brilliant white. If all else fails, the ludos will change to a dull black color and play dead in hopes the confused attacker will move off.

Tentacles: Ludos tentacles are well-developed. These are used primarily to sift through mud and silt, catching small game with its multiple suckers. On land, these manipulative appendages assist in movement through and along forest growth (+1D to any *climbing/jumping* rolls)

Move: 6 (land), 12 (swimming)

Size: Adults average 30-45 centimeters in diameter, with tentacles 80 centimeters long

Source: Creatures of the Galaxy (pages 44-46)

Lylek



Type: Huge desert predator

Planet of Origin: Ryloth

DEXTERITY 4D+2

PERCEPTION 3D+2

Search 7D, sneak 6D

STRENGTH 6D+2

Brawling 7D+1, climbing/jumping 8D

Special Abilities:

Bite: Does STR+3D damage.

Tentacles: Do STR+2D damage.

Stinger: Do STR+3D damage.

Tough Carapace: Grants +1D do resist damage.

Multiattack: A Lylek can make two *brawling* attacks in a round without incurring multiple action penalties. Further actions take penalties normally.

Low-Light Vision: Lyleks can see twice as far as a human in dim light.

Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.

Move: 30

Size: 4 meters tall and wide

Source: Ultimate Adversaries (page 100)

Maalraas



DEXTERITY 3D+1

PERCEPTION 4D+1

Hide 5D+1, search 6D+1, sneak 5D+1

STRENGTH 4D

Climbing/jumping 5D+2

Special Abilities:

Bite: Does STR+1D damage.

Claws: Do STR+2 damage.

Energy Resistance: The maalraas adds +2D to all *Strength* rolls made to resist damage from fire and blaster weapons.

Keen Senses: Incredibly sharp hearing grants the maalraas a +1D bonus to *Search* skill checks that involve sound.

Scent: Nighthunters can track by following the scent of their prey.

Move: 10

Size: 2 meters long

Vacuum Creature: Can survive in the vacuum of space.

Force Skills:

Control 2D+2, alter 2D+2, sense 2D

Force Powers:

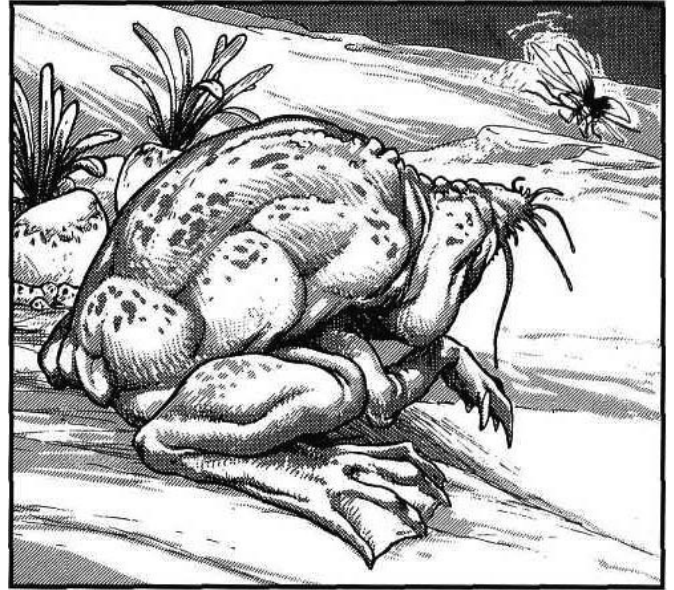
Waves of darkness, illusion

Move: 16

Size: Large

Source: Geonosis and the Outer Rim Worlds (page 72)

Magus



Type: Desert browser

Planet of Origin: Reopi

DEXTERITY 2D+1

PERCEPTION 2D+1

Sneak 4D+1

STRENGTH 1D+1

Stamina 5D

Special Abilities:

Armor: Magus hide is both thick and extremely tough. Add +1D+1 against all physical and energy attacks.

Claws: Foot and paw claws do STR+2 damage.

Odors: Magus possess a special defensive gland that secretes a foul smelling oil used to discourage predators.

Attackers must make a Very Difficult *stamina* roll to close to within three or four meters.

Move: 9 (above ground), 14 (moving through sand)

Size: 58 centimeters long when fully extended

Source: Creatures of the Galaxy (page 47)

Maelibus

Type: Large desert predator

Planet of Origin: Iego

DEXTERITY 2D+2

Brawling parry 6D, running 3D+1

PERCEPTION 3D

Search 6D+2

STRENGTH 4D

Brawling 6D, climbing/jumping 7D

Special Abilities:

Claws: Do STR+1D damage.

Blindsight: Maelibi have powerful nonvisual senses and don't suffer any of the penalties for poor lighting conditions.



Maligator

Type: Large serpent

Planet of Origin: Trinta

DEXTERITY 2D+1

PERCEPTION 2D

STRENGTH 3D+2

Special Abilities:

Teeth: Do STR+1 damage.

Spiked Tail: Does STR+1 damage.

Move: 15 (swimming), 10 (crawling)

Size: 2.5 meters long

Source: Domain of Evil (page 23)

Mantellian Savrip



Type: Desert predator
Planet of Origin: Ord Mantell
DEXTERITY 2D+1
PERCEPTION 3D
Hide 4D+2, search 4D+2
STRENGTH 5D
Climbing/jumping 8D
Special Abilities:
Armor: +1D protection against physical and energy attacks.
Claws: Do STR+1D damage.
Bite: Does STR+2D damage.
Move: 10
Size: 2 to 2.5 meters tall

Mantessan Panthac



Type: Small-Game predator
DEXTERITY 3D+2
Dodge 6D
PERCEPTION 4D
Search: hunting 6D
STRENGTH 4D
Special Abilities:
Teeth: Do STR+1D damage.
Claws: Do STR+1D+1 damage
Move: 16
Size: 0.4-0.5 meters long
Source: Alien Anthology (pages 37-38), The Thrawn Trilogy Sourcebook (page 158)

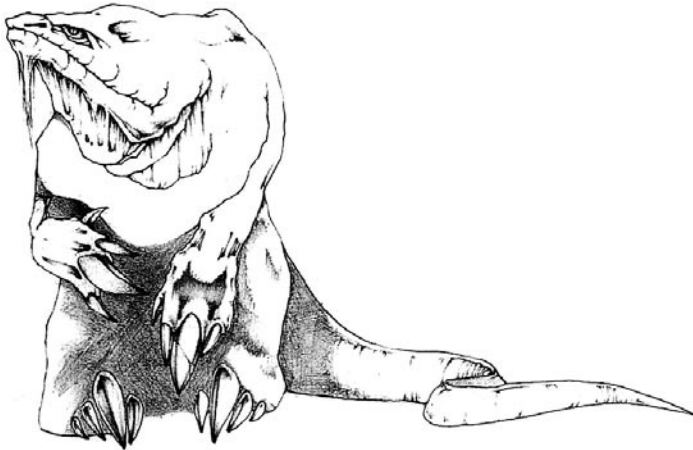
Marigar Snow Q'lk



Type: Arctic herbivore
Planet of Origin: Neftali
DEXTERITY 3D
Brawling parry 6D+1, dodge 6D+1, running 6D+2
PERCEPTION 3D+1
Hide 4D, search 4D+1
STRENGTH 4D
Brawling 5D+2, climbing/jumping 5D+1, stamina 5D
Special Abilities:
Awareness: Q'lk are extremely perceptive. In open areas with no cover, they gain +1D to all search and Perception rolls.
Antlers: head antlers do STR+1 damage.
Hoofstrike: Kicking does STR+1D+2 damage.
Move: 17
Size: 1.4 meters tall (at the shoulder); 1.53 meters long
Source: The Black Sands of Socorro (page 98)

Marmaw

Type: Amphibious carnivore
Planet of Origin: Almar
DEXTERITY 1D
Dodge 1D+2, brawling parry 4D+2
PERCEPTION 2D
Search 3D
STRENGTH 3D
Brawling 4D, swimming 4D+1
Special Abilities:
Teeth: Do STR+1D damage. If a marmaw's brawling attack



beats the victim's *brawling parry* roll by 4 or more points, the marmaw has latched onto its target; increase the difficulty of all actions by the victim by two difficulty levels. If the marmaw's *brawling* attack beats the victim's *brawling parry* roll by 10 or more points, the victim has been pulled into the marmaw's mouth – the victim must make an opposed *Strength* roll and beat the marmaw by 5 or more points to pull free.

Amphibious: Marmaws have both lungs and gills, although they must spend at least three hours per day in water to avoid dehydration.

Move: 5 (land), 15 (swimming)

Size: Up to 4 meters long

Source: The Truce at Bakura Sourcebook (pages 102-103)

Marsh Haunt



DEXTERITY 2D+1

Dodge 5D

PERCEPTION 3D+2

Hide 7D+1 (8D+2 in swampy environment), *search* 5D+1, *sneak* 4D+2

STRENGTH 7D+2

Climbing/jumping 8D, *swimming* 8D

Control 3D+1

Sense 2D+2

Alter 2D+1

Force Powers: Enhance Attribute, Magnify Senses, Waves of Darkness.

Special Abilities:

Camouflage: Marsh haunts gain a +1D+1 bonus to *Hide* skill checks when in a swampy environment.

Exceptional Reflexes: Marsh haunts gain a +1D bonus to all Perception rolls made to determine initiative.

Force-Sensitive: The marsh haunt is Force-sensitive.

Slam Attack: The marsh haunt can physically slam an opponent, inflicting its Strength rating in damage.

Move: 12

Size: Unlisted (Huge)

Source: Power of the Jedi Sourcebook (pages 79-80)

Marsh Lizard



Type: Large serpent

Planet of Origin: Trinta

DEXTERITY 3D+1

PERCEPTION 2D+1

STRENGTH 2D+2

Special Abilities:

Teeth: Do STR+1D damage.

Spiked Tail: Does STR+1D damage.

Move: 15 (swimming), 10 (crawling)

Size: 2.5 meters long

Source: Classic Adventures: Volume Two (page 86)

Marsh Wyrms

Planet of Origin:

Gelgelar

DEXTERITY 2D+2

PERCEPTION 1D+2

Sneak: marsh 4D

STRENGTH 8D

Brawling 9D

Special Abilities:

Lunge Attack: Marsh Wyrms can lunge and smash its body at opponents for STR+2D damage.

Move: 14

Size: Average of 30 meters long

Source: Platt's Starport Guide (page 74)



Massiff



DEXTERITY 3D

Running 3D+2

PERCEPTION 2D+2

Hide 3D+2, search 3D+1, search: tracking 4D, sneak 3D+2

STRENGTH 3D+1

Climbing/jumping 5D+1

Special Abilities:

Bite: Does STR+2 damage.

Resistant to Radiation: Massiff gain a +1D bonus to *Strength* when resisting the effects of harmful radiation.

Track by Scent: Massiff can track by scent, and gain a +1D bonus to their *search: tracking* skill when doing so.

Move: 10

Size: 2 meters long

Massassi Abomination

DEXTERITY 5D+1

Melee weapons: Massassi lanvarok 7D+2, melee parry 6D+2, thrown weapons: Massassi lanvarok 7D+2

KNOWLEDGE 2D

Intimidation 2D+2 (4D vs. Force-sensitive, 4D+2 vs. non-Force-sensitive)

MECHANICAL 2D

PERCEPTION 1D+2

STRENGTH 6D

Brawling 8D+1, climbing/jumping 8D+2

TECHNICAL 2D

Control 1D+1

Sense 3D+2

Alter 1D

Force Powers: Channel Rage, Combat Sense, Danger Sense, Emptiness, Hibernation Trance, Life Detection, Telekinesis.

Special Abilities:

Abominable Presence: Because they exude the Dark Side of the Force, Massassi abominations add 1D+1 to Intimidation skill rolls versus Force-sensitive characters (who have no Dark Side points), and add 2D to Intimidation skill rolls versus non-Force-sensitive characters.

Force-Sensitive: The abominations are Force-sensitive.

Low Light Vision: A Massassi abomination can see twice as far as a normal human in poor lighting conditions.

Natural Armor: Massassi abominations add +1D to their *Strength* score for the purposes of resisting damage.

Primitive: Because they are a primitive species, beginning Massassi abomination characters may not place any skill dice in any vehicle operations, starship operations, or repair skills.

Move: 10

Size: Unlisted (man-sized)

Source: The Dark Side Sourcebook (pages 118-119)

Mear

Type: Grazing herbivore

Planet of Origin: Gacerian

DEXTERITY 3D

Missile weapons 4D+1

PERCEPTION 1D

STRENGTH 3D

Climbing/jumping 4D

Special Abilities:

Quilled Horns: Do STR+2D damage, ranges 3-10/15/20.

Hooves: Do STR+1D damage.

Move: 9

Size: 2.5 meters long, 2 meters tall at the shoulder

Source: Planets Collection (page 234)

Merdeth

Type: Colossal desert predator

Planet of Origin: Geonosis

Scale: Starfighter

DEXTERITY 1D

PERCEPTION 2D+1

Search 5D+2, tracking 6D+1

STRENGTH 7D

Brawling 11D

Special Abilities:

Tentacles: Do STR+1D damage.

Bite: Does STR+3D damage.

Darkvision: Can see up to 200 meters in total darkness.

Mip Swarm: Each merdeth hosts 1D swarms of mips, and it can launch these mip swarms as a free action to attack its enemies. Mip swarms function as mobile extensions of the merdeth's will and disperse if the merdeth is killed.



Move: 4
Size: Over 30 meters in diameter

Methnap

Type: Domesticated cretacean

Planet of Origin: Chad

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 3D+2

Special Abilities:

Sea Singing: Methnaps have a long range form of communication, allowing reasonably complex exchanges of information. With extended exposure, riders can develop understanding of more basic concepts in the methnap "tongue".

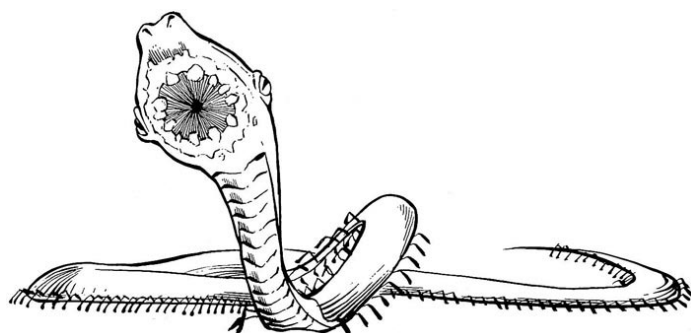
Move: 12; 35 km/h

Size: 12-15 meters

Orneriness: 1D

Source: Rules of Engagement: The Rebel Specforce Handbook (page 54)

Millitile



Type: Many-legged serpentine fungus eater

Planet of Origin: Kothlis

DEXTERITY 1D+2

PERCEPTION 2D

STRENGTH 1D+1

Brawling: bite 2D, climbing/jumping 3D+2

Special Abilities:

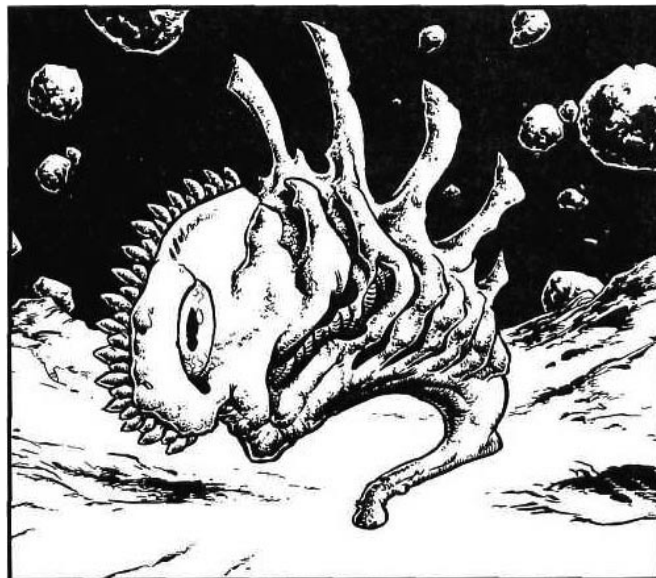
Bite: Bite causes STR damage and injects a mild poison. Victim must make a Moderate *stamina* roll or become ill for two days (-1D to all rolls).

Move: 5 (slither), 8 (using legs for up to 5 minutes)

Size: Up to 8 meters long

Source: Shadows of the Empire Planets Guide (pages 88-89)

Miner's Horror



Type: Vacuum predator

DEXTERITY 3D

PERCEPTION 1D

STRENGTH 4D

Brawling 5D

Special Abilities:

Saw: The saw-bladed teeth of the miner's horror vibrate at high speed, chewing anything in its path to bits, doing STR+2D damage.

Armor: Add +2D to resist damage from physical or energy attacks.

Move: 3 (Space)

Size: 20 meters long or larger

Scale: Starfighter

Note: Treat its *brawling* skill as its attack skill when encountering a starship; treat *Strength* (with armor) as its hull code and treat *Dexterity* as its maneuverability code.

Source: Creatures of the Galaxy (pages 47-48)

Mip Swarm

Type: Tiny parasite swarm

DEXTERITY 6D

PERCEPTION 2D+2

Hide 9D, search 5D+2, sneak 6D

STRENGTH 1D

Special Abilities:

Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.

Darkvision: Can see up to 100 meters in total darkness.

Swarm Attack: When a mip swarm surrounds a target, it automatically deals 3D damage per round.

Distraction: Beings surrounded by a mip swarm must make a Moderate *stamina* or *willpower* roll, or are unable to attack or use any skills that require patience or concentration.

Dispersed Form: Mip swarms only take half the damage of attacks.

Move: 20 (flying)
Size: 2 meters wide
Source: Geonosis and the Outer Rim Worlds (page 64)

Modrol



Type: Jungle Predator
Planet of Origin: Port Haven
DEXTERITY 3D
Brawling parry 5D
PERCEPTION 4D
Search 6D, sneak 5D
STRENGTH 7D
Brawling 9D
Special Abilities:
Claws: Do STR+2D damage.
Camouflage: Modrols naturally change their skin coloration to blend with their immediate jungle environment. This allows them a +1D bonus to their *sneak* skill when on the jungle.
Move: 18
Size: 5 meters tall
Source: Platt's Starport Guide (page 34)

Mogo

Type: Large herd animal
Planet of Origin: Roon
DEXTERITY 3D
Running 3D+2
PERCEPTION 2D
Search 5D
STRENGTH 6D

Climbing/jumping 7D, stamina 6D+2
Special Abilities:
Bite: Does STR+1D damage.
Move: 12
Size: Large
Orneriness: 2D
Source: Geonosis and the Outer Rim Worlds (page 118)

Mole Serpent



DEXTERITY 1D+1
PERCEPTION 1D+1
Search 4D+1, sneak 4D
STRENGTH 7D
Special Abilities:
Bite: Does Strength +1D+2 damage.
Burrow: The mole serpent can burrow through the ground with a Move score of 10.
Stealth: When a mole serpent burrows through the ground, it can only be detected by an opposed roll between the character's Search skill and the mole serpent's Sneak skill (the mole serpent gains a +15 bonus to its roll due to the fact that it is moving underground).
Swallow: The mole worm attacks by surfacing, then biting and attempting to swallow its prey. If the initial attack roll is successful, the serpent is assumed to have its target in its mouth (inflicting normal bite damage). The next round, the serpent makes an opposed Strength check against its target. If it succeeds, it swallows the target whole. Once inside the serpent, the target takes 5D acid damage until it is either dead or it somehow breaks out (either by cutting its way out, or climbing out with a successful Climbing/Jumping check that is Very Difficult). Note that climbing back into the creature's mouth isn't sure salvation – the character will still need to succeed in an opposed Strength check with the serpent in order to leave its mouth. If the worm fails in its attack, it will retreat below the ground and wait for another opportunity to strike.
Tremorsense: The mole worm can make Search rolls underground to sense the location of characters within 20

meters on the surface. The difficulty is normally Moderate, but drops to Easy if the character is moving.

Move: 10

Size: 10-18 meters long

Source: Secrets of Tatooine (pages 93-94)

Monnok



Type: Desert predator

Planet of Origin: Socorro

DEXTERITY 4D

Brawling parry 5D, dodge 5D, melee combat 7D, melee parry 6D

PERCEPTION 3D

Search 4D, sneak 5D+2

STRENGTH 5D

Brawling 6D+2

Move: 13

Size: Up to 2.3 meters tall

Equipment: Club (STR+1D) or spear (STR+1D+1)

Source: The Black Sands of Socorro (page 23)

Monsail

Type: Predatory fish

Planet of Origin: Trinta

DEXTERITY 3D

PERCEPTION 3D

STRENGTH 4D

Special Abilities:

Teeth: Do STR+1 damage.

Move: 15 (swimming)

Size: 2 meters long

Source: Classic Adventures: Volume Two (page 86), Domain of Evil (page 22)

Morril

Type: Docile marsupial

Planet of Origin: Trinta

DEXTERITY 3D

Dodge 5D

PERCEPTION 2D+2

STRENGTH 1D

Climbing/jumping 6D

Move: 15

Size: 30 centimeters

Source: Classic Adventures: Volume Two (pages 86-87), Domain of Evil (page 23)

Morvak



Type: Tunnel creature

Planet of Origin: Isen IV

DEXTERITY 2D

PERCEPTION 2D

Mineral detection 4D

STRENGTH 5D

Special Abilities:

Armor: A Morvak's hard exoskeleton provides +1D to resist energy and +2D to resist physical attacks.

Claws: Do STR+1D damage.

Tentacle Acid: Does 4D damage.

Rock Eaters: Morvak survive by tunneling through rock and ingesting compounds.

Space Survival: Morvak can survive in the vacuum of space.

Move: 6

Size: 0.7-1.3 meters long

Source: Planets Collection (pages 65-66)

Mosgoth



Type: Aerial reptilian mount

DEXTERITY 4D

PERCEPTION 3D

Search 5D

STRENGTH 4D

Brawling 5D

Special Abilities:

Claws: Do STR+2 damage.

Teeth: Do STR+1D damage.

Tail: Does *Strength* damage.

Night Vision: Mosgoth have a form of organic sonar which allows them to navigate in complete darkness with no penalty.

Move: 7 (walking), 28 (flying)

Scale: Speeder

Orneriness: 3D

Size: 12-17.5 meters long

Source: Alliance Intelligence Reports (page 74)

Mosrk'teck

Type: Carnivorous amphibian

Planet of Origin: Marca

DEXTERITY 3D+1

PERCEPTION 3D

STRENGTH 4D

Special Abilities:

Bite: Does STR+1D damage.

Move: 4

Size: Up to 4 meters long

Orneriness: 6D

Combat: Mosrk'tecks hunt in groups of half a dozen or more creatures. They are vicious carnivores.

Source: Planet of the Mists (pages 13-14)

Moss-hopper

Type: Carnivorous burrower

Planet of Origin: Yavin 8

DEXTERITY 2D

Running 4D

PERCEPTION 3D

Search 4D, sneak 5D

STRENGTH 1D

Brawling 2D

Special Abilities:

Teeth: Do STR+1 damage due to the mild venom they

inject.

Move: 9

Size: 0.3 meters long

Source: Galaxy Guide 2 – Yavin and Bespin (page 23)

Mother Plant

Type: Huge spawning plant

STRENGTH 5D+1

Special Abilities:

Maw: Does STR+1D damage but Feeders must place victim inside for the attack to be made.

Size: Due to its immense size, all to hit rolls incur a +10 penalty to hit a vital part of the plant. Otherwise the attack does not harm the plant.

Weakness: Energy weapons inflict an additional +1D of damage on the mother plant.

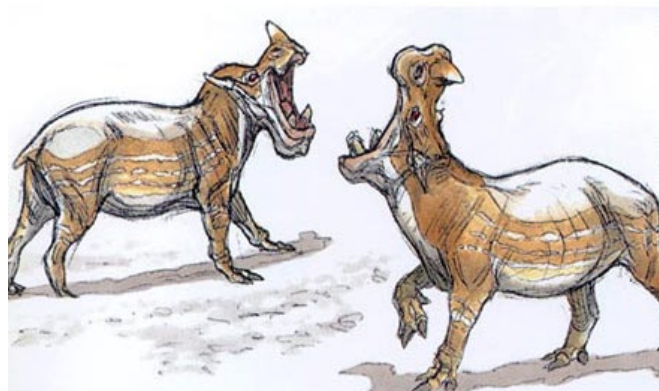
Move: 0

Size: 10 meters in diameter

Scale: Speeder

Source: The DarkStryder Campaign – The Kathol Outback (pages 36-37)

Mott



Muckworm (Garool)

Type: Carnivorous worm

Planet of Origin: Ergeshui

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 6D

Special Abilities:

Bite: Only causes 4D damage, but causes 2D damage every additional round by draining fluids. After a muckworm has clamped onto a victim, the victim must make a successful opposed *Strength* roll to pull the muckworm free.

Move: 19 (crawling and swimming)

Size: Up to 2 meters long

Source: Planets Collection (page 217)

Mucous Salamander



Type: Large aquatic predator

Planet of Origin: Yavin IV

DEXTERITY 6D+1

PERCEPTION 3D+1

Hide 6D+2, sneak 6D+2

STRENGTH 3D+2

Brawling: bite 4D+1, swimming 7D+2

Special Abilities:

Bite: Does STR+1D+2 damage.

Amorphous: The mucous salamander's molecular structure is such that it can change its density from extremely flexible to rock hard. In the water, the mucous salamander is extremely smooth and flexible, so it cannot be grappled, it can only be caught by being completely contained – it can slip through gaps as small as 5 mm thick. In this form it is also immune to any piercing and bludgeoning weapons. On land, it hardens its skin, granting +1D+1 to resist damage, and allowing it to be grappled, but suffers a -2D penalty to *Dexterity*.

Swallow Whole: After a successful *brawling* attack, the creature can immediately attempt to swallow its opponent as a free action. To swallow its prey, it must succeed at a second *brawling* attack. A swallowed opponent takes 3D acid damage each round.

Camouflage: In the water, the mucous salamander gains a +1D+1 bonus to *hide*.

Low-Light Vision: Mucous salamanders can see twice as far as a human in dim light.

Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.

Move: 2, 50 (swimming)

Size: Large

Source: Ultimate Adversaries (pages 103-104)

Mutant Fefze Beetle

DEXTERITY 4D

Brawling parry 5D+2, dodge 5D+1

PERCEPTION 0D+2

Hide 1D, search 2D+1

STRENGTH 2D

Brawling 2D+1, climbing/jumping 3D+2

Special Abilities:

Armor: A fefze beetle can add +1D to all Strength rolls made to resist physical damage.

Claw: The claw attack of a mutant fefze beetle inflicts the creature's Strength +1 in damage.

Darkvision: Mutant fefze beetles can see in the dark up to 20 meters.

Scent: Mutant fefze beetles gain a +1D bonus to all smell-related *Search* skill rolls.

Move: 12

Size: Unlisted (Medium)

Source: Coruscant and the Core Worlds (page 87)

Mutated Behemoth

DEXTERITY 3D+2

Brawling parry 4D+2, dodge 4D+1

PERCEPTION 1D

STRENGTH 4D+2

Bite 5D+1, climbing/jumping 6D+2

Special Abilities:

Bite: Mutated behemoths can bite foes, inflicting Strength +2D damage.

Low-light Vision: Mutated behemoths can see twice as far as humans in dim light.

Scaly Hide: The scaly hide of a mutated behemoth adds +1D to all Strength rolls made to resist physical damage.

Move: 12

Size: 4 meters long

Source: Coruscant and the Core Worlds (page 64)

Mutriok



Type: Desert scavenger and hunter

Planet of Origin: Socorro

DEXTERITY 4D

Dodge 4D+2, running 6D

PERCEPTION 5D

Search Hide 5D+1, search 6D+1, sneak 5D+2

STRENGTH 2D+1

Brawling 4D, climbing/jumping 5D+1, stamina 4D

Special Abilities:

Paws: Do STR damage.

Teeth: Do STR+1D damage.

Perception: Mutrioks gain +1D on all *search* rolls and *Perception* rolls in the open desert.

Move: 12 (walking), 16 (running)

Size: 0.79-0.92 meters tall at the shoulder

Source: The Black Sands of Socorro (page 20)

Muttamok



DEXTERITY 4D

Dodge 4D+2

PERCEPTION 2D

Hide 2D+2, search 3D+2, sneak 2D+2

STRENGTH 1D+1

Sense 2D+1

Alter 2D

Force Skills: Friendship.

Special Abilities:

Bite: Does the muttamok's Strength +1 in damage.

Force-Sensitive: Muttamoks are Force-sensitive.

Move: 8

Size: 1 meter tall

Source: Power of the Jedi Sourcebook (page 80)

M'Ven (Swooper)

Type: Small avian

Planet of Origin: Goroth

DEXTERITY 2D

Dodge 6D

PERCEPTION 3D+1

STRENGTH 1D

Move: 18 (flying), 6 (walking)

Size: 0.25 meters long, 0.6 meters wingspan

Source: Goroth, Slave of the Empire (page 91)

Mynock



Type: Parasite

DEXTERITY 3D

PERCEPTION 1D

STRENGTH 1D

Special Abilities:

Energy Drain: survive by draining energy from starships.

Flight: Mynocks who drain enough energy can fly.

Silicon life forms: silicon-based life forms and can survive in the vacuum of space.

Move: 9, 1 (space units per turn)

Size: 1.5 meters wide, 0.5 meters tall

Source: The Star Wars Sourcebook (pages 88-89), Galaxy Guide 3 – The Empire Strikes Back (page 43), Operation: Elrood (page 32), Star Wars Trilogy Sourcebook SE (177)

Glittering Mynock

Type: Glowing parasite

DEXTERITY 3D

PERCEPTION 1D

STRENGTH 1D

Special Abilities:

Stun Resistant: It is able to absorb small amounts of energy through its hide, a blaster would kill it, but a stun bolt is just a snack.

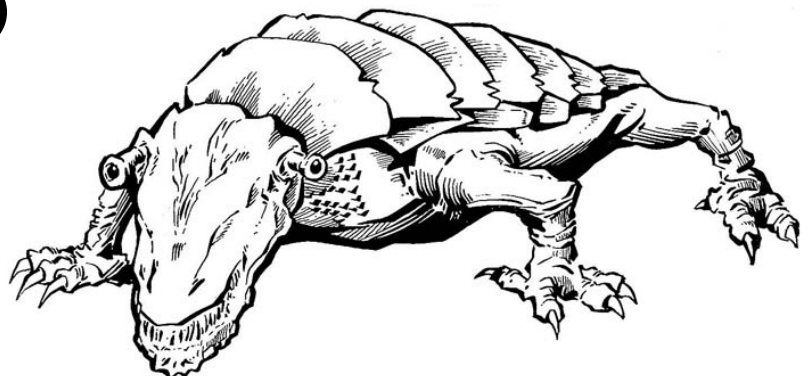
Energy Drain: It will mindlessly suck on any power source it is near until the source is drained. While draining power, it gives off a rainbow of colored light from its wings; the more power the source has, the brighter its glittering light.

Move: 15 (flying)

Size: 1 meter long

Source: Twin Star of Kira (page 73)

Myntor



Type: Burrowing predator

Planet of Origin: Kothlis

DEXTERITY 2D

PERCEPTION 3D

Sneak 5D

STRENGTH 2D+1

Special Abilities:

Armor: +2D to resist damage. Blaster shots reflect off armor if a 1 is rolled on the wild die.

Speed Burst: Once every six hours, a Myntor can move at 18 for two rounds.

Claws: Do STR+2 damage.

Bite: Bite inflicts STR+1D+1 damage.

Move: 8, 18 (speed burst)

Size: 1-1.5 meters long

Source: Shadows of the Empire Planets Guide (page 88)

Naotebe Wingling

Type: Genetically engineered plastic-feeding insect

DEXTERITY 1D

PERCEPTION 1D

STRENGTH 1D+2

Special Abilities:

Teeth: Do STR+1 damage.

Solvent: Naotebe winglings cause STR+1D+1 damage every 2 rounds to synthplast, duraplast, and other plastic-based materials.

Move: 5

Size: 23 centimeters

Najarkan Creature



Type: Huge rainforest predator

Planet of Origin: Najarka

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 10D

Special Abilities:

Bite: Does STR-2D damage.

Move: 4

Size: Up to 30 meters long

Orneriness: 7D

Source: The Abduction of Crying Dawn Singer (page 21)

Nano-Star

Type: Tiny aquatic herd animal

Planet of Origin: Mon Calamari

DEXTERITY 5D+1

PERCEPTION 2D+2

Hide 5D+2, search 4D+1

STRENGTH 1D+1

Brawling 4D, swimming 2D+2

Special Abilities:

Ionization: Nano-stars can attack with a natural charge of electricity from its tentacles, doing 3D stun damage.

Blindsight: Nano-stars have powerful nonvisual senses and don't suffer any of the penalties for poor lighting conditions.

Move: 14 (swimming)

Size: 0.5 meter diameter

Source: Geonosis and the Outer Rim Worlds (page 103)

Narglatch



Type: Swamp alpha predator

Planet of Origin: Naboo

Dexterity 2D+1

Perception 3D

Search 4D, tracking 4D+2, sneak 5D+1

Strength 7D

Brawling 9D, climbing/jumping 7D+2, swimming 8D+1

Special Abilities:

Low-Light Vision: Narglatch can see twice as far as a human in dim light.

Bite: Does STR+2D damage.

Claws: Do STR+1D+1 damage.

Move: 12, 18 (swimming)

Size: 3 meters long

Nashtah/Dravian Hound



Size: 0.25-0.5 meters

Source: Tales of the Jedi Companion (pages 108-109)

Planet of Origin: Dra III

DEXTERITY 2D+2

PERCEPTION 2D+2

Ssearch: tracking venom 7D

STRENGTH 4D+1

Brawling 7D, stamina 10D+2

Special Abilities:

Armor: +1D

Claws: Do STR+2D damage.

Teeth: Do STR +1D+2 damage.

Barbed Tail: Tail swipe does STR +1D damage and marks the prey with tracking venom

Tracking Venom: Once a nashtah has marked its prey with a tailbarb venom or its saliva, it can track the victim unerringly for one month.

Move: 15

Size: 1.1 meters tall at shoulder, 1.5 meters long.

Source: Alien Anthology (page 38), Han Solo and the Corporate Sector Sourcebook (pages 141-142)

Necresh

Type: Rodent

Planet of Origin: Korbin

DEXTERITY 4D

PERCEPTION 2D

STRENGTH 1D

Special Abilities:

Teeth: Do STR+1D damage.

Move: 16

Size: Up to 20 centimeters long

Source: Planets Collection (page 244)

Neek

Type: Herbivorous reptile

DEXTERITY 2D+1

Dodge 3D, running 3D+1

PERCEPTION 6D

Search 7D+2

STRENGTH 1D+1

Special Abilities:

Visual Acuity: Neeks gain a +2D bonus to all search skills involving visual detection.

Audial Acuity: Neeks gain a +1D+2 bonus to all search skills involving audial detection

Move: 7

Nek Battle Dog



Type: Trained Attack Animal

DEXTERITY 2D

PERCEPTION 3D

STRENGTH 2D+2

Brawling 4D+2

Special Abilities:

Body Armor: Add +2D to Strength

Teeth: Do STR+2D+1 damage

Claws: Do STR+1D damage

Move: 12

Size: 0.9-1.3 meters long

Source: Alien Anthology (page 38), Dark Empire Sourcebook (page 60)

Nemat

Type: Insect
Planet of Origin: Ergeshui
DEXTERITY 6D
PERCEPTION 1D
STRENGTH 1D
Special Abilities:
Bite: Does STR+1D damage.
Move: 9 (flying)
Size: 25 centimeters long, 50 centimeters wingspan
Source: Planets Collection (page 217)

Nerf



Planet of Origin: Alderaan
DEXTERITY 3D+2
Spit 4D+1
PERCEPTION 2D+1
Hide 4D+2
STRENGTH 2D+2
Special Abilities:
Bite: Does Strength +2 damage.
Head Butt: Does Strength +2 damage.
Kick: Does Strength +2 damage.
Low Light Vision: A nerf can see twice as far as a normal human in poor lighting conditions.
Spittle: If irritated, there is a 3 in 6 chance that a nerf will spit a foul-smelling saliva at targets up to ten meters away (range: 1-3/6/10). Nerf spit emits a foul odor, and is impossible to wash entirely from clothing. Anyone struck by nerf spittle suffers a penalty of -1D to actions involving personal interaction until washed and the offending article(s) of clothing are removed.
Move: 12
Size: 1 meter long and 0.5 meters tall.
Orneriness: 2D
Source: Alien Anthology (pages 39-40)

Netcaster

Type: Deadly arachnid forest predator
Planet of Origin: Kashyyyk
DEXTERITY 3D+2
Dodge 4D+1, throw webbing 7D
PERCEPTION 2D+2
Search 5D+2, sneak 6D
STRENGTH 3D+1
Climbing/jumping 6D+2
Special Abilities:
Bite: Does STR+2 damage.
Venom: If a netcaster's bite attack inflicts more than a wound level of damage, the victim must make a Very Difficult Strength check. Failure indicates the victim is completely paralyzed. In addition, the victim takes 7D poison damage if it is a mammal, or 4D+2 poison damage if it is not a mammal.
Webbing: The netcaster can hurl a bundle of webs up to ten meters away (normal *dodge* rules apply), and this bundle covers an area equal to 2 meters in diameter. While stuck in webbing, a character is -2D to *Dexterity* (and all *Dexterity*-based actions), and cannot move. The webbing can be broken with a Very Difficult *Strength* check.
Move: 14 (walking or climbing)
Size: 75 centimeters

Newoongall



Type: Large arachnid
Planet of Origin: Rodia
DEXTERITY 2D
PERCEPTION 3D
Sneak 6D
STRENGTH 3D+2
Brawling 4D+2, climbing/jumping 6D
Special Abilities:
Clawed Legs: Do STR+2D damage.
Move: 13
Size: "Large"
Source: Shadows of the Empire Planets Guide (page 30)

Nexu



DEXTERITY 4D+2

PERCEPTION 3D

Hide 4D+1, search 5D, sneak 4D+1

STRENGTH 4D+1

Climbing/jumping 6D+1

Special Abilities:

Bite: Does Strength +2 damage.

Claws: Do Strength +1 damage.

Exceptional Reflexes: Nexu gain a +1D bonus to all Perception rolls made to determine initiative.

Keen Hearing: Nexu have excellent hearing, and gain a +1D bonus to all Search rolls that involve sound.

Move: 16

Size: 2 meters long (medium)

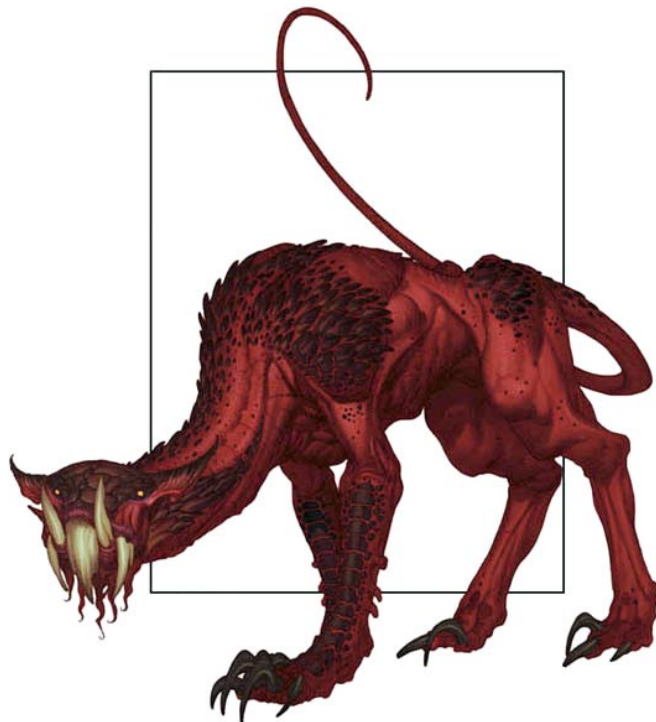
Projectiles: Nightdevils often throw rocks, up to 30 cm in diameter, as projectiles. Range for a typical rock the size of a Human's head is 2-3/5/10, and will do STR+1D damage.

Move: 10

Size: 2.5-2.8 meters tall

Source: Goroath, Slave of the Empire (page 93)

Nighthunter



DEXTERITY 3D+1

PERCEPTION 4D+1

Hide 5D+1, search 6D+1, sneak 5D+1

STRENGTH 4D

Climbing/jumping 5D+2

Control 2D

Sense 2D+2

Force Powers: Combat Sense, Enhance Attribute (used to enhance the creature's Perception).

Special Abilities:

Bite: Does STR+1D damage.

Claws: Do STR+2 damage.

Energy Resistance: The nighthunter adds +3D to all Strength rolls made to resist damage from fire and blaster weapons.

Force-Sensitive: Nighthunters are Force-sensitive.

Keen Senses: Incredibly sharp hearing grants the nighthunter a +2D bonus to Search skill checks that involve sound.

Scent: Nighthunters can track by following the scent of their prey.

Move: 10

Size: 2 meters long

Source: Power of the Jedi Sourcebook (pages 80-81)

Nightdevil

Type: Semi-intelligent mountain predator

Planet of Origin: Goroath

DEXTERITY 3D

Brawling parry 3D+2, thrown weapons 3D+2

PERCEPTION 2D

Search 3D, sneak 2D+2

STRENGTH 7D

Special Abilities:

Claws: Do STR+1D damage.

Jaws: DO STR+2 damage.

Low-Light Vision: Nightdevils can see in very dim light (verging on total darkness) at no penalty. If exposed to "bright" light (anything brighter than a typical noon on Goroath), they suffer a +1D penalty to all actions based on vision.

Smell: Nightdevils have a highly developed sense of smell, getting a +2D to search when tracking by scent.



Nightsinger

Type: Flying predator

Planet of Origin: Moon of Nightsinger's Orb

DEXTERITY 3D

Dodge 4D+2, melee combat: claws 6D+2, melee combat: beak 6D

PERCEPTION 4D

STRENGTH 4D+2

Brawling 5D

Special Abilities:

Claws: Do STR+2D damage.

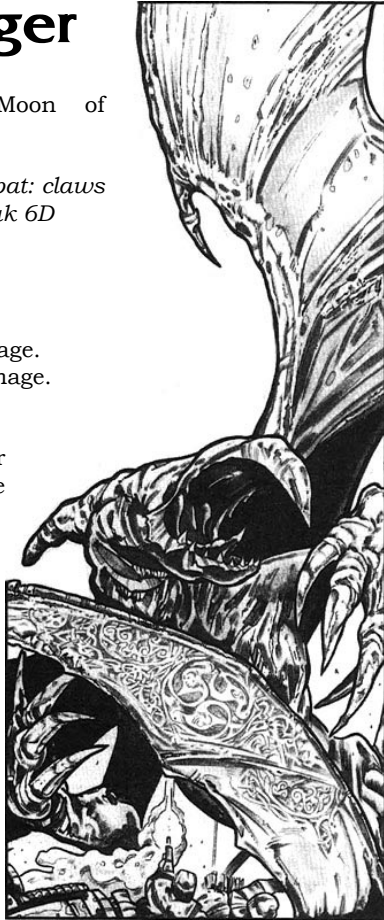
Beak: Does STR+3D damage.

Move: 16 (flying)

Size: "Large"

Source: Tapani Sector

Instant Adventures (page 48)



Nos Monster



Nuna (Swamp Turkey)



Ngdin

DEXTERITY 0D+2

PERCEPTION 1D+1

Search 2D+2, sneak 2D+2

STRENGTH 0D+2

Special Abilities:

Force Immunity: Ngdin are immune to all Force powers that involve Sense or Alter.

Stinging Cilia: Any creature that is in physical contact with a ngdin must succeed at a Moderate difficulty Strength check or be stunned for 1D rounds. The stings from the cilia cause a numbing effect once the initial stun has worn off, and this can last for about a day.

Move: 1

Size: 10 to 25 centimeters long

Source: The New Jedi Order Sourcebook (page 50)

Non-Predatory Floater

Type: Atmospheric floater

Planet of Origin: Yavin

DEXTERITY 1D

PERCEPTION 1D

STRENGTH 4D *

Move: 70; 200 km/h

Size: 30-1,500 meters long

Scale: Starfighter

* 4D is minimum *Strength* of a small floater – the larger a floater is, the greater its *Strength* will be.

Source: Galaxy Guide 2 – Yavin and Bespin (page 11)

DEXTERITY 1D+1

PERCEPTION 1D

STRENGTH 1D+1

Special Abilities:

Bite: Does Strength +1 damage

Kick: Does Strength +2 damage

Story Factors:

Allergic Reaction: Rodians and Twi'leks suffer from a potentially lethal allergy to nuna meat. A member of either species who partakes of nuna meat must succeed at a Moderate Strength check. Failure indicates that the character's throat swells shut, impairing breathing. If not treated with the appropriate anti-toxin, the character will suffocate. Even if the Strength check is successful, the character will be stricken with severe headache and stomach cramps which penalizes all the character's actions by -1D for twenty hours. If the character is a Force user, any use of Force skills within that period of time receives a -2D penalty. This illness can be cured by administering the appropriate antitoxin.

Move: 5

Size: 0.5 meters tall

Source: Secrets of Naboo (page 58)

Nyantolo



Type: Carapaced aquatic animal

Planet of Origin: Wyndigal 2

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 3D

Special Abilities:

Concealment: Because of the nyantolo's outer covering and habitat, characters encountering the creature must make a Difficult *Perception* roll to spot it when it's inactive.

Bite: Does STR+3D damage.

Song: The nyantolo makes a moaning whistle through its outer crust. This song attracts other nyantolo for mating, but disconcerts other beings.

Move: 5 (swimming)

Size: 2.5-3 meters long

Source: Creatures of the Galaxy (pages 48-49)

Oasis Children

Type: Desert vermin

Planet of Origin: Endregaad

DEXTERITY 2D+2

Thrown weapons: rocks 4D, running 3D+1

PERCEPTION 2D+1

Hide 5D+2, search 4D+1, sneak 4D+1

STRENGTH 1D+2

Brawling 3D, climbing/jumping 3D

Special Abilities:

Claws: Do STR+1 damage. If a claw attack deals damage, the target must make a Difficult *stamina* roll or be paralyzed for 1D minutes.

Blindsight: Using scent and acute hearing, oasis children can detect creatures and objects up to 50 meters away. As a result, they fight as well as sighted creatures. Bright light and darkness do not adversely affect them.

Empathic Link: Oasis children can communicate basic information back to the oasis mother, and through the mother to other oasis children. This link, which persists out to a range of 25 kilometers from the mother, is usually used to convey the presence and general location of food or a threat against the oasis mother.

Vermin: Being essentially mindless vermin, oasis children gain a +3D bonus to *Perception* against mind-influencing effects.

Move: 16 (8 on two legs)

Size: 1.2 meter tall

Source: Tempest Feud (pages 40-42, 120)



Oasis Mother

Type: Desert predator

Planet of Origin: Endregaad

DEXTERITY 1D+1

Thrown weapons: rocks 2D

PERCEPTION 2D+2

Hide 4D, search 6D

STRENGTH 7D+1

Brawling 6D

Special Abilities:

Tentacles: An oasis mother has seven 4-meter long tentacles that do STR+1D damage. These tentacles take damage separately from the main body, and possess a *Strength* of 3D+2 to resist damage.

Blindsight: Using scent and acute hearing, the oasis mother can detect creatures and objects up to 50 meters away. As a result, it fights as well as sighted creatures. Bright light and darkness do not impede it in any way.

Natural Armor: The oasis mother's tough, fibrous material grants it +2 against physical attacks, except by vibro-weapons.

Telepathy: The oasis mother has telepathic contact with its children up to 25 kilometers away.

Multiattack: The multiple-action penalty for tentacle attacks by an oasis mother is only -1 per additional attack.

Move: 0

Size: Large

Source: Tempest Feud (pages 40-42, 119-120)

Onahk

Type: Curious aquatic hunter

Planet of Origin: Osirrag

DEXTERITY 3D

Brawling parry 4D, dodge 3D+2

PERCEPTION 2D

Search 3D, sneak 4D

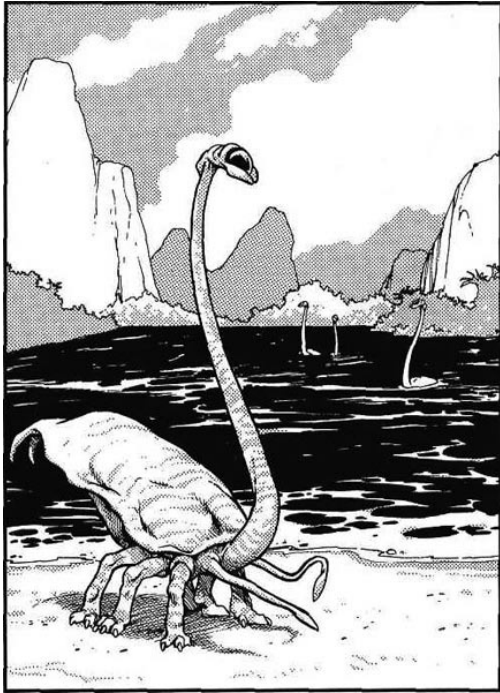
STRENGTH 1D+1

Brawling 3D+2, climbing/jumping 3D+1, swimming 4D+2

Special Abilities:

Constricting Attack: Onahks can attack by constricting with their necks, using the *brawling* skill and causing STR+1D+2 damage.

Claws: Foot claws causes STR+1D damage and add +1D to *climbing*.



Move: 10 (running), 14 (swimming)
Size: 1 meter long, 2.3 meters tall (neck fully extended)
Source: Creatures of the Galaxy (pages 49-50)

Opee Sea Killer

Planet of Origin: Naboo

DEXTERITY 2D+2

Tongue attack 3D+1

PERCEPTION 1D

Hide 5D+2

STRENGTH 8D+1

Swimming 9D

Special Abilities:

Bite: Does Strength +3D damage.

Low Light Vision: An opee sea killer can see twice as far as a human in dim light.

Tongue Attack: A target hit by the opee sea killer's tongue can attempt to break free by making a Heroic difficulty Strength/Hull roll, modified by the scale of the target. Failure indicates that the sea killer draws the prey into its mouth and bites on the following turn.

Move: 63; 180 km/h

Size: 20 meters long

Source: Secrets of Naboo (page 59)

Orbalisk

Planet of Origin: Dxun Moon of Onderon

DEXTERITY 0D+1

PERCEPTION 1D+2

Hide 4D+2

STRENGTH 0D+1

Bite 2D+1

Special Abilities:

Force Sensitive: This creature is Force-sensitive.

Parasitic Grip: If an orbalisk successfully bites a character, it does no damage, but latches on. While latched onto a host, an orbalisk has an effective Strength score of 9D to resist being removed. If successfully removed in this manner, an orbalisk inflicts 1D+1 damage to its former host.

Poison: An orbalisk injects venom into its host. When injected into characters with Dark Side Points, this venom has certain properties. Characters who are host to one or more orbalisks must succeed in a Difficult Strength check each day or take 1D+2 poison damage per orbalisk (meaning that anyone host to five orbalisks will take 8D+1 poison damage without a successful roll). Characters with Dark Side Points get a +1 pip bonus to this Strength roll for every 2 Dark Side Points they have, and characters with more than 36 Dark Side Points do not have to roll at all. See the entry on Orbalisk Armor for the beneficial effects of orbalisk venom.

Sense 2D

Force Powers: Life Detection, Life Sense, Sense Force, Sense Force Potential.

Move: 10 cm (ground), 4 cm (burrow)

Size: Unlisted (a full-grown orbalisk weighs 1 kilogram)

Source: The Dark Side Sourcebook (pages 117-118)

Orga



Type: Forest herd animal

Planet of Origin: Kashyyyk

DEXTERITY 0D+1

Seed pods 2D

PERCEPTION 2D

Search 5D+1

STRENGTH 4D+1

Root attack 4D+2

Special Abilities:

Roots: Do STR+1D+1 damage, can attack up to six separate targets at once, within 6 meters.

Seed Pods: The orga can hurl seed pods with a range of 3/6/12. The seed pods burst on impact, splashing a caustic liquid over an area 2 meters in diameter. Anyone caught in this radius suffers 3D damage.

Move: 0

Size: "Gargantuan"

Orray



Orycat

Type: Small woodland predator
Planet of Origin: Orryxia
DEXTERITY 1D
Brawling parry 2D, dodge 1D+2
PERCEPTION 1D
Sneak 2D+2
STRENGTH 1D
Brawling 1D+2
Story Factors:
Pack Hunter: Found in packs of 12-24 creatures.
Move: 6
Size: "Small"
Source: The Truce at Bakura Sourcebook (page 105)

Oskan Blood Eater

Type: Aggressive carnivore
DEXTERITY 3D+2
PERCEPTION 2D
Search: tracking 5D
STRENGTH 4D
Special Abilities:
Claws: Do STR+3D damage.



Frenzy: The sight of a humanoid or other large creature causes blood eaters to go into a frenzy. This frenzy adds +2D to damage.

Tracking: Blood eaters do not have highly sensitive sensory organs, but they make up for it in determination. If a blood eater attacks a creature that manages to escape, then the blood eater will search for that creature for upwards of two standard weeks.

Move: 6
Size: 2.5 meters tall
Source: Creatures of the Galaxy (pages 50-51), Secrets of the Sisar Run (page 58), Operation: Elrood (pages 25-26)

Oslet

Type: Climbing herbivore
Planet of Origin: Joralla
DEXTERITY 1D
PERCEPTION 3D
STRENGTH 2D
Move: 15 (climbing), 12 (jumping)
Size: Up to 3 meters tall
Source: Planets Collection (page 68)

Oswaft

Type: Winged vacuum species
DEXTERITY 2D+2
Maser beam 4D
KNOWLEDGE 4D
Scholar: games 4D+1, scholar: ThonBoka 6D+1, survival 4D+2
MECHANICAL 3D+1
Astrogation 5D+1, capital ship pilot (themselves) 6D
PERCEPTION 3D
Persuasion 4D+2
STRENGTH 1D (Capital-Scale)
TECHNICAL 4D+1
First aid 5D+1, simple matter alteration/creation 6D
Special Abilities:
Bite: Does STR+2 damage (Capital-scale). If the oswaft's attack roll exceeds the to-hit number by more than 10, it has swallowed the target whole. Oswafts can only swallow starships that are less than 250 meters in size. Swallowed ships automatically suffer the oswaft's bite damage each round unless they can escape. Use the oswaft's pilot skill roll when biting.
Darkvision: Oswafts can see up to 20 meters in total darkness.
Vacuum Species: Oswafts live in the vacuum of space.
Capital Scale: Due to their size, adult oswaft are considered to be Capital scale for the purposes of taking and inflicting damage. They have a Space movement rating of 1.
Maser Beam: Does 6D damage (Capital-scale), range: 1-5/20/40.
Microwave Manipulation: Oswaft manipulate microwave energy in order to bend space and time, which allows them to travel through hyperspace as a starship with a x2 hyperdrive. They can also focus microwaves into a maser beam (see Maser Beam), transmit to and receive signals from standard electronic communications gear, and change the molecular structure of matter in order to create simple compounds.
Space: 1
Size: Elder oswaft have a wingspan nearly a kilometer wide.

Owr'apa

Type: Predatory animal

Planet of Origin: Yvara

DEXTERITY 4D

PERCEPTION 3D

STRENGTH 3D+2

Brawling: claws 5D+1, swimming 4D+2

Special Abilities:

Claws: Slash does STR+1D damage.

Leap: Owr'apa can leap up to 12 meters with a Moderate jumping roll.

Amphibious: Owr'apa have a pair of extra nostrils on a snorkel-horn that allows them to swim just below the surface indefinitely.

Move: 10 (running), 12 (jumping), 6 (swimming)

Size: 1.5-2 meters long, 0.9 meters tall

Source: The DarkStryder Campaign: The Kathol Rift (page 74)



Peko Peko

Planet of Origin: Naboo

DEXTERITY 4D+2 (in flight), **1D** (on the ground)

PERCEPTION 1D

Search 4D+1

STRENGTH 1D+2

Special Abilities:

Bite: Does Strength +2 damage.

Flight: The peko peko can fly with a Move score of 30.

Move: 5 (ground), 30 (flying)

Size: 2.5 meters long

Source: Secrets of Naboo (page 59)

Phosflea

Type: Glowing forest parasite

Planet of Origin: Kashyyyk

DEXTERITY 3D

PERCEPTION 1D+2

Search 2D+2, sneak 3D

STRENGTH 0D+1

Special Abilities:

Glow: Phosfleas glow continually and are used a cheap source of light.

Move: 12

Size: 0.2-0.5 centimeters long

Photon Spider



Type: Subterranean predator

Planet of Origin: Varl

DEXTERITY 4D+2

Spinneret 5D

PERCEPTION 3D

Hide 6D+2, search 5D+2, sneak 6D+2

STRENGTH 6D

Climbing/jumping 9D

Special Abilities:

Bite: Does STR+1D damage.

Spinneret: The photon spider's spinneret is capable of firing a bolt of energy that does 4D stun damage.

Natural Armor: The photon spider's thick carapace grants it +1D against physical attacks and +1 against energy attacks.

Darkvision: Can see up to 20 meters in total darkness.

Exceptional Reflexes: Gain a +1D bonus to all Perception rolls made to determine initiative.

Move: 18 (climbing)

Size: 4 meters long

Source: Tempest Feud (pages 120-121)

Pierceskimmer



Planet of Origin: Drexel II

DEXTERITY 1D+1

PERCEPTION 2D+1

STRENGTH 11D

Special Abilities:

Low Light Vision: A pierceskimmer can see twice as far as a normal human in poor lighting conditions.

Spike Attack: Does Strength +2D damage.

Spike Scales: Any creature grappling with a pierceskimmer automatically suffers 1D damage each round.

Move: 20 (swim)

Size: 16 to 18 meters long.

Source: Alien Anthology (pages 40-41)

Piranha Beetle

Type: Carnivorous beetle

Planet of Origin: Yavin IV

DEXTERITY 1D

Dodge 3D+1, flight 4D

PERCEPTION 2D

STRENGTH 1D

Special Abilities:

Swarm: When in their madness state*, Piranha Beetles attack as a swarm for 3D+2 damage. They can attack multiple targets and cannot be blocked. Only by eluding or gassing the insects can anyone hope to survive an attack.

Move: 12 (flying)

Size: 5 centimeters long

Source: The Jedi Academy Sourcebook (pages 121-122)

Piscator

Type: Force-sensitive predator

Planet of Origin: Alluvua

DEXTERITY 2D+2

PERCEPTION 2D



STRENGTH 3D

Brawling 3D

Special Abilities:

Tusks: Do STR+3D damage.

Tentacles: Each of the eight short tentacles does STR+1D damage.

Fear-Sensitivity: +1D to *brawling* for each character who's succumbed to fear.

Move: 12

Size: 3 meters long

Source: Operation: Elrood (page 38)

Preducor

Type: Predatory quadruped

Planet of Origin: Moon of Endor

DEXTERITY 4D

PERCEPTION 3D

Sneak: forest 4D

STRENGTH 6D

Stamina 8D

Special Abilities:

Teeth: 7D damage

Claws: 6D damage

Tail: 5D+1 damage

Move: 8

Size: 4 meters tall, 5 meters long

Source: Thrawn Trilogy Sourcebook (pages 158-159), Dark Force Rising Sourcebook (pages 73-74), Rebellion Era Sourcebook (page 143)

Preying Makthier

Type: Cave-dwelling carnivore

Planet of Origin: Makthierse

DEXTERITY 3D+1

PERCEPTION 2D+1

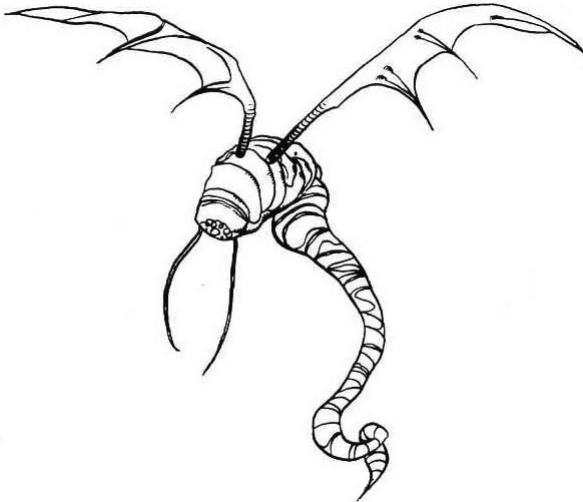
Search 4D, sneak 4D+2

STRENGTH 3D+1

Lifting 5D+1

Special Abilities:

Sonic Motion Detection: Mathikers are blind in normal light. In the dimness of their caves, and while hunting at night, mathikers locate and track prey through the



Infravision: Purella can see in the dark
Pincers: Do STR+1D damage.
Silent Movement: Add 1D+2 to all *sneak* attempts.
Spin Web: Purella can spin extremely sticky webs across cave openings. Those entangled in these webs must make a *Strength* roll. The first turn the difficulty is Easy, and each attempt after will advance by one difficulty level, as the victim further entangles itself.
Venom: The venom of the purella does no direct damage. However, once bitten, the victim must make a Difficult *stamina* roll to avoid temporary paralysis (lasting upwards to an hour).
Move: 12
Size: 1.5-2 meters tall
Source: Galaxy Guide 2 – Yavin and Bespin (page 24)

use of ultrasonic waves reflected back to paint a three-dimensional picture of their surroundings. Mathikers thus have excellent hunting skills despite their visual limitations. Mathikers add +1D+2 to all *search* rolls.

Constriction: Mathikers tails are extremely flexible and adaptive. Numerous small suckers aid the creature in grappling and holding larger creatures. Mathikers add +1D to any *lifting* rolls. Wrapping multiple coils of tail around a victim while attempting to immobilize it also causes 1D damage per round due to constriction. Once caught by a mathiker, the victim also receives a -2D *Dexterity* penalty due to constriction. Victims may attempt to free themselves from the mathiker's coils by making a Very Difficult *Strength* roll.

Paralyzing Stinger: Mathikers tails contain a poison stinger that causes 2D damage (from the barber stinger itself; the poison causes 4D stun damage for five successive rounds).

Move: 10 (flying)
Size: 1.2-1.7 meters long, wingspan up to 2 meters.
Source: Creatures of the Galaxy (page 52)

Purbole

Type: Small herd animal
Planet of Origin: Dathomir
DEXTERITY 4D+1
PERCEPTION 2D+2
Hide 4D+1, search 4D
STRENGTH 1D+2
Climbing/jumping 3D+1
Special Abilities:
Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.
Move: 8
Size: Small
Source: Geonosis and the Outer Rim Worlds (page 34)

Purella

Type: Predatory arachnid
Planet of Origin: Yavin 8
DEXTERITY 4D
PERCEPTION 2D
Hide 4D, search 4D+1, sneak 3D
STRENGTH 2D
Special Abilities:

Qormot



Type: Forest omnivore
Planet of Origin: Yeshocq
DEXTERITY 2D+1
Running 5D+1
PERCEPTION 2D
Search 5D, sneak 4D
STRENGTH 2D+1
Brawling 6D+1
Special Abilities:
Claws: Foot and paw claws do STR+1 damage.
Territorial: Qormot routinely react violently to any perceived invasion of their territory. During mating season this aggressive tendency is heightened, especially among rival females.
Quills: Spine and flank quills do 3D damage at close range (0-4 meters) and 2D damage at medium and long (5-8/12 meters).
Restricted Vision: because of its single eye, the qormot has

difficulty in distinguishing distances and multiple objects in three-dimensional perspective. Any creature more than 5 meters from a qormot gets a bonus of +1D to *dodge* to avoid quill attacks.

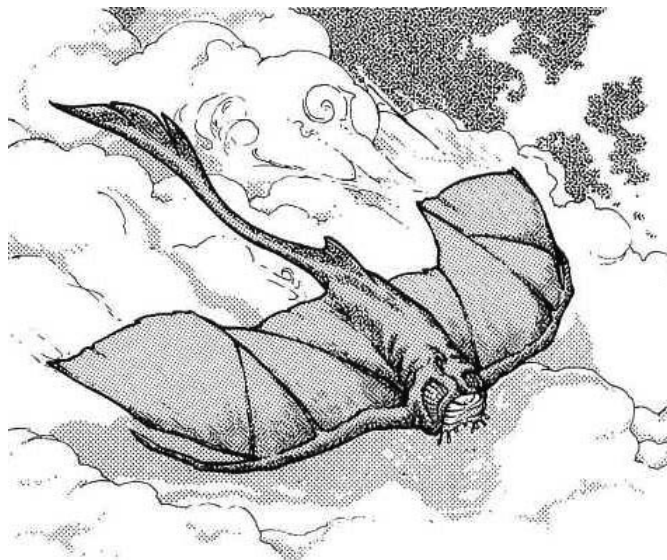
Teeth: Serrated teeth do STR+2 damage.

Move: 8 (walking), 14 (charging)

Size: 1.2 meters long, 1 meter tall at shoulder

Source: Creatures of the Galaxy (pages 53-55)

Quamin



Type: Vicious flying menace

Planet of Origin: Kidron

DEXTERITY 4D

PERCEPTION 2D

STRENGTH 3D

Special Abilities:

Flight: Quamin wing quietly through the air, getting +1D to *sneak* when approaching their targets.

Razor Tail Whip: Quamin tails do STR+1D+2 damage and deep cuts heal slowly, continuing to ache and bleed for hours (or even days).

Sensing: Quamin use smell to sense their way through thick smoke, darkness or bad weather with no penalty.

Move: 16

Size: 1.7-meter wingspan, 2 meters long

Source: Creatures of the Galaxy (pages 55-56)

Quexius Bird

Type: Multicolored bird

Planet of Origin: Moon of Endor

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 1D

Special Abilities:

Hooked Beak: Normally used for digging roots from under large trees, does STR+1D damage.

Move: 30 (flying)

Size: 0.5 meters

Source: Twin Star of Kira (page 73)

Quicker



Type: Flying omnivore

Planet of Origin: Kuras III

DEXTERITY 4D

Dodge 6D, flight 6D

PERCEPTION 4D

Search 7D

STRENGTH 4D

Brawling 6D+1, lifting 7D, stamina 6D

Special Abilities:

Beak: Does STR+1D damage.

Talons: Do STR+2D damage.

Move: 14 (flying)

Size: 2.0 meters long, 4.5-meter wingspan

Source: Planets Collection (pages 183-184)

Quizzer



Type: Scampering beast
Planet of Origin: Gamorr
DEXTERITY 4D
PERCEPTION 3D
STRENGTH 1D

Special Abilities:
Climbing: because of their natural dexterity and familiarity with their environment, quizzers add +2D to their rolls when *sneaking* or *climbing*.
Move: 7 (running), 12 (climbing or swinging in trees)
Size: 0.5 meters tall
Source: Creatures of the Galaxy (pages 56-57)

Quosit



Type: Fine parasite
Planet of Origin: Rhommamool
DEXTERITY 8D+1
PERCEPTION 1D+1
Hide 12D, sneak 5D+2, search: tracking 2D
STRENGTH 1D

Special Abilities:
Exoskeleton: Grants +1 to resist damage.
Parasitic Attack: Quosits attack while their prey are sleeping, attempting to lay their eggs in a living host. On a successful attack, the eggs are deposited under the skin, typically around the neck or beneath/behind a major joint (elbow, wrist, knee, hip, armpit, ankle). A red spiral-shaped welt comes up almost immediately and grows as the eggs hatch and the larvae mature. After an incubation period of 1D days, the egg begins to hatch, break open the welt and stream forth. This inflicts a temporary -1D penalty to **STRENGTH**. A Difficult *first aid* roll prior to the emergence of the mature quosits will kill the infestation and avoid the damage.
Blindsight: Using nonvisual senses, a quosit maneuvers

and fights as well as a sighted creature. Concealment, invisibility and darkness are irrelevant. This ability has a range of 20 meters.
Camouflage: Quosits blend in with their surroundings, granting a +2 bonus to *hide* in rocky or underground environments.
Scent: Quosits can detect opponents within 10 meters by sense of smell. If the source is upwind, the range increases to 20 meters; if it's downwind, the range decreases to 6 meters. Strong scents double the range and overpowering scents triple it.
Move: 4, 8 (flying)
Size: 25 centimeters long
Source: Ultimate Adversaries (pages 106-107)

Radark



Type: Medium-size subterranean vermin
Planet of Origin: Bothawui
DEXTERITY 4D
Thrown weapons: spines 4D+2
PERCEPTION 3D+2
Search 7D, sneak 6D+2
STRENGTH 1D+1
Special Abilities:
Bite: Does STR+1 damage.
Acid-Coated Spines: Do STR+1D+2 damage.
Acid Resistance: Radarks are highly resistant to acid, gaining +2D to resist this type of damage.
Darkvision: Can see up to 20 meters in total darkness.
Move: 12, 8 (burrowing)
Size: 2-3 meters long
Source: Ultimate Adversaries (page 108)

Raen Sovra



Type: Electricity parasite

DEXTERITY 4D+2

PERCEPTION 1D

STRENGTH 2D+2

Special Abilities:

Electricity Sense: The raen sovra has a highly developed ability to sense the flow of electrical currents. Because of this, they receive a +3D bonus to *Perception* for all tasks that involve the perception of electricity.

Electrocution: Because of its ability to store electrical energy, the raen sovra also has the ability to deliver an electrical shock (causing 5D+2 damage) to any creature that it is in physical contact with.

Space Survival: The raen sovra is not harmed by cold or lack of air and can survive in deep space indefinitely.

Move: 5

Size: Up to 8 meters long, up to 5 centimeters in diameter

Source: Creatures of the Galaxy (pages 57-58)

Raith

Type: Carnivorous rodent

Planet of Origin: Yavin 8

DEXTERITY 2D

PERCEPTION 2D

Hide 4D, search 5D

STRENGTH 1D

Special Abilities:

Teeth: Do STR+1D damage.

Move: 8

Size: 0.5-0.8 meters long (not including tail)

Source: Galaxy Guide 2 – Yavin and Bespin (page 23)

Rakghoul



Type: Infected predator

Planet of Origin: Taris

DEXTERITY 3D+2

PERCEPTION 2D

Search 3D+1

STRENGTH 4D

Climbing/jumping 5D+2

Special Abilities:

Low-light Vision: Rakghouls can see twice as far as Humans in dim light.

Rakghoul Disease: A Human bitten by a rakghoul must succeed at a Very Difficult *stamina* roll or contract rakghoul disease. If a Human contracts the disease, he or she must make a Very Difficult *stamina* roll every hour or suffer -1 penalty to *Strength*. This disease cannot be healed normally. The damage can be healed only by application of a serum or other agent specifically designed to combat rakghoul disease. When a target infected with the disease is reduced to *Strength* of 0, it dies and immediately becomes a rakghoul, powerful characters become rakghoul fiends.

Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.

Move: 10

Size: Varies widely

Rakghoul Fiend

Type: Infected predator

Planet of Origin: Taris

DEXTERITY 5D

Blaster 5D+2, dodge 5D+2, melee combat 5D+2, melee parry 5D+2

PERCEPTION 1D+1

Search 2D+2

STRENGTH 5D

Brawling 5D+2, climbing/jumping 6D+2

Special Abilities:

Low-light Vision: Rakghouls can see twice as far as Humans in dim light.

Rakghoul Disease: A Human bitten by a rakghoul must

succeed at a Very Difficult *stamina* roll or contract rakghoul disease. If a Human contracts the disease, he or she must make a Very Difficult *stamina* roll every hour or suffer -1 penalty to *Strength*. This disease cannot be healed normally. The damage can be healed only by application of a serum or other agent specifically designed to combat rakghoul disease. When a target infected with the disease is reduced to *Strength* of 0, it dies and immediately becomes a rakghoul, powerful characters become rakghoul fiends.
Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.

Move: 10

Size: Varies widely

Ral

Type: Rept-avian carnivore

Planet of Origin: Bothawui

DEXTERITY 2D

PERCEPTION 3D

STRENGTH 1D

Brawling 3D

Special Abilities:

Claws and Teeth: Rals scratch and bite when they attack, causing STR+1D damage.

Camouflage: A Very Difficult *search* or *Perception* is required to detect a ral when it is sunbathing.

Poison Stinger: Does 3D damage. If any attack on a non-Bothan causes a stun or worse, the victim may be poisoned. (Bothans are poisoned with a wound or worse.) The target must make a Moderate *stamina* roll or immediately pass out, slumping into a dep, feverish coma. Unless an antidote (found in Bothan medpacs and in the medicine cabinets of most Bothan households) is applied within 15 minutes, only a Very Difficult *first aid* roll can save the character's life (using standard medicines in a medpac). Most poison victims die within 20 hours.



Move: 15 (flying)

Size: 70 centimeters long (body, including the tail, 50 centimeters wingspan)

Source: Shadows of the Empire Planets Guide (page 63)

Rancor

Planet of Origin: Dathomir

DEXTERITY 4D

PERCEPTION 1D

Search: tracking: 3D

STRENGTH 7D

Special Abilities:

Claws: STR+3D damage

Teeth: STR+5D damage

Armor: +3D against physical and energy attacks

Move: 20

Size: 5 meters tall

Source: Core Rulebook (page 224), The Star Wars Sourcebook (pages 89-91), Galaxy Guide 5: Return of the Jedi (pages 14-15), Star Wars Trilogy Sourcebook SE (177)



Chrysalide Rancor (Chrysalis Beast)

DEXTERITY 2D+2
PERCEPTION 1D+1

Search 5D+1

STRENGTH 10D

Climbing/jumping 13D+2

Special Abilities:

Claws: Do Strength +1D+2 damage.

Low Light Vision: A chrysalide rancor can see twice as far as a normal human in poor lighting conditions.

Natural Armor: A chrysalide rancor is gifted with a thick hide, and gets a +2D+1 bonus to Strength rolls made to resist physical and energy damage.

Teeth: Do Strength +1D+1 damage.

Terrifying Presence: Upon first seeing a chrysalide rancor, a character must make a Difficult Willpower or Control roll. Success indicates he can act freely. Failure indicates that he must either flee or attack on his next turn. If this roll is failed by more than ten points, the character in question can do nothing but cower in fear until he succeeds at a Moderate Willpower or Control roll (he gets a roll at the end of every turn past the first).

Move: 30

Size: 5 meters tall

Source: The Dark Side Sourcebook (pages 120-121)

STRENGTH 3D

Special Abilities:

Senses: Ranphyx possess sharp senses of smell and hearing, and add +2D to their *Perception* rolls when applicable.

Horns: Gore for STR+1D damage.

Stealth: Ranphyx add +2D when *tracking*, *hiding* or *sneaking*.

Move: 10 (running), 12 (leaping)

Size: 1.5 to 2 meters long, 0.8 meters tall at the shoulder

Source: Creatures of the Galaxy (pages 58-60)

Rat Roach

Type: Circuit pest

DEXTERITY 1D

Dodge 2D+2

PERCEPTION +1

STRENGTH +2

Special Abilities:

Gnawing: If allowed to feed on circuitry, rat roaches can disable the circuitry of virtually any vehicle, possibly causing catastrophic system failures.

Move: 2

Size: 20 centimeters long

Source: The Truce at Bakura Sourcebook (page 108)

Rawwk



Type: Flying scavenger

Planet of Origin: Bospin

DEXTERITY 3D+1

PERCEPTION 5D

STRENGTH 1D+1

Special Abilities:

Claws: Rawwks have small claws, which do STR+1 damage.

Move: 20 (flying)

Size: Up to 0.7 meter wingspan

Source: Galaxy Guide 3 - The Empire Strikes Back (page 67), Star Wars Trilogy Sourcebook SE (pages 177-178)

Razort

DEXTERITY 5D

PERCEPTION 3D

STRENGTH 4D+2

Special Abilities:

Bite: 3D+1 damage

Razor Tail: 5D damage

Quickness: Because of the razort's quickness, two attacks count as one action.



Ranphyx

Type: Intelligent herd predator

Planet of Origin: Elom

DEXTERITY 3D

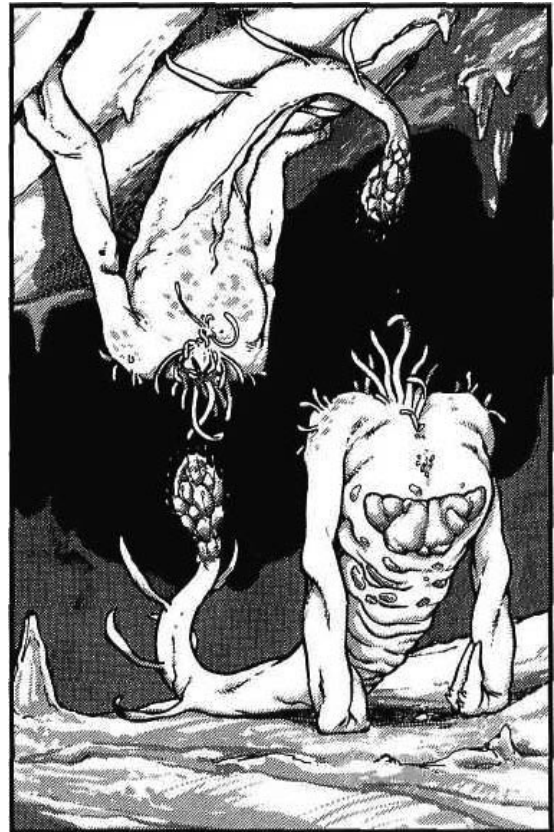
PERCEPTION 3D



Source: Battle for the Golden Sun (pages 37-38)

Type: Large desert vermin
Planet of Origin: Moon of Endor
DEXTERITY 2D
PERCEPTION 1D+1
Hide 2D, search 2D, tracking 2D+2, sneak 3D+1
STRENGTH 3D+2
Special Abilities:
Bite: Does STR+1
Move: 10
Size: "Large"
Source: Ultimate Adversaries (pages 120)

Red Miont



Rearing Spider



Type: Dangerous fish
Planet of Origin: Harvest Bay
DEXTERITY 1D
PERCEPTION 2D
STRENGTH 1D
Special Abilities:
Bite: Does STR+2 damage.
Move: 8
Source: Creatures of the Galaxy (pages 41-42)

Redcrested Cougar

Planet of Origin: Belkadan
DEXTERITY 3D+1
Dodge 4D+2, running 4D
PERCEPTION 3D
Hide 4D+1, search 3D+2, sneak 4D+1
STRENGTH 5D+1
Climbing/jumping 7D+1
Special Abilities:

Bite: Does Strength +1D+1 damage.
Claws: Do Strength +1D damage.
Exceptional Reflexes: Redcrested cougars gain a +1D bonus to all Perception rolls made to determine initiative.
Low-light Vision: A redcrested cougar can see twice as far as a normal human in poor lighting conditions.
Move: 16
Size: 3.8 meters long
Source: The New Jedi Order Sourcebook (pages 24-25)

Reek



DEXTERITY 1D+1
PERCEPTION 1D
Hide 2D, search 2D+1
STRENGTH 6D
Special Abilities:
Enraged: When enraged, a reek gains +1D to all Perception rolls made to determine initiative.
Gore Attack: Can gore with its horn for STR+1D damage.
Thick Skin: Due to a reek's thick hide, it gains a +2D bonus to Strength rolls when resisting physical damage, and +1D bonus to Strength rolls when resisting energy damage.
Move: 10
Size: 6 meters long (huge)

Renan Bloodwolf

Type: Canine predator
Planet of Origin: Rena
DEXTERITY 2D+1
Brawling parry 3D, dodge 3D+1
PERCEPTION 2D
Sneak 3D+2
STRENGTH 2D+2
Brawling 4D, climbing/jumping 3D+2
Special Abilities:
Teeth: Do STR+2D damage.
Camouflage Fur: +1D to *sneak* in wooded or mountainous terrain.
Move: 12
Size: Up to 1 meters tall at the shoulder
Source: The Truce at Bakura Sourcebook (page 102)

Revir

Type: Carnivorous mammal
Planet of Origin: Gacerian
DEXTERITY 4D
PERCEPTION 3D
STRENGTH 4D
Special Abilities:
Howl: 6D stun damage, 10 meter radius.
Claws: Do STR+1 damage.
Teeth: Do STR+1D damage.
Move: 14
Size: 1.5 meters long, 1 meter tall at the shoulder
Source: Planets Collection (page 234)

Riding Lizard



DEXTERITY 2D
PERCEPTION 2D
STRENGTH 7D+1
Climbing 9D+2
Special Abilities:
Bite: Does Strength +1D damage.
Claws: Do Strength +2 damage.
Force Immunity: Riding lizards are immune to all Force powers that involve Sense or Alter.
Intractable: Any non-Yuuzhan Vong creature attempting to ride one of these creatures suffers a -3D penalty to his Beast Riding skill. Additionally, riding lizards are not trained to fight, and will only do so in self-defense.
Natural Armor: The riding lizard has thick natural armor that grants it a +1D+2 bonus to all Strength rolls made to resist physical damage.
Move: 14
Size: 5.3 meters long
Orneriness: 2D
Source: The New Jedi Order Sourcebook (pages 102-103)

Rikknit

DEXTERITY 3D+1
Dodge 4D
PERCEPTION 1D+2
Search 4D
STRENGTH 2D+1
Claw 2D+2, climbing/jumping 8D+2
Special Abilities:
Armor: Rikkits add +2 pips to all Strength rolls made to resist physical damage.
Bite: The bite of a rikknit inflicts Strength +2 damage.
Claws: A rikknit has two claws, each of which inflicts the creature's

Strength +1D damage. A rikkit may attack with both claws in the same round, and suffers no additional action penalty when doing so.

Darkvision: Rikkits can see up to 20 meters in complete darkness.

Move: 12 (climbing & ground)

Size: Unlisted (Medium)

Source: Coruscant and the Core Worlds (page 118)

Rinacat

Type: Mountain predator

Planet of Origin: Carosi XII

DEXTERITY 3D

PERCEPTION 5D

STRENGTH 3D

Special Abilities:

Claws: Do STR+1D damage.

Teeth: Do STR+2D damage.

Move: 15

Size: 2 meters long

Source: Planets Collection (page 207)

Rock Wart



DEXTERITY 3D+1

Bite 4D

PERCEPTION 1D+1

Search 1D+2, sneak 3D+1

STRENGTH 0D+2

Climb 3D+1

Special Abilities:

Venomous Bite: If the rock wart successfully bites a target, it injects a neurotoxin that does 5D damage to its target. If the victim dies (or goes unconscious), the rock wart will make a snack of its victim before laying 4D eggs inside him. After four days, the eggs hatch, and the larval rock warts devour the carcass.

Move: 4

Size: Unlisted (diminutive)

Source: Secrets of Tatooine (pages 14-15)

Rolk-Mangir

Planet of Origin: Yinchorr

DEXTERITY 2D+2

PERCEPTION 2D+2

Hide 3D+2, search 4D, sneak 4D+1

STRENGTH 4D+1

Special Abilities:



Energy Resistant: Any attacks made against a rolk-mangir by energy weapons (blaster, light sabers, lasers, etc.) have their damage rolls reduced by 8 points. If this reduces the total damage below 0, then the shot is considered to have done no damage.

Exceptional Reflexes: Rolk-mangir gain a +1D bonus to all Perception rolls made to determine initiative.

Gore Attack: Does Strength +2D damage.

Good Sense of Hearing: Rolk-mangir get a +1D bonus to Perception rolls made to notice sounds.

Low Light Vision: A rolk-mangir can see twice as far as a normal human in poor lighting conditions.

Move: 12

Size: 4 meters tall.

Source: Alien Anthology (page 41)

Rollerfish

Type: Small aquatic predator

Planet of Origin: Kamino

DEXTERITY 4D+1

PERCEPTION 3D

Hide 5D+2, sneak 5D+2, search 4D

STRENGTH 2D+1

Brawling 4D, swimming 5D

Special Abilities:

Exceptional Reflexes: Gain a +1D bonus to all Perception rolls made to determine initiative.

Darkvision: Can see up to 20 meters in total darkness.

Bite: Does STR+1D damage.

Spines: Do 3D damage.

Move: 12 (swimming)

Size: 1 meter long

Source: Geonosis and the Outer Rim Worlds (page 78)

Ronto



DEXTERITY 2D

Running 3D

PERCEPTION 3D

STRENGTH 5D

Stamina 6D

Special abilities:

Heat endurance: Rontos are extremely adaptable to desert conditions, though they still need water to survive.

Sense of smell: Rontos have a keen sense of smell. They add +1D to any *Perception* roll involving smell.

Skittish: Rontos are easily upset by any machines that move significantly faster than they. Add +3D to their *omeriness* when around fast-moving vehicles.

Move: 10

Size: 4.25 metres tall

Orneriness: 1D

Source: Star Wars Trilogy Sourcebook SE (page 178), Secrets of Tatooine (page 15)

Ropedancer

Type: Tundra serpent

Planet of Origin: Yavin 8

DEXTERITY 2D

PERCEPTION 3D

Search 6D+1, sneak 4D

STRENGTH 7D

Special Abilities:

Fangs: Do STR+2 damage.

Skin: The plated snakeskin gives the ropedancer a +1D to *Strength* for defense only.

Move: 12

Size: 12-48 meters long

Source: Galaxy Guide 2 – Yavin and Bespin (pages 24-25)

Rujos

Type: Herd animal

Planet of Origin: Zuma

DEXTERITY 1D+2

PERCEPTION 1D+1

Search 3D

STRENGTH 4D+1

Climbing/jumping 5D

Special Abilities:

Adapted to Mountainous Terrain: Rujos gain a +2 pip bonus to *climbing* rolls, as well as a +2 bonus to their *Move* score, in mountainous environments.

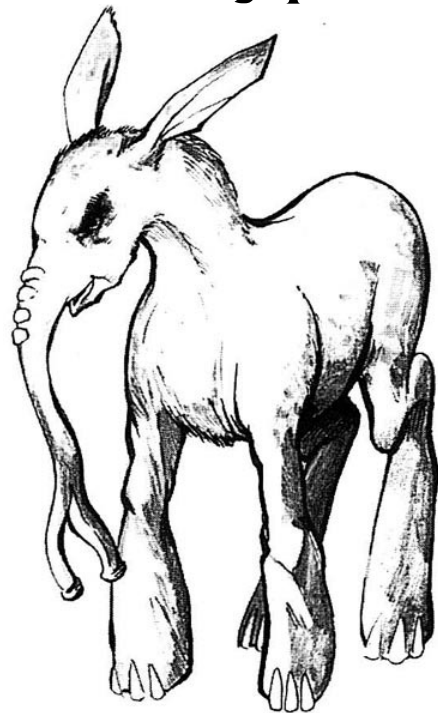
Bite: Does STR damage.

Move: 12

Size: “Large”

Orneriness: 2D

Runyip



Type: Pack animal

Planet of Origin: Tran Mariel

DEXTERITY 4D

Running 4D+2

PERCEPTION 3D

STRENGTH 3D+2

Lifting 5D

Special Abilities:

Kick: STR+2D damage.

Move: 9; 27 km/h

Size: 1-1.4 meters (at shoulder)

Orneriness: 4D

Source: Rules of Engagement: The Rebel Specforce Handbook (page 54)

Yavinian Runyip

Type: Swamp marsupial
Planet of Origin: Yavin IV
DEXTERITY 4D
PERCEPTION 3D
STRENGTH 3D+2
Special Abilities:
Head Butt: STR+1D damage.
Move: 8
Size: 1-1.4 meters tall
Orneriness: 4D
Source: Galaxy Guide 12 – Yavin and Bespin (pages 19-20)

Saberjowl

Type: Colossal aquatic predator
Planet of Origin: Kamino
Scale: Starfighter
DEXTERITY 2D+1
PERCEPTION 2D+2
Search 5D+2, sneak 4D+1
STRENGTH 3D+2
Brawling 8D, swimming 10D
Special Abilities:
Claws: Do STR+1D damage.
Bite: Do STR+3D damage.
Low-light Vision: Can see twice as far as humans in dim light.
Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.
Move: 18 (swimming)
Size: 100 meters long
Source: Geonosis and the Outer Rim Worlds (page 79)

Sacorrian Grain Fly

DEXTERITY 5D+1
Bite 6D+1
PERCEPTION 2D
Search 5D+2
STRENGTH 0D+1
Special Abilities:
Bite: A successful bite attack made by a Sacorrian grain fly injects a poison (see below).
Darkvision: Sacorrian grain flies can up to 20 meters in complete darkness.
Poison: The poison of a Sacorrian grain fly produces a painful bite, and anyone bitten must succeed at a Moderate Strength check or be considered to have taken a “Stunned” damage effect. These stuns are cumulative, and failing a number of saves equal to a character’s Strength rating will knock the character unconscious (as detailed in SWD6, page 97).
Move: 2 (crawling), 12 (flying)
Size: “...the length of an adult Human’s thumb.”
Source: Coruscant and the Core Worlds (page 144)

Sand Bear

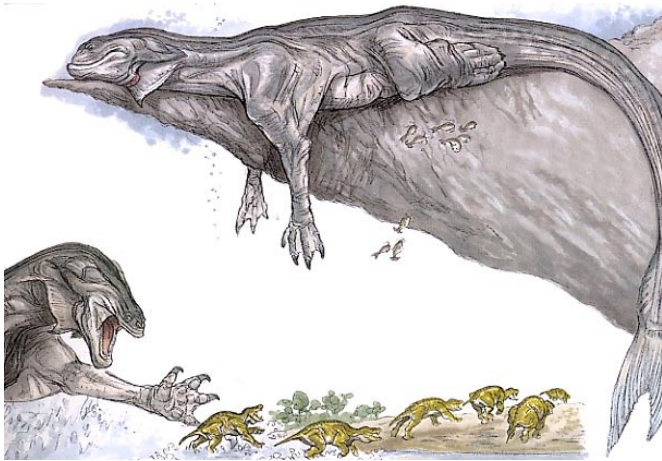
Planet of Origin: Kallistas
DEXTERITY 3D+2
PERCEPTION 3D
Sneak 4D+2
STRENGTH 3D
Special Abilities:
Sand Burrower: Can move silently under sand (add +2D to sneak).
Claws: Do STR+1D+2 damage.
Move: 12 (under sand), 9 (on surface)
Source: Galaxy Guide 10 – Bounty Hunters (pages 107-108)

Sand Tick

DEXTERITY 7D+1
PERCEPTION 1D+2
Hide 5D+2, search 3D
STRENGTH 0D+1
Climbing/jumping 4D+2
Special Abilities:
Disease: The bite of the sand tick exposes the victim to crazed bantha fever. A bitten character must succeed at a Difficult Strength check, or come down with the disease after 1d6 days. After the incubation period has passed, victims lose one pip each from Knowledge and Perception, and this loss is continuous unless the victim is treated. Lost pips return at a rate of one per day per attribute once the disease has been cured. Characters who are reduced below 1D in an attribute by the disease, but who are later cured, lose 1D permanently from the attribute in question. Characters whose attributes drop to 0D expire.
Numbing Bite: Sand ticks numb a potential host with secretions in their saliva before attaching themselves. A Very Difficult Perception check is required to feel the bite. Characters with one or more attached ticks take 1 point of damage per tick per day (roll Strength versus the total damage each day to determine wounds, with a Stun result indicating no effect).
Move: 6
Size: Fist-sized.
Source: Alien Anthology (page 42)



Sando Aqua Monster



Sanl'jek



Type: Communal forest herbivore

Planet of Origin: Dancreti

DEXTERITY 4D

Dodge 5D

PERCEPTION 6D

Hide 7D, search 8D, sneak 7D

STRENGTH 1D

Climbing/jumping 4D

Special Abilities:

Birth Pouch: female sanl'jeks have a protective body cavity located between the two halves of the creature's rib cage area. Sanl'jek young are routinely carried in this protective pouch until the age of one local year. While being so transported the young sanl'jek will receive +1D protection against physical or energy attacks directed against the parent; the large size of the young will give females carrying infants in their pouches a large, bloated appearance.

Claws: Foot and paw claws do STR+2 damage.

Communal Loyalty: While typically passive creatures, sanl'jeks will react with extreme violence if any member of its community is attacked. This often results in mass

attacks by the entire community. During such frenzied reactions, all sanl'jeks receive a +2D bonus to all physical attacks until the attacker is driven off or incapacitated, increase their Move score to 40 during such periods. Use the combined action bonuses on the rulebook to determine appropriate bonuses for group attacks, but increase the "number of people being coordinated" by three levels compared to the bonus (for example, it would take six sanl'jeks to get a +1D bonus, 10 to get a +2D bonus, 15 to get a +3D bonus, etc.)

Enhanced Auditory Sense: Sanl'jeks possess a specialized set of auditory receptors allowing them to discern the heartbeats of other communal members at extreme distances (they can detect fellow pride members at distances up to 25 or 30 kilometers). At close range, they can deduce aggressive or passive intent of other creatures through minute changes in the creature's heart rate. Allow sanl'jeks +2D to any *search* rolls when attempting to locate members of its own community. Similarly, +2D is added to any *hide* or *sneak* rolls made when attempting to avoid other creatures. In the presence of other creatures, sanl'jeks receive +3D to any *Perception* rolls for initiative.

Silent Movement: Sanl'jeks can move very silently, adding +1D to their *sneak* attempts if they make only one move per round.

Move: 12 (walking), 40 (frenzy)

Size: 0.2-0.3 meters tall

Source: Creatures of the Galaxy (pages 61-62)

Sarlaac



Type: Solitary stationary carnivore

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 6D

Special Abilities:

Tentacles: have a *Strength* of 6D, reach up to four meters outside pit; do not cause damage, but victims must make a successful opposed *Strength* roll to escape.

Bite: 5D damage.

Acid digestion: Any creature dragged into the sarlaac's maw suffers 5D damage from digestive acid until the victim is knocked unconscious and dragged into the sarlaac's digestive tract --- at that point, the victim normally wakes up, but by then it is normally incapacitated by the sarlaac's paralyzing digestive enzymes, 7D stun damage.

Move: 2

Source: Star Wars Trilogy Sourcebook SE (pages 178-179), Galaxy Guide 5: Return of the Jedi (page 24), Secrets of Tatooine (pages 7-8)

Schinga Shikou



Scree



Type: Medium-size vacuum predator

Planet of Origin: Vergesso Asteroids

DEXTERITY 4D+2

PERCEPTION 3D+1

Search 8D

STRENGTH 4D+1

Brawling 5D+2, climbing/jumping 9D+2

Special Abilities:

Natural Armor: Grants +1D+2 against physical damage and +1D against energy damage.

Corrosive Bite: Does STR+1D+2 damage.

Darkvision: Can see up to 20 meters in total darkness.

Move: 10, 200 (flying)

Size: 1.6 meters tall

Source: Ultimate Adversaries (pages 112-113)

Scrub Lizard

Type: Desert hunter



Type: Huge desert predator

Planet of Origin: Makem Te

DEXTERITY 2D

PERCEPTION 2D+2

Search 7D+1, tracking 8D, sneak 5D

STRENGTH 8D

Special Abilities:

Exceptional Reflexes: Gain a +1D bonus to all Perception rolls made to determine initiative.

Bite: Does STR+1D+2 damage.

Move: 20

Size: 8 meters long

Orneriness: 2D

Source: Geonosis and the Outer Rim Worlds (page 95)

Planet of Origin: Korbin

DEXTERITY 2D

PERCEPTION 3D

Search: tracking 5D, sneak 5D

STRENGTH 4D

Special Abilities:

Blood Frenzy: If a scrub lizard can cause a wound when attacking a target, the lizard goes into a frenzy, giving it +1D to *Strength* and *Dexterity* actions.

Armor: +1D to physical and energy.

Teeth: Do STR+1D damage.

Trample: Causes 4D damage.

Move: 15

Size: Up to 3 meters long, 1 meter tall at the shoulder

Source: Planets Collection (page 243))

Scurrier



Type: Scavenger/small predator

DEXTERITY 3D

Running 4D

PERCEPTION 2D+2

Sneak 3D+2

STRENGTH 2D+1

Climbing/jumping 3D+2

Special Abilities:

Teeth: STR damage

Horns: Males only. STR+1D damage

Manipulation: Forepaws can manipulate small objects or pick apart machinery if it has a TEC or *repair* skill of 4D

Move: 15

Size: Up to 1.5 meters long

Source: Star Wars Trilogy Sourcebook SE (page 179), Secrets of Tatooine (pages 15-16)

Selligore

Type: Aquatic grazing mammal

Planet of Origin: Corsin

DEXTERITY 1D

PERCEPTION 2D

STRENGTH 4D

Swimming 6D

Move: 13 (swimming), 4 (walking)

Size: Up to 20 meters long, up to 4 meters tall

Orneriness: 2D



Source: Creatures of the Galaxy (pages 62-63)

Sensor Star



Type: Marsh creature

Planet of Origin: F'tral

DEXTERITY 0D

PERCEPTION 0D

Search 1D+2

STRENGTH +2

Special Abilities:

Subsonic Communication: Sensor star can communicate with subsonic tones, which can be detected by sensors at distances of up to 250 meters.

Sensitive Receptors: Sensor stars can detect an incredible array of electro-magnetic communication, making them useful guard creatures.

Move: 2

Size: Up to 25 centimeters across

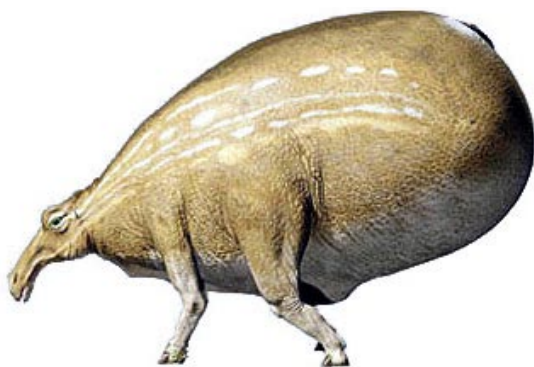
Source: Creatures of the Galaxy (pages 63-64)

Sevarcos Spice Eel



Type: Carnivorous sand-boring slug
DEXTERITY 2D
PERCEPTION 3D
Search 5D
STRENGTH 4D
Brawling 5D
Special Abilities:
Bite: Does STR+1D damage.
Tail Lash: Does STR+1D+2 damage.
Move: 12 (surface), 6 (boring underground)
Size: 10-15 meters long
Note: For giant spice eels, add 1D to the creature's *Strength* and *Perception*.
Orneriness: 5D
Source: The Best of the Adventure Journal: Issues 1-4 (page 48)

Shaak



Planet of Origin: Naboo
DEXTERITY 2D+1
PERCEPTION 1D
Search 3D
STRENGTH 3D+2
Special Abilities:
Kick: Does Strength +2 damage.
Move: 20
Size: 1.8 meters high
Source: Secrets of Naboo (page 59)

Shear Mite

Type: Tiny vermin
Planet of Origin: Dathomir
DEXTERITY 4D+2
PERCEPTION 2D+1
Hide 5D, *search* 3D+2
STRENGTH 1D
Climbing/jumping 2D+1
Special Abilities:
Acid: Each round after being bitten, a shear mites opponent must succeed on a Very Difficult *stamina* roll or take 3D acid damage. Once he succeeds, the acid has no further effect.
Darkvision: Can see up to 20 meters in total darkness.
Strong-Minded: Shear Mites get a +3D bonus to *Perception* against mind-influencing effects.
Move: 12
Size: 0.5 meter
Source: Geonosis and the Outer Rim Worlds (page 34)

Shenbit Bonecrusher

Type: Medium-size predator
Planet of Origin: Barab I
DEXTERITY 3D+1
PERCEPTION 3D+1
Search 5D, *sneak* 5D
STRENGTH 4D+2
Climbing/jumping 6D+2
Special Abilities:
Bite: Do STR+1D damage.
Claws: Do STR+2 damage.
Darkvision: Can see up to 20 meters in total darkness.
Multiple Attacks: Can attack with both claws as a single attack, suffering no penalty for multiple actions.
Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.
Scent: Gain a +1D bonus to all smell-related *search* skill rolls.
Radiation Resistance: Gain a +1D bonus to *Strength* when resisting the effects of harmful radiation.
Move: 12
Size: 2 meters long
Source: Geonosis and the Outer Rim Worlds (page 19)

Shredder Bat

Type: Flying predator
Planet of Origin: Atrisia



DEXTERITY 1D+2

PERCEPTION 5D

Search: tracking 7D, sneak 6D+2

STRENGTH 2D+2

Brawling 3D+2, flight 4D

Special Abilities:

Hearing: Shredder bats have incredibly sophisticated senses of hearing, allowing them to build composite images of the world around them and detect prey up to 15 kilometers away. This is reflected in their *Perception* and related die codes.

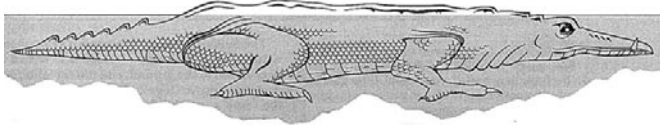
Fangs: Cause STR+1D damage; dive-bombing attack causes STR+2D+2 damage.

Move: 18 (flying)

Size: Up to 1 meters long, up to 1 meter wingspan

Source: Creatures of the Galaxy (pages 64-65)

Sid'Han



Type: Mud crawler

DEXTERITY 4D

PERCEPTION 2D

Hide 8D, sneak 8D

STRENGTH 6D+1

Special Abilities:

Armor: Grants +2D to *Strength* to resist damage.

Teeth: Do 4D damage.

Tail: Does STR damage. On any attack which incapacitates, mortally wounds or kills, the victim is entangled and cannot escape without an opposed *Strength* total.

Move: 7

Size: Up to 10 meters long

Orneriness: 18D

Source: The Politics of Contraband (page 59)

Silooth

DEXTERITY 6D+2

PERCEPTION 3D+1

Hide 5D+1, search 6D+1, sneak 5D+1

STRENGTH 6D+2

Claw 8D

Special Abilities:

Acid Spray: Silooth can, instead of attacking with their claws, shoot a stream of powerful acid from its mouth. This acid can reach targets up to 10 meters away (range: 1-3/6/10), and does 7D damage. A silooth can only spray acid once every 5 rounds.

Claws: Do Strength +1D damage.

Crush: A silooth can crush a target in its mandibles. It must first grapple with its victim, rolling a successful *Brawling* attack to do so. Next, it must make an opposed *Strength* roll against its target, with failure indicating that the target has broken free. On the next round, the silooth can crush the victim by making another opposed *Strength* check, inflicting Strength +1D+2 damage on the unfortunate soul. Victims held by the silooth can attempt to escape on their action by succeeding in an opposed *Strength* check.

Exceptional Reflexes: Silooths gain a +1D bonus to all *Perception* rolls made to determine initiative.

Low Light Vision: A silooth can see twice as far as a normal human in poor lighting conditions.

Move: 16

Size: 3 meters

Source: The Dark Side Sourcebook (pages 119-120)

Sinosai

Planet of Origin: Ithor

DEXTERITY 2D

Brawling parry 3D, dodge 3D

PERCEPTION 2D+2

Search 3D+2, sneak 4D+1

STRENGTH 2D+2

Brawling 3D+2, climbing/jumping 4D+2

Special Abilities:

Bite: Does STR+1D damage.

Move: 18

Source: The Truce at Bakura Sourcebook (pages 103-104)

Siringana

DEXTERITY 2D+2

Dodge 6D

PERCEPTION 2D+2

Hide 7D, search 3D, sneak 3D+1

STRENGTH 4D+1

Brawling: spiked tail 6D

Special Abilities:

Bite: The bite of siringana inflicts the creature's Strength +1D+1 in damage.

Darkvision: The siringana can see up to 20 meters in complete darkness.

Exceptional Reflexes: Siringana gain a +1D bonus to all *Perception* rolls made to determine initiative.

Scent: Siringana gain a +1D bonus to all smell-related *Search* skill rolls.

Spiked Tail: When used as a weapon, the spiked tail of a siringana inflicts Strength +1D damage.

Terrifying Presence: When encountering a siringana for the first time, characters must make an opposed *Control* or *Willpower* skill check against the siringana *Perception* score. Failure indicates that the character is terrified, and must either make an attack, or flee the creature immediately.

Move: 30

Size: Unlisted (Large)

Source: Coruscant and the Core Worlds (page 127)

Sith Familiar

Type: Tiny Force-using airborne vermin

DEXTERITY 5D

PERCEPTION 2D+1

Hide 5D, search 3D+1, tracking 4D+1, sneak 3D+2

STRENGTH 1D

Special Abilities:

Alchemically Created: A Sith familiar can be created by following the instructions written on Sith scrolls, or contained in a Sith holocron. This requires 10,000 credits worth of materials, an alchemical apparatus (see the Dark Side Sourcebook), and a Very Difficult *Alter* roll when using the *Alchemy Force* skill.

Bite: Does STR+2 damage.

Claws: Do STR+1 damage.

Force Conduit: The master of a Sith familiar can use certain Force powers as if she were at the familiar's location. These powers include Enhance Attribute, Force of Will, Illusion, Life Detection, Magnify Senses, Projective Telepathy, Receptive Telepathy, Sense Force, Sense Force Potential, and Telekinesis. Additionally, the familiar's master can use Affect Mind, Create Force Storms, Hatred, Memory Wipe, or Waves of Darkness as if he were at its location, but this has a 3 in 6 chance of destroying the familiar.

Force Resistance: Sith familiars are resistant to Force powers that utilize the Sense skill, and receive a +3D bonus to any *Perception* or *Control* rolls made to resist these powers. Any Sense powers used against a Sith familiar that do not grant a resistance roll have their *Sense* difficulty increased by +10.

Force Skills:

Control 3D

Force Powers:

Enhance attribute

Move: 4, 15 (flying)

Size: 0.5 meter wingspan

Source: Ultimate Adversaries (page 113)

Sith Hound

Planet of Origin: Korriban

DEXTERITY 4D

PERCEPTION 2D+2

Search 5D+2, *search: tracking* 6D+1

STRENGTH 3D

Special Abilities:

Bite: Does Strength +1D damage.

Claws: Do Strength +2 damage.

Darkvision: Sith hounds can see up to 20 meters in total darkness.

Exceptional Reflexes: Sith hounds gain a +1D bonus to all *Perception* rolls made to determine initiative.

Move: 10

Size: Unlisted (man-sized)

Source: The Dark Side Sourcebook (page 118)

Sith Warbird

Type: Huge plains herd animal

DEXTERITY 3D

Beak attack 3D+2

PERCEPTION 2D

STRENGTH 6D+1

Climbing/jumping 7D

Special Abilities:

Battle Harness: A Sith warbird equipped with a battle harness can accommodate a rider. A battle harness provides the warbird with armor, which grants +2D to the warbird's *Strength* rolls to resist damage. In addition, the harness is equipped with a cockpit that provides 3/4 cover to the rider, special reins that add a 1D bonus to the riders *beast riding* skill rolls, and a mounted blaster cannon (use statistics for an E-Web blaster, see SWD6, pages 231, 233, and 263).

Beak: Does STR+1D+1 damage.

Trample: Does STR+1D damage.

Move: 10

Size: 6 meters tall, 10 meters long

Orneriness: 2D

Source: Ultimate Adversaries (pages 113-114)



Sith Wurm

Planet of Origin: Yavin IV

DEXTERITY 2D

PERCEPTION 1D+1

Hide 3D+2, *search* 6D+2

STRENGTH 8D+1

Special Abilities:

Bite: Does Strength +4D+2 damage. If the Sith Wurm succeeds in its bite attack by more than ten points, it has swallowed its target whole. Victims who are swallowed whole suffer 4D damage per round from digestive acids in the wurm's stomach.

Darkvision: Sith Wyrms can see up to 20 meters in total darkness.

Walker Scale: Sith Wyrms are considered walker-scale.

Move: 16 (ground), 40 (burrow)

Size: Unlisted (colossal)

Source: The Dark Side Sourcebook (pages 121-122)

Skar'kla



Type: Mountain predator
Planet of Origin: Bothawui

DEXTERITY 3D

PERCEPTION 2D

Search: tracking 4D, sneak 4D+2

STRENGTH 3D+1

Brawling 5D, climbing/jumping 4D+1

Special Abilities:

Claws: Do STR+1D+1 damage, add +1D to *climbing*.

Leap Attack: Skar'klas prefer to leap down on their prey during their initial attack. They get +1D to their *brawling* attack and +1D to damage.

Fur: The skar'kla's thick fur provides excellent protection from the cold, allowing it to withstand freezing temperatures without shelter. When in snowy areas, its white fur gives it +1D to *sneak*.

Move: 14

Size: 1.6 meters long, 1.2 meters tall

Source: Shadows of the Empire Planets Guide (page 62)

Skeeg

Type: Predatory mollusk

Planet of Origin: Vendara

DEXTERITY 1D+2

PERCEPTION 1D

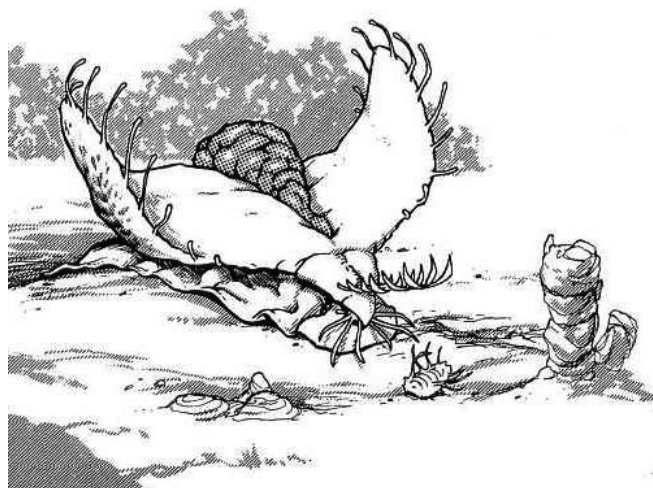
STRENGTH 2D+1

Special Abilities:

Stingers: Do 1D+1 damage (plus poison).

Poison: The poison of a skeeg is more an annoyance than a true danger. Characters who make an Easy *Strength* roll suffer only a slight swelling and itching. Characters who fail their *Strength* rolls suffer a -1D penalty on all subsequent *Strength* actions (excluding resisting damage). Both of these effects can be cured by either four hours of rest or the successful application of a medpac.

Scent: Skeegs produce aromatic secretions which attract and sedate their prey. When within one meter of a skeeg, characters must make a Moderate *Perception* roll. Those who fail the roll are unaffected, but those who succeed (i.e., have noticed the scent) become drowsy and suffer a -1D penalty on all *Dexterity* rolls during the time that they are within one meter of the skeeg and for 4-14 rounds after they leave the area.



Move: 0.5 meters

Size: 17 centimeters long

Source: Creatures of the Galaxy (pages 65-66)

Skinwing

Type: Ferocious flying predator

Planet of Origin: Goroth

DEXTERITY 2D

Brawling parry 2D+2, dodge 2D+1

PERCEPTION 3D

STRENGTH 3D

Brawling 4D+1, stamina 4D

Special Abilities:

Claws: Hind claws do STR+1 damage, but only when the creature is airborne.

Bite: A bite does STR+2 damage.

Wing Buffet: A buffet from the creature's large wings does STR+1D stun damage.

Move: 14 (flying), 4 (walking)

Size: 1.8 meters long, 3 meter wingspan

Orneriness: 6D

Source: Goroth, Slave of the Empire (page 91)

Skree-skater

DEXTERITY 5D

PERCEPTION 2D+2

Hide 6D, search 7D

STRENGTH 4D

Jumping 5D+1

Special Abilities:

Exceptional Reflexes: Skree-skaters gain a +1D bonus to all *Perception* rolls made to determine initiative.

Gelatin: Skree skaters gain a +3D bonus to *Hide* and *Move Silently* skill checks when moving on gelatinous terrain. They are also able to burrow through the gelatin of their homeworld.

Low-light Vision: Skree-skaters can see twice as far as humans in dim light.

Piercing Beak: The piercing beak of a skree-skater inflicts its Strength +1D in damage.

Scent: Skree-skaters gain a +1D bonus to all smell-related *Search* skill rolls.

Move: 10 (ground), 4 (burrowing through gelatin)

Size: Unlisted (Medium)

Source: Coruscant and the Core Worlds (page 104)

Skreev



Type: Large airbourne predator

Planet of Origin: Dxun

DEXTERITY 2D+2

PERCEPTION 2D

Search 7D+1, sneak 6D+2

STRENGTH 4D+2

Special Abilities:

Armor: The skreev's natural armor grants it a +1D+1 bonus to *Strength* rolls to resist damage.

Flight: A skreev can fly at a move rating of 10.

Low-Light Vision: A skreev can see twice as far as a human in dim light.

Death From Above: A skreev gains +2D to hit and damage when performing a dive attack.

Bite: Does STR+1D damage.

Claws: Do STR+1D damage.

Clumsy on the Ground: A skreev cannot attempt to *sneak* while on the ground.

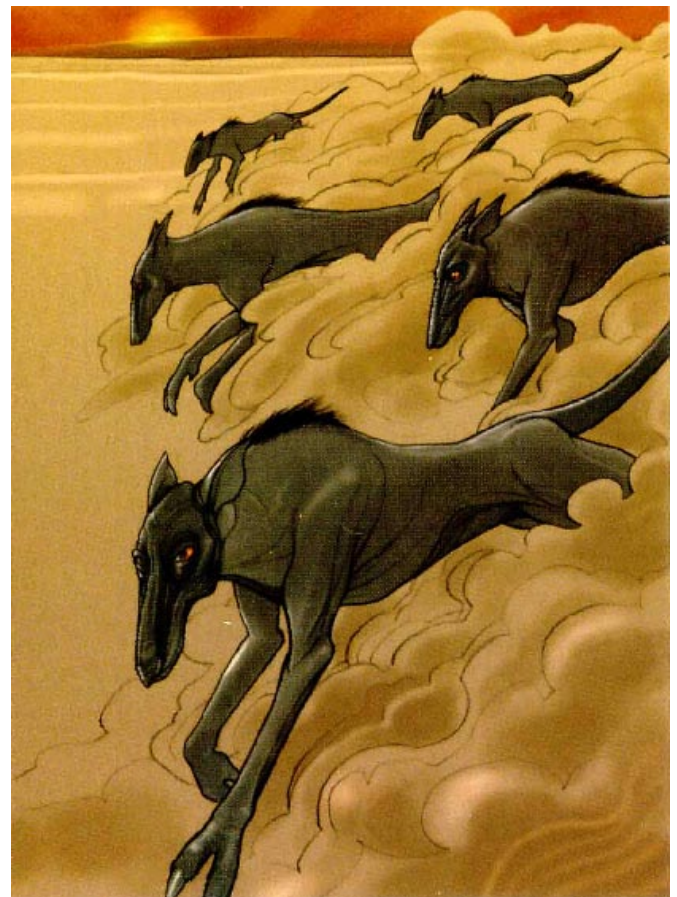
Move: 4, 10 (flying)

Size: 20 meters wingspan

Source: Ultimate Adversaries (page 114)



Slashrat



Slar

Type: Leaping hunter

Planet of Origin: Port Evokk

DEXTERITY 2D

Brawling parry 7D, dodge 3D

PERCEPTION 2D

STRENGTH 3D

Brawling 4D, climbing/jumping 6D, lifting 5D

Special Abilities:

Leaping: The slar can leap up to 15 meters vertically or 40 meters horizontally (Moderate difficulty).

Tail: Slars wrap their tails around sturdy tree limbs to brace themselves; when their tails have enched them, they can add +1D to *brawling parry*, *brawling* and *lifting*, but they cannot *dodge*, nor move more than two meters.

Claws: Do STR+1D damage, on a successful hit, the slar rolls *brawling* while the target rolls *brawling parry*; if the slar's total is higher, the slar has used its claws to pin the victim.

Razor Quills: Do STR+2D damage.

Move: 8 (walking), 15 (leaping horizontally), 40 (leaping vertically)

Size: 1.4 meters tall, 3 meters long (with tail)

Source: Creatures of the Galaxy (pages 66-67)

Planet of Origin: Bimmiel

DEXTERITY 4D+1

PERCEPTION 3D

Hide 4D+2, search 5D+2, sneak 4D

STRENGTH 2D+1

Climbing/jumping 3D+1

Special Abilities:

Claws: Do Strength +2 damage.

Darkvision: They see up to 20 meters in total darkness.

Exceptional Reflexes: Slashrats gain a +1D bonus to all Perception rolls made to determine initiative.

Feeding Frenzy: When within 2 meters of a slashrat emitting killscent (see entry in AA, page 43), other slashrats are driven into a feeding frenzy. Frenzied slashrats feed on any living or dead creature they can find. Slashrats in a frenzy have their Strength scores increased to 3D, but have their Dexterity reduced to 3D+2. A frenzy generally lasts six rounds.

Scent: Slashrats gain a +2D bonus to track prey when scent is an issue, and gain a +2D bonus to Perception checks that involve their sense of smell.

Tail lash: Does Strength +2 damage.

Move: 60 (ground), 60 (burrow)

Size: 1.2 to 1.5 meters long.

Source: Alien Anthology (pages 42-43)



and cannot move. In addition, all characters who come in contact with the poison will suffer cosmetic damage to the exposed skin – the poison produces a permanent bald spot covered by smooth, pinkish scar tissue.

Successful application of a medpac will counteract the effects of the poison, but will not eliminate the poison from the character's system. For a week following the treatment, once every 20 hours following the application of the medpac, the character must make an Easy *Strength* roll. Characters who fail this roll suffer the effects of the neural damage again and can only be healed through the application of advanced medicine.

Completely eliminating the poison from a character's system is a Moderate *medicine* task requiring access to commonly available serum antibodies or an Easy *Ho'Din herbal medicine* task.

Move: 2 (up to 7 meters from tree limb)

Size: 40 centimeters long

Source: Creatures of the Galaxy (pages 67-68)

Sled Fox

Type: Arctic predator

Planet of Origin: Berea

DEXTERITY 2D

Dodge 3D+1

PERCEPTION 2D

Search 2D+2

STRENGTH 2D

Brawling 3D

Special Abilities:

Fangs: Do STR+2 damage.

Move: 18 (sliding), 8 (running)

Source: The Truce at Bakura Sourcebook (page 106)

Sliideptra

Type: Arboreal invertebrate carnivore

Planet of Origin: Tel IV

DEXTERITY 1D

PERCEPTION 3D

STRENGTH 1D

Special Abilities:

Wide Angle Vision: The well-developed eyes of sliideptas give them a +2D bonus to *Perception* for all tasks involving sight.

Poison Spray: The poison of a sliideptra is a potent toxin (causes 7D damage). The sliideptra is only able to make this poison attack once every 50 hours. Characters who fail their *Strength* rolls by more than 15 points die from the poison. Characters who fail *Strength* roll by one to 14 points suffer neural damage (damaging the brain's ability to control muscles), resulting in a -1D penalty on all *Dexterity*, *Mechanical*, *Strength* and *Technical* tasks (in addition to normal damage); this penalty lasts until a medpac is used (Very Difficult *first aid* difficulty). For every five hours that passes between the time of contact with the poison and a successful healing attempt, the penalty increases by an additional -1D. When the *Dexterity* penalty is equal to the character's *Dexterity*, the character is totally paralyzed

Slimy Nonakara

Type: Amphibious omnivore

DEXTERITY 2D+2

PERCEPTION 1D+1

STRENGTH 2D

Special Abilities:

Slime: The slime produced by the nonakaras irritates the skin of many other creatures. Characters who come in contact with the slime of a nonakara (either by being struck by a nonakara or by entering a pool polluted by the nonakara) must make an Easy *Strength* roll. Characters who succeed the roll are unaffected, but all other suffer 1D damage for every round of contact.

Teeth: Do STR+1D damage.

Larval Implantation: Any being that enters a pool of water inhabited by a nonakara has a one in six chance of being attacked by a nonakara larva. When the larva attacks, they will burrow into the character's muscles. Characters who are attacked will become fatigued in 4 to 16 hours, as the larva begins draining energy from the characters. This fatigue causes the character's *Strength* to decrease by -1D. Every 10 days, the character's *Strength* will decrease by an additional -1D.

If the character's *Strength* reaches zero, the character dies,



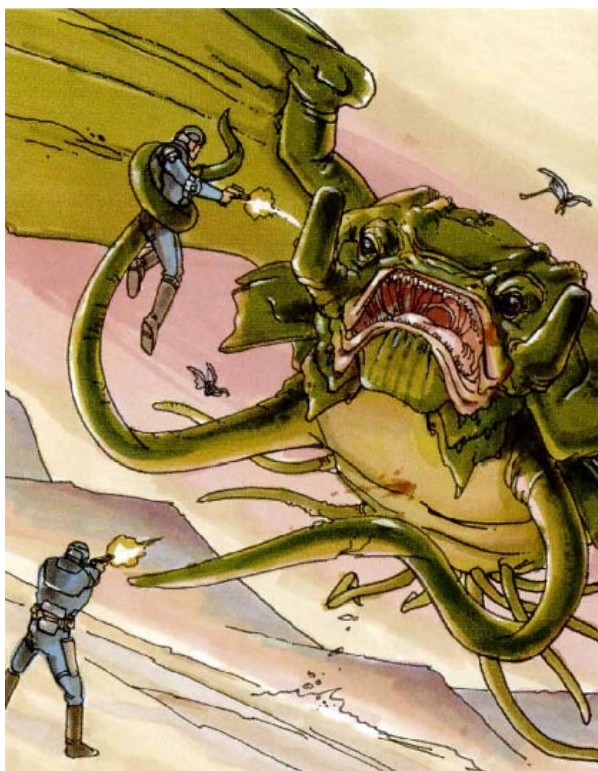
and the nonakara emerges and searches for another host. Removing the larva is a Moderate *medicine* task with access to surgical facilities. The character's full *Strength* can only be gained by 12 to 20 days of rest in a total care setting.

Move: 10 (swimming), 2 (crawling)

Size: 20 centimeters to 4 meters long (depending on the size of the body of water in which they live)

Source: *Creatures of the Galaxy* (page 69)

Slivilith



DEXTERITY 3D+1
PERCEPTION 2D+1

Search 4D+1

STRENGTH 8D+1

Special Abilities:

Darkvision: Slivilith can see up to 20 meters in total darkness.

Tentacles: Slivilith have six tentacles which do Strength +2 damage. Each tentacle can attack a separate target, but modifiers for multiple actions apply.

Move: 6 (ground), 30 (flight)

Size: "...the size of small shuttles..."

Source: *Alien Anthology* (pages 43-44)

Slork



Type: Disgusting scavenger

Planet of Origin: Kidron

DEXTERITY 1D

PERCEPTION 3D

STRENGTH 4D

Special Abilities:

Grubbers: Do STR+1D damage.

Stench: Nauseates organic beings (except other slorks) within a 10 meter radius unless the "targets" make a Difficult *stamina* roll. Breathers reduce this to a Moderate roll.

Blubber: Slork gain an additional +1D to resist damage. Shots at their snouts circumvent this, but shooting at the snout increases the difficulty by one level.

Move: 3

Size: 1-1.5 meters tall

Source: *Creatures of the Galaxy* (pages 70-71)

Slug-Rat



Type: Small pest
Planet of Origin: Ruten
DEXTERITY 4D
PERCEPTION 3D
STRENGTH 2D
Special Abilities:
Bite: Does 3D damage.
Move: 9
Size: 0.5-1 meters long
Source: Twin Star of Kira (page 71)

Type: Desert dweller
Planet of Origin: Socorro
DEXTERITY 4D
Brawling parry 5D, dodge 4D+2, pick pocket 5D
PERCEPTION 4D
Hide 6D, search 8D+1, sneak 5D

STRENGTH 1D+1
Brawling 2D+2, stamina 5D, swimming 2D

Special Abilities:

Claws: Do STR+1D damage.

Teeth: Do STR+1D damage.

Sting: The bite of a tailring is extremely painful but rarely fatal. If untreated, it may induce nausea and high fevers. The sting has a damage of 4D, rolled against the victim's *Strength*. The worst injury possible is a wound, in which case roll 3D for the number of hours the victim is affected by nausea and fever.

Tail: Do STR damage. When frightened, tailrings rattle their tails before they strike.

Constriction: When extremely agitated, tailrings wrap their tails around the nearest limb and squeeze. Should this be the neck of a predator, death is certain even if the tailring is killed. The tailring rolls STR+4D damage once every minute with a constriction attack: the victim must make an opposed *lifting* or *Strength* roll and beat the tailring by five or more points to break free.

Move: 16

Size: 0.3-0.9 meters long

Source: The Black Sands of Socorro (pages 20-21)

Somago

Type: Modified annelidian carnivore/scavenger
Planet of Origin: Tenek



Socorran Tailring



DEXTERITY 4D
PERCEPTION 2D
STRENGTH 3D+1

Special Abilities:

Choking Attack: If a somago strikes the head of its opponent, it can then perform a choking attack, inflicting an additional 3D of damage per round until the somago is killed or removed.

Hooks: Do STR+1D damage.

Move: 4

Size: 50 centimeters long

Source: *Creatures of the Galaxy* (pages 71-72)

Space Mite

Type: Arachnid parasite

DEXTERITY 2D
PERCEPTION 1D

Sneak 2D+1

STRENGTH 1D

Brawling: bite 3D

Special Abilities:

Bite: Does STR+1D+2 damage and injects silica into the victim's bloodstream, causing lethargy for the next 24 hours, resulting in a -1D penalty on all skill rolls and a -2D penalty to all *Dexterity* rolls.

Move: 5

Size: 1 meter long

Source: *Operation: Elrood* (page 34)

Space Slug

Type: Vacuum Predator

DEXTERITY 2D
PERCEPTION 1D

STRENGTH 6D (creature scale)/**5D** (starfighter scale)*

* For a 6-metre-long and 900-metre-long slug respectively; *Strength* varies dramatically by the length of the slug; extremely large slugs are in the starfighter or capital class.

Special Abilities:

Vacuum: Space slugs are native to the vacuum of space and can survive in this environment with no assistance.

Teeth: Do STR+1D damage.

Move: 6 (creature-scale slugs only).

Size: May be as small as 1 meter long, possibly up to 900 meters long.

Source: *The Star Wars Sourcebook* (page 91), *Galaxy Guide 3 – The Empire Strikes Back* (page 43), *Star Wars Trilogy Sourcebook SE* (page 180), *Alien Anthology* (pages 44-45)

Space Wraith

Type: Medium-size vacuum parasite

Planet of Origin: Outer Space

DEXTERITY 3D+1

Possession attack 4D

PERCEPTION 3D+1

Con 6D, Hide 6D, search 6D

STRENGTH 2D+2

Special Abilities:

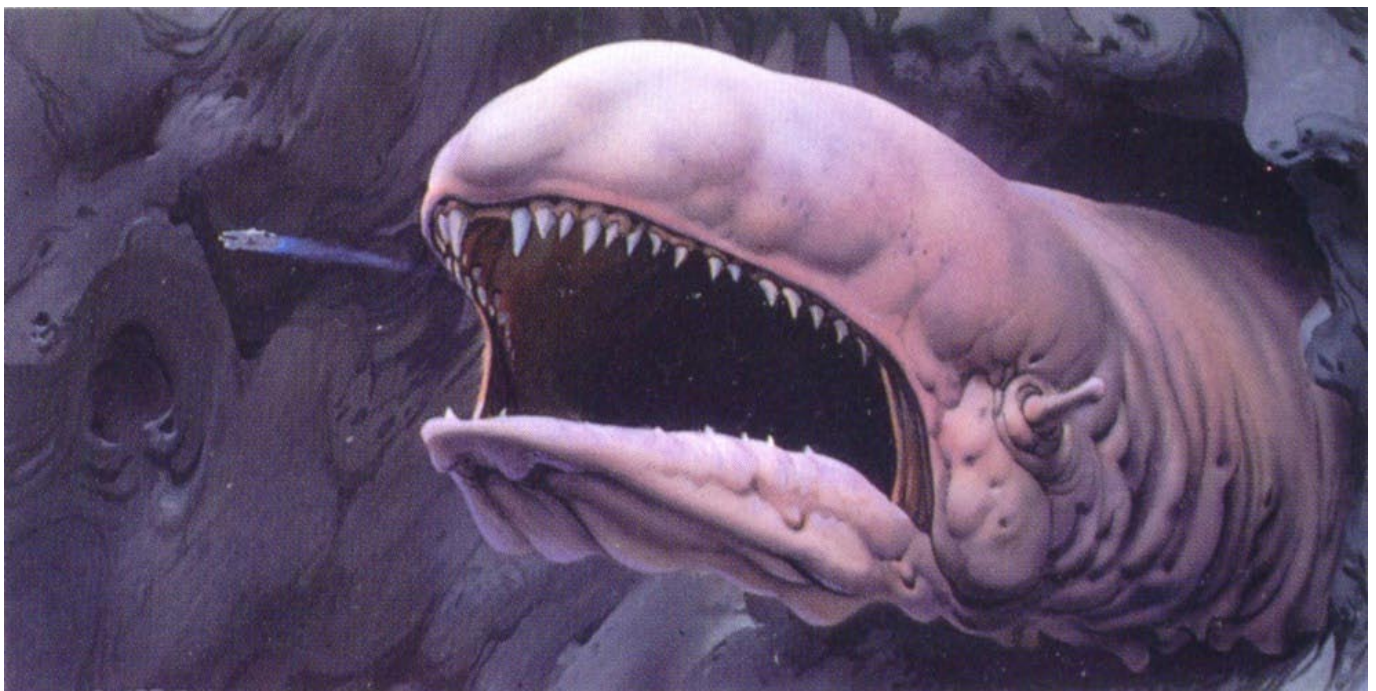
Incorporeal: As an incorporeal creature, the space wraith can be harmed only by incorporeal creatures, energy weapons and Force Powers such as Force Lighting. Except for Force Powers, all attacks have a 50% chance of being ignored. An incorporeal creature can pass through solid objects and its attacks ignore natural and added armor. It cannot be heard if it does not wish to be.

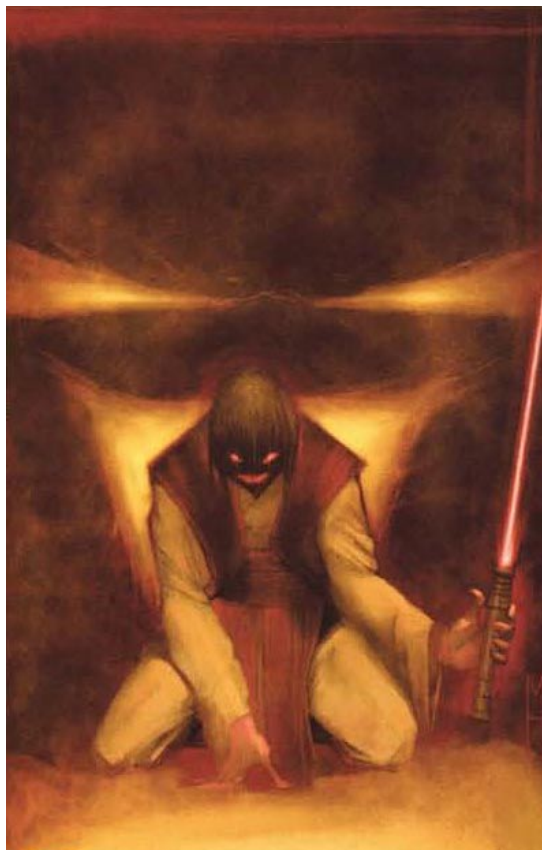
Possession: A space wraith that touches an opponent can attempt to possess him. If the attack succeeds, the space wraith's body vanishes into the opponent's body. The target can resist the attack with a successful Difficult *willpower* roll. If it resists, it's immune to that particular wraith's possession for one day.

Possessed Creatures: A creature possessed by a space wraith is filled with evil intents. It can see in total darkness up to 20 meters and gains +2D to resist damage and +1D to *willpower*. It also takes a -1D penalty to *Knowledge* and *Perception*,

Move: 16 (flying)

Source: *Ultimate Adversaries* (pages 118-119)





Spice Spider

Type: Subterranean predator

Planet of Origin: Kessel

DEXTERITY 1D

PERCEPTION 8D

Search 9D

STRENGTH 4D

Brawling: impale 5D, stamina 6D+2



Special Abilities:

Impaling: The spice spider can impale its prey on one of its hundreds of dagger-like legs. Each impalement causes STR+1D damage, plus an additional +2 damage per turn from additional jostling. A character must make an opposed *Strength* roll to break free.

Drain Energy: The spice spider feeds by draining energy from living beings. Each impaled character takes 1D damage per turn from having his or her energy drained.

Move: 15

Size: 2.4-6.8 meters wide

Source: Alien Anthology (pages 45-46), The Jedi Academy Sourcebook (pages 123-124), Geonosis and the Outer Rim Worlds (page 85)

Spiderwalker Construct

Type: Charon construct

Planet of Origin: Stronghold

DEXTERITY 3D

Brawling Parry 4D+1

KNOWLEDGE 2D

MECHANICAL 2D

PERCEPTION 3D

Search 4D+1

STRENGTH 4D

Brawling 5D+2

TECHNICAL 2D

Special Abilities:

Agile: Spiderwalkers may take two *brawling* attacks per round with no reduction to die codes.

Move: 9

Size: Over 2.5 meters tall

Source: Otherspace II – Invasion (page 10)



Spike-Finned Sounder

Type: Small aquatic predator

Planet of Origin: Kamino

DEXTERITY 3D

Dodge 3D+2

PERCEPTION 2D+2

Hide 4D+1, search 4D+1

STRENGTH 2D

Brawling 3D, swimming 4D+2

Special Abilities:

Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.

Glide: A sounder that breaks the water's surface can glide 2 meters above the water as part of his regular movement. It can attack but not *dodge* while gliding.

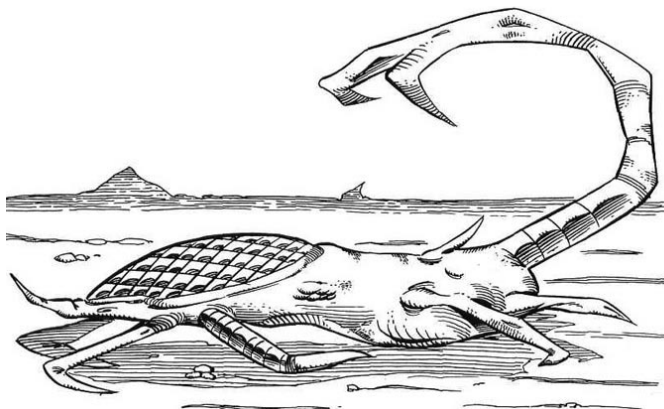
Low-light Vision: Can see twice as far as humans in dim light.

Move: 14 (swimming)

Size: 2 meters long

Source: Geonosis and the Outer Rim Worlds (pages 78-79)

Spor Crawler



Type: Poisonous insect
Planet of Origin: Nar Bo Sholla

DEXTERITY +2
PERCEPTION +2
STRENGTH +2

Special Abilities:

Poison: Creatures stung by the spor crawler suffer 5D of damage (roll every five minutes for one hour). The character must also make a Difficult *stamina* roll to withstand the extreme pain – failing the roll means the character suffers a -3D penalty to all actions for the next six hours. A Moderate *first aid* roll when using a medpac can neutralize the poison but there is no remedy for the pain.

Burrowing: Spor crawlers can dig in soft materials.

Camouflage: if a crawler has a place to hide, a Difficult *search* or *Perception* roll is needed to see it before it attacks. Characters familiar with Nar Bo Sholla may make Easy *survival* rolls to be able to guess where spor crawlers are likely to be found and may reduce the *search* or *Perception* difficulty by two levels (by knowing to look for the telltale disturbances in the dirt or sand).

Move: 1

Size: 8 centimeters long

Source: Creatures of the Galaxy (pages 72-73)

Spukamas

DEXTERITY 5D+1

Running 6D

PERCEPTION 3D+1

Search 5D, search: tracking 5D

STRENGTH 1D

Jumping 2D+2

Special Abilities:

Bite: A spukamas inflicts its Strength +1 on a successful bite attack.

Claw: The claws of a spukamas inflict the creature's Strength in damage.

Exceptional Reflexes: Spukamas gain a +1D bonus to all Perception rolls made to determine initiative.

Move: 12

Size: Unlisted (Tiny)

Source: Coruscant and the Core Worlds (page 75)

Squall

DEXTERITY 4D+2

PERCEPTION 1D+2

Hide 4D, search 4D

STRENGTH 1D

Special Abilities:

Bite: A squall can bite for its Strength rating in damage.

Keen Senses: Squalls have exceptional senses, and gain a +1D+1 bonus to all *Search* skill checks.

Move: 10 (ground), 2 (burrow)

Size: Unlisted (Tiny)

Source: Coruscant and the Core Worlds (page 68)

Staga

DEXTERITY 2D

Dodge 3D+2

PERCEPTION 1D+2

Search 4D+1

STRENGTH 3D+2

Special Abilities:

Bite: The bite of a staga inflicts Strength +1 damage.

Gore: A staga can gore an opponent for Strength +1D damage.

Move: 20

Size: Unlisted (Large)

Orneriness: 1D

Source: Power of the Jedi Sourcebook (page 147)

Stalker Lizard

Type: Plains hunter

Planet of Origin: Dantooine



DEXTERITY 1D

PERCEPTION 2D

Search 3D+2, sneak 5D

STRENGTH 3D

Brawling 4D

Special Abilities:

Constriction Attack: Does STR+2D+2 damage.

Move: 40 (spriny), 13 (normal movement)

Size: Up to 3.5 meters long

Source: Creatures of the Galaxy (pages 73-74)

Staplarint



Type: Forest-dwelling omnivore

DEXTERITY 3D+2

Running: long distance 4D+2

PERCEPTION 2D

STRENGTH 5D

Special Abilities:

Bite: Does STR+1D damage.

Move: 12

Size: 1.5 meters at shoulder, 2.5 meters long

Orneriness: 2D+2

Source: Alliance Intelligence Reports (page 12)

Starweird

Type: Large Force-using vacuum predator

Planet of Origin: Outer Space

DEXTERITY 3D

PERCEPTION 4D+2

Hide 10D, search 11D

STRENGTH 5D+2

Special Abilities:

Claws: Do STR+1D

Darkvision: Can see up to 20 meters in total darkness.

Incorporeal: A starweird's body is visible but incorporeal. It has a 50% chance to ignore any damage from a corporeal source, but not from Force Powers. Also, its claw attacks ignore armor protection. It can pass through solid objects and cannot be heard if it doesn't wish to be.

Telepathic Scream: A starweird can unleash a telepathic scream as an attack action, affecting all living creatures

within 20 meters of it. Creatures that fail a Very Difficult *willpower* roll are panicked by 1D rounds.

Force Skills:

Control 3D+1, sense 4D, alter 3D+1

Force Powers:

Drain energy, telekinetic kill, force lightning, sense force potential, life detection, sense force

Move: 12 (flying)

Size: 1.8 meters tall

Source: Ultimate Adversaries (pages 121-122)



Steep



Stratt

DEXTERITY 1D+1
PERCEPTION 2D+2

Search 6D

STRENGTH 4D+1

Special Abilities:

Amphibious: Steeps are equally comfortable living in or out of water.

Bite: A steep's bite inflicts Strength +1D damage.

Exceptional Reflexes: Steeps gain a +1D bonus to all Perception rolls made to determine initiative.

Low-light Vision: Steeps can see twice as far as a human in dim light.

Thick Hide: The thick hide of a steep gives it a +2D bonus to Strength rolls made to resist physical damage, and a +1D bonus to Strength rolls made to resist energy damage.

Move: 8 (ground), 16 (swimming)

Size: Unlisted (Large)

Source: Coruscant and the Core Worlds (page 113)

DEXTERITY 4D
PERCEPTION 2D+1

Hide 4D, search: track 3D, sneak 4D

STRENGTH 4D

Brawling 4D+2, climbing/jumping 6D+2

Special Abilities:

Bite: A stratt's bite inflicts Strength +1D damage.

Camouflage: The dark fur of a stratt aids the creature in blending into shadows. In dimly lit environments, stratts receive a +3D bonus to *Hide* skill checks.

Claws: The claws of a stratt inflict Strength +1D damage.

Move: 16

Size: 2 meters long

Source: Coruscant and the Core Worlds (page 35)

Stiltwalker

Type: Amphibious insectivore

DEXTERITY 3D

PERCEPTION 1D

STRENGTH 1D+1

Special Abilities:

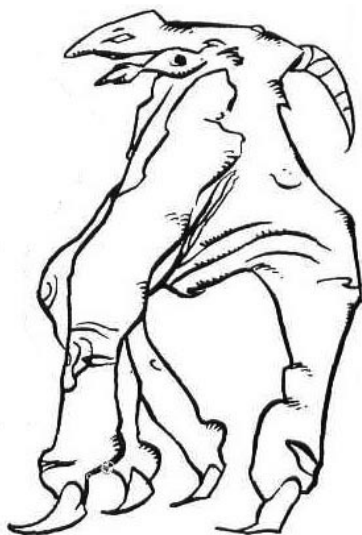
Eyesight: Despite the simplicity of their other sensory organs, stiltwalkers possess extremely sensitive eyes and gain a +2D bonus on all *Perception* tasks involving sight.

Force Sense: Stiltwalkers have unusual affinity for the Force and Force-using sentients. When a character uses the Force in an area where stiltwalkers are present, a number of stiltwalkers (2D stiltwalkers for every die of *control* skill possessed by the Force-using character) will appear within five rounds and begin chirping loudly. The chirping will last for up to 10 minutes.

Move: 3

Size: 15 centimeters tall

Source: Creatures of the Galaxy (pages 74-75)



Styanax

DEXTERITY 4D
PERCEPTION 3D

Search 7D, sneak 5D+2

STRENGTH 6D

Ram 6D+2, swimming 10D

Special Abilities:

Battering Ram: Styanax can ram an opponent (usually a watercraft), inflicting Strength +1D damage.

Bite: The bite of a styanax does the creature's Strength +1D damage.

Breathe Underwater: As fish-like creatures that live in water, styanax are able to breathe underwater.

Low-light Vision: A styanax can see twice as far as a human in dim light.

Poison: A successful tail attack made by a styanax that results in any damage rating greater than "Stunned" results in the poisoning of the target. Anyone poisoned in this manner must succeed at a Difficult Strength check, or take 6D poison damage.

Tail Whip: A successful strike from a Styanax's tail does the creature's Strength +1D+1 damage.

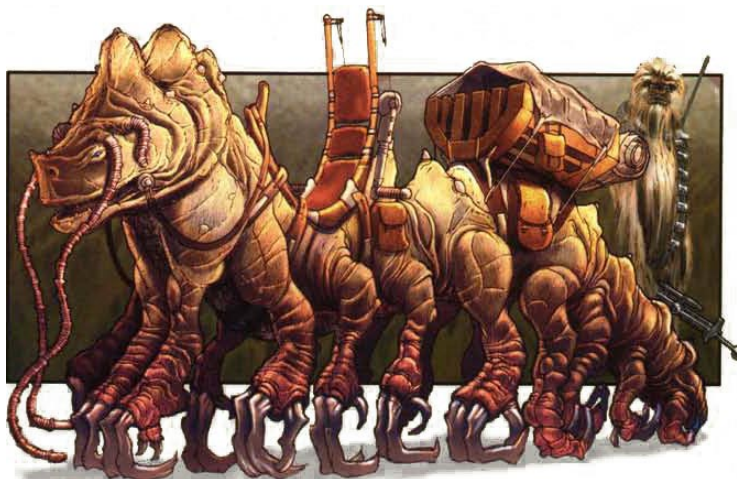
Move: 16 (swim)

Size: Up to 14 meters long

Source: Coruscant and the Core Worlds (page 155)

Sureggi

Type: gargantuan forest herd animal



Stintaril

Type: Scavenger rodent

Planet of Origin: Yavin IV

DEXTERITY 4D

Running 6D

PERCEPTION 3D+2

Sneak 5D

STRENGTH 2D

Climbing/jumping 3D+1

Special Abilities:

Teeth: Do STR+1 damage.

Move: 10

Size: 1-1.2 meters long

Source: Galaxy Guide 2 – Yavin and Bespin (page 20)

Planet of Origin: Kashyyyk

DEXTERITY 2D+2

PERCEPTION 2D+2

Search 6D

STRENGTH 7D

Climbing/jumping 9D, swimming 9D

Special Abilities:

Breathe Underwater: The sureggi can breathe water normally.

Bite: Does STR+1D+1 damage.

Move: 6, 6 (climbing), 8 (swimming)

Size: 8-20 meters long

Orneriness: 2D

Source: Ultimate Adversaries (pages 122)

Sussimi

Type: Tiny aquatic predator

Planet of Origin: Mon Calamari

DEXTERITY 3D+1

PERCEPTION 2D+2

Hide 6D+1, search 5D

STRENGTH 1D+2

Swimming 2D+2

Special Abilities:

Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.

Low-light Vision: Can see twice as far as humans in dim light.

Ink: Three times per day, a sussimi can spray a cloud of colorless acidic ink that covers a roughly spherical area with a diameter of 3 meters. Anyone caught in the cloud takes 1D damage for each quarter of his body directly exposed to the ink (4D if completely exposed). Aquatic characters who inhale the ink take 3D damage. The ink dissipates in 10 rounds.

Camouflage: Sussimis gain a +2D bonus to *hide* if they are not currently digesting a meal (up to one hour after feeding).

Move: 14 (swimming)

Size: 0.5 meter

Source: Geonosis and the Outer Rim Worlds (page 102)

Svaper



Type: Underwater voracious threat

Planet of Origin: Rodia

DEXTERITY 4D

PERCEPTION 2D

STRENGTH 2D

Special Abilities:

Bite: Does STR+3D damage.

Spines: The spines on a svaper's back do STR+3D+2 damage and remain lodged in the skin until the target takes a turn to remove the spine.

Tough Skin: +2D to resist damage. The gills do not get this protection, but are Very Difficult to hit. Their skin is exceedingly rough to the touch, and painful to scrape against.

Move: 20 (swimming)

Size: 2-3 meters long (20-year-old adults can grow up to 6 meters long!)

Source: Creatures of the Galaxy (pages 75-76)

Swamp Serpent

Type: Snake

Planet of Origin: Marca

DEXTERITY 2D+2

PERCEPTION 2D

STRENGTH 1D

Special Abilities:

Bite: Does STR+1D damage.

Move: 5

Size: Up to 1.5 meters long

Combat: Timid, but territorial, these creatures will defend their nests if attacked, but don't pose a major threat to most humans.

Source: Planet of the Mists (page 14)

Swamp Shark

Type: Aggressive predator

Planet of Origin: Marca

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 4D

Special Abilities:

Bite: Does STR-1 damage.

Move: 6

Size: 1 meter long

Source: Planet of the Mists (page 14)

Swamp Skimmer (Garalalesh)

Type: Swamp predator

Planet of Origin: Ergeshui

DEXTERITY 5D

PERCEPTION 2D

Sneak 5D

STRENGTH 6D

Special Abilities:

Armor: +2D physical, +1D energy

Bite: Does STR damage, but if attack succeeds by 10 or more points, pry is swallowed whole.

Move: 14 (swimming)

Size: Up to 3 meters long

Source: Planets Collection (page 217)

Swamp Slug

Type: Omnivorous underwater giant

Planet of Origin: Dagobah

DEXTERITY 1D

PERCEPTION 2D

STRENGTH 7D+1

Special Abilities:

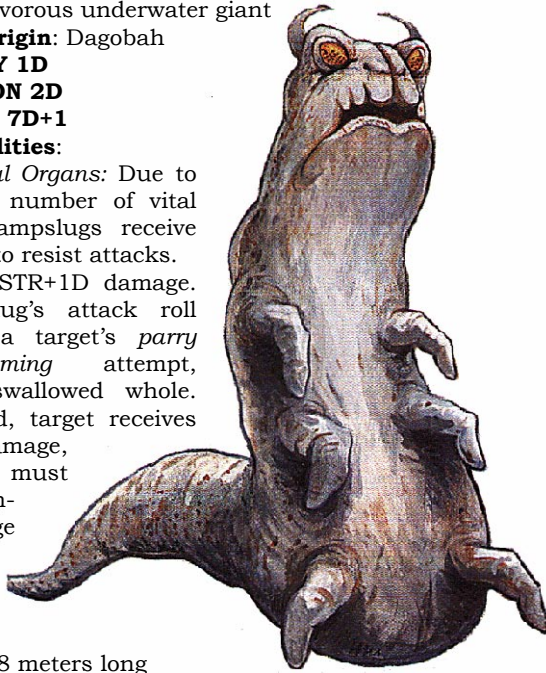
Lack of Vital Organs: Due to their small number of vital organs, swampslugs receive +2D armor to resist attacks.

Bite: Does STR+1D damage. If swampslug's attack roll is double a target's *parry* or *swimming* attempt, target is swallowed whole. If swallowed, target receives STR+2D damage, and target must inflict non-stun damage to be spit out.

Move: 4 (swim)

Size: Up to 8 meters long

Source: Galaxy Guide 3 – The Empire Strikes Back (page 63), Star Wars Trilogy Sourcebook SE (page 180)



Swamp Worm

Type: Swamp dwelling predator

Planet of Origin: Veron

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 3D+1

Special Abilities:

Teeth: Do STR+1D damage.

Poisonous Tail: Poison causes 4D damage but can only be used on creatures behind the swamp worm.

Move: 15 (wet mud only)

Size: 1.5-4 meters long

Source: Planets Collection (page 89)

Swarm Bug

Type: Swarm insect

Planet of Origin: Gorsh

DEXTERITY 1D

PERCEPTION 0D

STRENGTH 0D

Special Abilities:

Methane Explosion: If a swarm bug is struck by an object, roll 1D; on a 1 it explodes. If exposed to open flame, roll 1D; on a 1-3 it explodes. If in a swarm, all bugs explode in a chain reaction, doing 2D damage to everyone within a 2 meter radius.

Move: 12

Size: Up to 4 centimeters long

Source: Planets Collection (page 57)

Syren Plant

Type: Carnivorous plant

Planet of Origin: Kashyyyk

DEXTERITY 2D+1

PERCEPTION 1D+1

Hide 5D+1, search 3D+1

STRENGTH 7D

Special Abilities:

Bite: Does STR+1D damage.

Constriction: If a syren plant makes a successful bite attack against a creature in its maw, it begins to constrict for its *Strength* code in damage each turn.

Pheromones: The syren plant uses pheromones to attract prey, although the article presents no rules for this aspect of the plant, nor does it indicate whether sentient creatures would be affected, and thus attracted, by the pheromones.

Move: 0

Size: 6-7 meters tall, 6 meters across

Tangak

Type: Carnivorous predator

Planet of Origin: Coyn

DEXTERITY 4D

Dodge 6D

KNOWLEDGE 0D

Intimidation 6D

PERCEPTION 3D

Hide 6D, sneak 5D

STRENGTH 5D

Brawling 7D, lifting 6D, stamina 7D

Special Abilities:

Claws: Do STR+3D damage,

Teeth: Do STR+2D damage.

Camouflage: Tangaks can effectively blend in with their surroundings. Tangaks gain a +2D bonus to their *sneak* dice if the terrain has buildings, trees and bushes, or large piles of rock to hide near.

Move: 13

Size: 3.0-3.5 meters tall

Source: Planets Collection (page 145)

Tantla

Type: Forest scavenger

Planet of Origin: Ealor

DEXTERITY 4D+2

Running 6D+2

PERCEPTION 2D+2

Hide 4D, sneak 4D+2

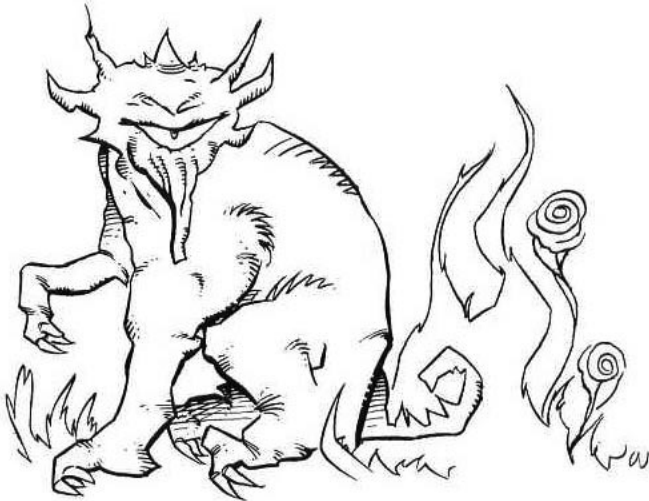
STRENGTH 2D+2

Special Abilities:

Claws: Foot and paw claws do STR+1 damage.

Extremely Protective: Tantla adults are uncommonly protective of their young. When presented with a potential threat, they band together as a group and fight to the death to safeguard their cubs. In such circumstances tantla adults will unhesitatingly sacrifice themselves, if necessary, to drive off an attacker. When presented with a danger to their young, all adult tantla attack with +2D to their *Strength* rolls for purpose of causing and resisting damage (this due to increased adrenaline).

Grapple Tongue: The tip of the tantla's long tongue contains hundreds of minute suckers used to adhere to its prey,



aiding in the quarry's capture. A potential victim so caught must make a Difficult *Strength* roll to break free or suffer a -1D *Dexterity* penalty.

Restricted Vision: Tantlas have difficulty in distinguishing distances and multiple objects in three-dimensional perspective. Tantlas suffer a -1D penalty to any *search* rolls when a target is not moving.

Tail: A barbed tailswipe does STR+2 damage.

Teeth: Teeth do STR+1 damage.

Move: 12

Size: 1-1.3 meters tall, up to 3 meters long

Source: *Creatures of the Galaxy* (page 77)

Taozin

DEXTERITY 1D

PERCEPTION 1D+1

Hide 5D+1 (8D+1 in dark conditions), search 5D

STRENGTH 8D+1

Climbing 13D

Special Abilities:

Bite: The taozin's bite inflicts its Strength +1D+2 damage.

Blindsight: Taozin are blind and do not "see" by conventional means.

Camouflage: Taozin are naturally translucent. In dark conditions, they gain a +3D bonus to all *Hide* skill rolls.

Energy Resistance: Taozin are resistant to energy from fire, blasters, and lightsabers. When resisting damage from fire or blasters, a Taozin gets a +2D bonus to its Strength. When resisting damage from lightsabers, this bonus increases to +3D.

Force Invisibility: Taozin cannot be detected by any uses of the Force.

Lightsaber Diffusion: When struck by a lightsaber, a taozin's translucent flesh causes the energy from the saber to "splash" outward in all directions. Anyone within 2



meters of a Taozin that is struck by a lightsaber will take 5D of damage, unless they make a Difficult *Dodge* skill roll.

Web: A taozin can spew an adhesive substance from its mouth with a range of 3-25/50/100. This web-like material covers a 6 meter by 6 meter area, and anyone within the target area may attempt to *Dodge* the attack as normal. Anyone hit by this attack is considered entangled. Entangled creatures suffer a -1D penalty to all attack rolls, a -2D penalty to their *Dexterity* scores, and can only move at half of their normal *Movement* scores. Those wishing to free themselves must roll a Very Difficult *Strength* check to do so. These webs are flammable, and will burn away within 1D rounds, but anyone caught in the burning webs will take 3D+1 worth of damage each round they are exposed to the flames.

Move: 4 (ground), 4 (climbing)

Size: Unlisted (Gigantic)

Source: *Power of the Jedi Sourcebook* (pages 81-83)

Tatooine Howler



Type: Desert predator

Planet of Origin: Tatooine

DEXTERITY 1D+1

PERCEPTION 2D

Hide 3D, search 3D+2, tracking 4D+1, sneak 3D+1

STRENGTH 5D+2

Brawling 6D

Special Abilities:

Claws: Do STR+1 damage.

Camouflage: Howlers are covered in dirty yellow fur, allowing them to blend with their surroundings. They get a +1D bonus to *hide* in the desert.

Move: 10

Tatooine Sand Bug



Tauntaun



Type: Arctic Climate Omnivore

Planet of Origin: Hoth VI

DEXTERITY 2D

PERCEPTION 3D

STRENGTH 4D

Special Abilities:

Charge Attack: Does STR+1D+1 damage

Arctic Creature: Tauntauns can withstand frigid temperatures that are deadly to most other creatures (although their stamina in the cold is not unlimited).

Move: 16

Size: 1.3-2 meters at the shoulder

Orneriness: 1D

Source: Core Rulebook (page 222), The Star Wars Sourcebook (pages 92-93), Rules of Engagement: The Rebel Specforce Handbook (pages 54-55), Galaxy Guide 3 – The Empire Strikes Back (pages 13-14), Star Wars Trilogy Sourcebook SE (pages 180-181), Rebellion Era Sourcebook (pages 92-93)

Type: High-gravity hunter

DEXTERITY 1D+2

PERCEPTION 2D

Search 4D+2

STRENGTH 4D+2

Brawling 6D+2, climbing/jumping 5D+2

Special Abilities:

Visual Tracking: Besiloths rely on vision for tracking. In large expanses of open terrain, they can spot prey from kilometers away.

Intimidating Gaze: Effectively has an *intimidation* score of 7D. If the besiloth's intimidation attack succeeds by more than 10 points, the target looks away and is incapable of action for the next round.

Claws: Do STR+1D damage.

Bite: Does STR+1D damage.

Move: 12 (high-gravity worlds), 18 (standard gravity words)

Size: Up to 2 meters long

Source: Creatures of the Galaxy (pages 77-78)

Telkadis Hiding Tree Spider

Type: Predatory arachnid

Planet of Origin: Telkadis

DEXTERITY 2D+2

PERCEPTION 2D+1

Hide 3D+2, search 4D, sneak 3D

STRENGTH 3D+1

Digging: tree burrowing 5D+1

Special Abilities:

Silent Movement: Tree spiders can move very silently, adding +1D+2 to all *sneak* attempts.

Sense: Tree spiders sense prey by the presence of heat given off in their vicinity. Add +1D to all *search* rolls made within 20 meters.

Camouflage: Tree spiders often burrow deep into their host's pulpy bark, making them hard to detect, even up close. Add +3D to all *sneak* rolls when so hidden.

Poison: Spider bites do 3D damage; in addition, once bitten the victim must make a Very Difficult *stamina* roll to avoid temporary paralysis (lasting upwards of an hour).

Move: 12

Size: 60-80 centimeters in diameter

Source: Creatures of the Galaxy (page 79)

Tedellian Besiioth



Tentacle Bird of Pelemax



Type: Flightless jungle avian

Planet of Origin: Pelemax

DEXTERITY 3D

Running 4D

KNOWLEDGE 1D

Intimidation: war cry 6D

PERCEPTION 2D

Hide 4D

STRENGTH 3D

Climbing/jumping 4D, stamina 5D

Special Abilities:

Beak: Does STR+2 damage.

Talons: Foot claws do STR+1D damage.

Tentacles: Tentacles are well developed, manipulative appendages. These can assist the creature in swinging from tree to tree with a +1D for all *climbing/jumping* or *running* actions.

War Cry: The creature is renowned for its piercing war cry prior to making an attack. This cry can be particularly unnerving to unprepared opponents. If the *intimidation:war cry* gets 5 or more result points on a target, the target is stunned and cannot take any actions for two rounds.

Water Storage: The creature can store large amounts of water in specially developed internal receptacles located along the base of the neck and upper torso area. It can go up to one standard month without water.

Move: 16 (running), 10 (climbing/tree movement)

Size: 1.6-2.5 meters tall, up to 3 meters long, tentacles extending out to 3 meters in length

Source: *Creatures of the Galaxy* (pages 79-80)

Tenticulon

DEXTERITY 3D+2

Sting 5D+2

PERCEPTION 2D

Search 4D, sneak 3D+1

STRENGTH 4D

Grapple 6D, swimming 9D

Special Abilities:

Blindsight: Tenticulons can detect prey out to 80 meters.

Breathe Underwater: As water-born creatures, tenticulons can breathe underwater and will not drown.

Fast Healing: Tenticulons heal twice as fast as is normal.

Grasping Tentacles: If a tenticulon successfully grapple an opponent, it can constrict its tentacle(s), inflicting the creature's Strength in damage each round, +1D per tentacle past the first that is constricting. To escape, the target must succeed in an opposed Strength roll with the tenticulon.

Immune to Heat: Attacks that do damage by producing heat have their damages reduced to zero against tenticulons.

Stinging Tendrils (12): The stings on a tenticulon's tendrils inflict the creature's Strength rating in damage, but they are only effective against an unarmored opponent.

Swallow Whole: If the tenticulon manages to grapple a target with at least five of its tentacles, it can swallow its target whole if it makes a successful grappling attack. Any creature swallowed whole is subjected to the tenticulon's digestive acids, and these inflict 4D acid damage per round.

Move: 12 (swim)

Size: Unlisted (Colossal)

Source: *Coruscant and the Core Worlds* (page 140)

Terecon

Type: Hunting reptile

Planet of Origin: Essowyn

DEXTERITY 3D+2

PERCEPTION 2D

STRENGTH 2D

Special Abilities:

Armor: +3D to *Strength* (physical and energy).

Bite: Does STR+5D damage.

Move: 22

Size: 1 meter tall, up to 8 meters long

Source: *Planets Collection* (pages 44-45)

Tesfli Piercer

Type: Swarm insect

Planet of Origin: Gorsh

DEXTERITY 2D

PERCEPTION 0D

STRENGTH 0D

Special Abilities:

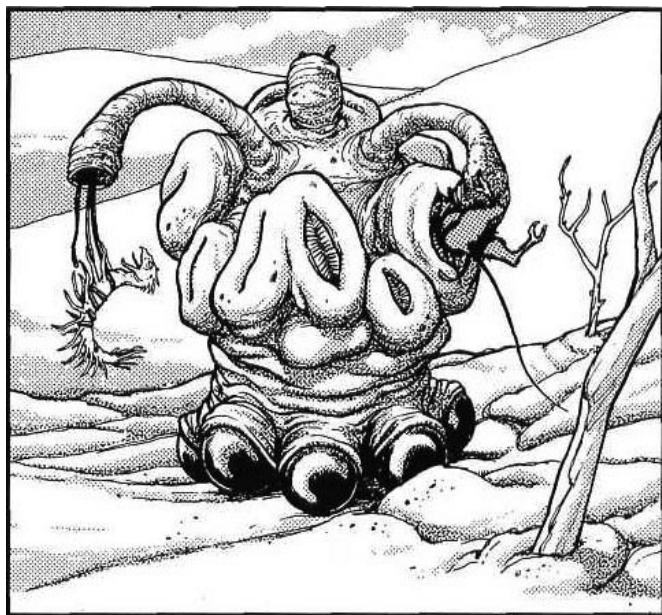
Fragile: Open flame and insect repellants scare them off and exposure to cold will kill them.

Rotting Disease: Their bite causes no actual damage, but anyone bit must make a Very Easy *stamina* check or be infected by a "rotting disease". Within one week the infected limb will swell and turn black, after two more untreated weeks the limb is at -1D *Dexterity* and *Strength*, after another week, -2D. After seven weeks of infection the limb is totally useless.

Move: 8

Size: 1-4 centimeters long
Source: Planets Collection (page 87)

Thanu



Type: Carnivorous volcano dweller

Planet of Origin: Kamur

DEXTERITY 3D

PERCEPTION 1D+2

STRENGTH 2D

Special Abilities:

Heat Immunity: Thanus are extremely resistant to heat (giving them a +1D bonus adds to their *Strength* when resisting blster damage) and can travel across any solid surface, regardless of temperature.

Tentacles: Thanu tentacles do damage equal to the *Strength* of the thanu. In addition, when a thanu makes a successful tentacle attack, its target must make a Moderate *Dexterity* roll to avoid being entangled by the tentacle. Characters who fail this roll suffer no additional damage, but during every following round, they must make a *Strength* roll that is equal to or greater than the roll made by the thanu, or they will be pulled into its mouth. If the character's *Strength* roll is more than 10 points higher than that of the thanu, then the character has completely escaped from its grasp.

Teeth: The teeth of the thanu (which have evolved to crush both silicavores and the rocks that they have consumed) do STR+2D damage. As with the tentacles, the character must make a *Strength* roll 10 or more points higher than the thanu to escape its mouth.

Move: 4

Size: 1.1 meters tall

Source: Creatures of the Galaxy (pages 80-81)

Thernbee



DEXTERITY 3D

Dodge 4D+2

PERCEPTION 3D+2

Empathy 6D+1, hide 5D, search 5D, sneak 4D+2

STRENGTH 5D+2

Climbing/jumping 7D+2

Special Abilities:

Anaesthetic Bite: Anyone bitten by a thernbee must succeed in a Very Difficult *Strength* check or become fatigued. A fatigued character has his *Strength* and *Dexterity* ratings reduced by -1D each, hid Move score reduced by half, and he cannot run. If the victim is bitten a second time and fails another *Strength* check, the target's attribute penalties are doubled (to -2D each). If bitten a third time, the target will fall unconscious for an hour. Regardless of the number of times a victim has been bitten, the effects of the venom last for only one hour. Saliva milked from a thernbee loses these properties within minutes.

Bite: A thernbee's bite inflict the creature's *Strength* +1D+1 damage.

Claws: The claws of a thernbee inflict its *Strength* +1D damage.

Empathic: Thernbees are naturally empathic, and this acts as the Receptive Telepathy Force power in all respects with one exception. A thernbee can attempt to empathically communicate their emotions to other creatures, but this requires an opposed roll of the thernbee's *Empathy* skill and the target's *Control* or *Perception*. If the target fails, it gets a vague sense of the creature's emotions.

Gore: A thernbee can gore an opponent for its *Strength* +2 damage.

Move: 20

Size: Unlisted (Large)

Source: Power of the Jedi Sourcebook (page 83)

Thevaxan Marauder



Type: Giant reptilian hunter

Planet of Origin: Gorsh

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 5D

Brawling 5D+2

Special Abilities:

Tai Swipe: Does STR+2D damage.

Teeth: Do STR+1D damage.

Charge: Does STR damage, plus an extra +1D for every round charging up (up to +3D).

Move: 15

Size: Up to 20 meters long, up to 8 meters tall at the shoulder

Orneriness: 7D

Source: Planets Collection (page 56)

Thranta



Type: Alderaanian flyer

Planet of Origin: Alderaan

DEXTERITY 4D

PERCEPTION 3D+1

STRENGTH 4D

Move: 25 (flying)

Size: Up to 4 meters tall

Orneriness: 1D (tame), 4D (wild)

Source: Galaxy Guide 3 – The Empire Strikes Back (page 67), Alien Anthology (pages 46-47)

Thornsniper Plant

DEXTERITY 0D

Thorns 3D

PERCEPTION 1D+2

Hide 5D

STRENGTH 2D

Special Abilities:

Camouflage: The thornsniper plant blends in with the plants around it. When in a jungle or wooded environment, thornsnipers may add +2D to their *Hide* skill checks to avoid detection.

Thorns: When it senses vibrations, the thornsniper shoots volleys of thorns in that direction. The plant will continue to fire thorns for up to five rounds after it has “spotted” a victim.

Tremorsense: A thornsniper automatically detects vibrations made by moving creatures in contact with the ground. This sense extends to a range of 20 meters.

Move: 0

Size: Unlisted (Small)

Source: Coruscant and the Core Worlds (page 64)

Giant Thranta

Scale: Speeder

DEXTERITY 3D+2

PERCEPTION 3D

Search 6D

STRENGTH 8D+2

Special Abilities:

Bite: Does STR+2 damage.

Tail-Slam: Does STR+1D damage.

Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.

Low-light Vision: Can see twice as far as humans in dim light.

Move: 36 (flying)

Size: 16 meters long

Orneriness: 1D

Source: Alien Anthology (pages 46-47)

Thunder Lizard



Type: Massive saurian
Planet of Origin: Marca
DEXTERITY 2D

PERCEPTION 1D+2

STRENGTH 5D

Special Abilities:

Armor: Grants +1D to *Strength* to resist damage.

Tail Slap: Does STR-1D damage.

Move: 4

Size: 12 meters long

Orneriness: 3D

Combat: Generally peaceful, but dangerous when angered or frightened. Thunder Lizards will leave characters alone unless attacked or surprised. They will be found only in water.

Source: Planet of the Mists (page 14)

Type: Amphibious creature

Planet of Origin: Socorro

DEXTERITY 3D

Brawling parry 4D+2

PERCEPTION 3D

Hide 4D, search 5D, sneak 4D+2

STRENGTH 4D+2

Brawling 5D+1, climbing/jumping 5D, stamina 5D, swimming 5D+1

Special Abilities:

Claws: Do STR+2D damage.

Teeth: Do STR+1D damage.

Dehydration: Tra'cors can spend up to 24 hours out of water without suffering ill-effects, but after this period, they begin to suffer a -1D penalty to all skills for each additional 8-hours period out of water.

Water Glands: From time to time, water cellars dry up or drain into lower, inaccessible areas and the tra'cors are forced to migrate. Special glands along the underside of the creature's neck allow it to know instinctively the location of the nearest water source, up to 10 kilometers away.

Move: 5 (land), 13 (water)

Size: 2.7 meters tall (standing), 1.3 meters (on all fours)

Source: The Black Sands of Socorro (pages 22-23)

Tranthebar Mountain Ripper



Type: Avian predator

Dexterity 3D

Perception 1D+2

Search 6D, sneak 5D

Strength 2D+1

Stamina 4D

Special Abilities:

Beak: Rippers have exceptional vision and can spot an object as small as 10 centimeters from a distance of 200 meters (this is reflected in their *search* skill)

Silent Movement: Rippers glide with minimal noise, riding mountain thermal currents to their advantage.

Speed: Rippers can make dives at speeds approaching 200 kilometers per hour.

Talons: Talons do STR+2D damage.

Move: 40 (flying), 70 (diving)

Size: 2.2 meters tall at the shoulder, up to 5 meters wingspan

Orneriness: 5D

Source: Galladinium's Fantastic Technology (page 91)

Tra'cor



Tree Fisher

Type: Carnivorous plant

Planet of Origin: Port Haven

DEXTERITY 3D

PERCEPTION 3D

STRENGTH 3D+2

Brawling 5D+2

Special Abilities:

Maw: Does 2D damage each round prey is held near a fisher's mouth.

Move: 1

Size: 2 meters across

Source: Platt's Starport Guide (pages 34-35)



Tree Viper

Type: Large snake

Planet of Origin: Najarka

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 3D

Brawling 4D

Special Abilities:

Fangs: Do 2D damage (plus poison)

Constriction: 3D damage each round (subtracts 2D from *Dexterity* of the captured character until character makes successful opposed *Strength* roll to break free).

Venom: If character is *wounded* by a bite attack, he is considered poisoned. Each round thereafter, he must make a Moderate *Strength* roll or be paralyzed. If paralyzed, all



voluntary muscle activity stops. After ten round, the toxin has affected the involuntary muscles, and the character can no longer breathe. Characters who cease breathing for eight minutes suffer brain damage, and are completely unresponsive to all but the most effective Force powers. The myotoxin can be counteracted at any time before those eight minutes elapse, using the general antitoxin preset in any medpac.

Combat: The tree vipers are large snakes with grey and brown skin. In their initial attack, they will leap up to ten meters from the trees.

Move: 4

Size: 2.5-3 meters long

Source: The Abduction of Crying Dawn Singer (pages 11-14)

Tregoth

Dexterity 3D+1

Perception 1D

Hide 2D, search 2D+2

Strength 1D

Special Abilities:

Bite: A tregoth's bite does its Strength score in damage.

Darkvision: Tregoth can see up to 20 meters in total darkness.

Move: 10 (flying)

Size: Unlisted (Tiny)

Source: Rebellion Era Sourcebook (page 102)

Treppok



Type: Placid aquatic innivore

Planet of Origin: Baralou

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 6D

Special Abilities:

Teeth: Do STR+2D damage. If a character is wounded, he or she must make a Moderate *Dexterity* check to avoid being swallowed.

Move: 45 (swimming)

Size: Up to 30 meters long

Orneriness: 4D

Source: Planets Collection (page 31)

Tresher



Type: Avian cliff dweller
Planet of Origin: Tinallis

DEXTERITY 3D+2

Dodge 7D

PERCEPTION 4D

Search 6D

STRENGTH 5D+2

Special Abilities:

Acute Vision: Treshers have extremely good eyesight for spotting prey from high altitudes. Add +2D to visual search rolls.

Bite: Teeth in semi-circular jawbone do STR+2 damage.

Talons: Leg claws do STR+2 damage.

Tail: When used as a tailswipe, bony-ridged tail feathers do STR+1 damage.

Diving Attack: Treshers commonly attack by diving on prey. When making such strike, movement is increased to 55 (160 km/h) and increase attack damage by +1D.

Move: 6 (walking), 18 (flight)

Size: 1.8-2.4 meters tall, up to 3.5-meter wingspan

Source: Creatures of the Galaxy (pages 81-83)

Tripion

Type: Desert crustacean

Planet of Origin: Yavin 13

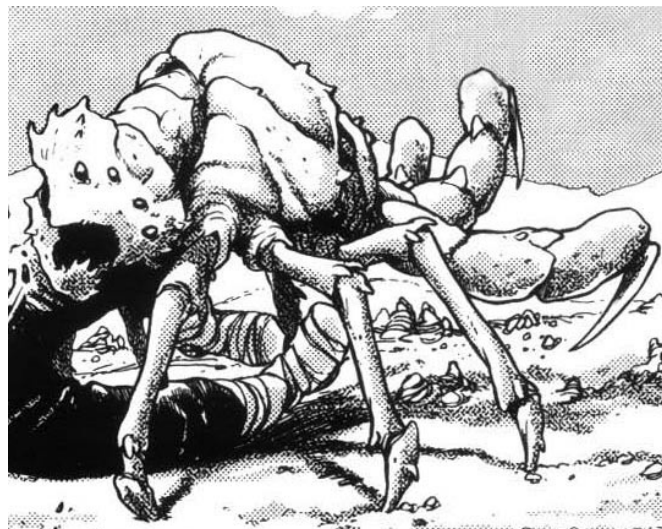
DEXTERITY 3D+2

PERCEPTION 1D+2

STRENGTH 1D-5D *

Brawling 5D+1

* The larger species of tripions will have greater *Strength*.



Special Abilities:

Pincers: the pincers do not themselves inflict damage, but are used to seize and hold prey. When a tripion makes a successful pincer attack, its target must make a Moderate *Dexterity* roll. Characters who fail this roll are held fast by the creature, and suffer a -2D penalty do *Dexterity*. Breaking free of the pincers require an opposed *Strength* roll; the character must succeed by six or more points to break free.

Venom Tail: The three tail stingers can strike in the same turn. The smaller tripions mostly cause stun damage of 1D-2D, while the larger species tend to do 3D-4D=1 regular damage, because their venom is more potent.

Move: 12

Size: 1-18 meters long

Source: Galaxy Guide 2 – Yavin and Bespin (page 29)

Tris



Type: Domesticated riding animal

Planet of Origin: Coyn

DEXTERITY 4D

Running 5D

KNOWLEDGE 0D

Intimidation 5D

PERCEPTION 3D

Search: tracking 5D

STRENGTH 5D

Stamina 7D

Special Abilities:

Hooves: Do STR+1D damage.

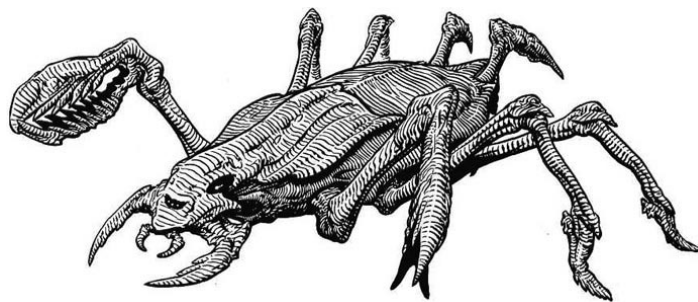
Teeth: Do STR+2D damage.

Move: 16

Size: 2.0 meters tall at the shoulder, up to 3.5 meters long

Orneriness: 5D+1 (1D for Coynite soulrider)

Source: Planets Collection (pages 144-145)

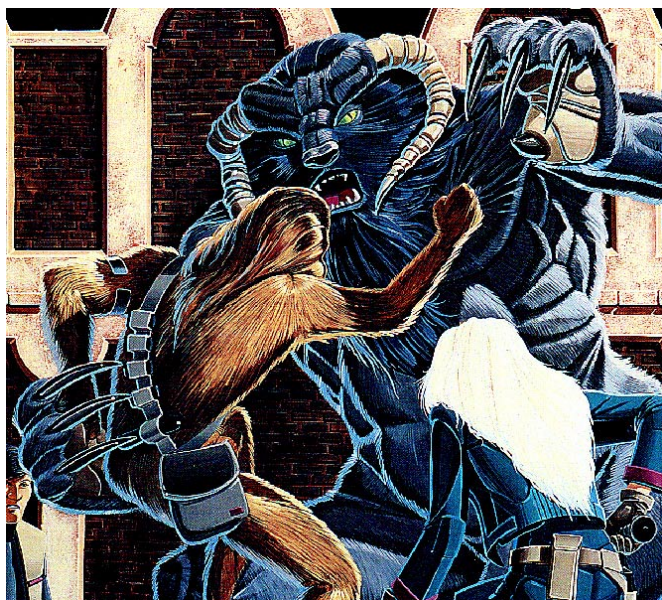


Move: 6

Size: 1 meter long

Source: Creatures of the Galaxy (pages 83-84)

Trompa



DEXTERITY 2D

PERCEPTION 2D

STRENGTH 5D

Special Abilities:

Claws: Do STR+3D damage.

Move: 8

Size: Almost 3 meters tall

Source: The Game Chambers of Questal (page 6)

Troos Armored Crebik

Type: Arboreal anthropod

Planet of Origin: Troos

DEXTERITY 2D

PERCEPTION 2D+2

STRENGTH 3D

Special Abilities:

Falling Attack: The falling attack of the crebik does 6D+2 damage. In addition, potential targets must make a Very Difficult *Perception* roll to avoid being surprised by the attack.

Pincers: Do STR+2D damage.

Mandibles: Do STR+2 damage.

Tuggle

Type: Domesticated

sledge beast

Planet of Origin:

Toola

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 3D

Lifting: pulling 4D, stamina 4D

Special Abilities:

Bite: STR+2D damage.

Move: 12; 35 km/h (unhitched). 10; 30 km/h (hitched)

Size: 0.5 meters tall, 1.5 meters long

Orneriness: 2D

Source: Rules of Engagement: The Rebel Specforce Handbook (page 55)



Tunnel Worm

Type: Mutated bio-experiment

Planet of Origin: Kathol Rift

DEXTERITY 3D

Brawling parry 5D

PERCEPTION 2D

Search 6D, sneak 5D

STRENGTH 3D

Brawling 5D

Special Abilities:

Internal Luminescence: Tunnel worms can generate an internal phosphorescent glow that appear dim to human eyes.

Absorption: The tunnel worm absorbs its prey through its permeable outer membrane. Its internal digestive acids do 4D damage.

Permeable Body: Attempts to puncture the translucent creature will be unsuccessful, since it can adjust its outer membrane to let solids pass through. However, energy weapons will inflict major damage on the creature. All blaster hits on the tunnel worm receive a +1D bonus to damage.



Move: 15 (swimming)
Size: 3 meters
Source: The DarkStryder Campaign: The Kathol Rift (pages 65-66)

Tusk-Cat



Type: Large feline
Planet of Origin: Naboo
DEXTERITY 4D
PERCEPTION 1D
Search 4D+1, search: tracking 4D+1, sneak 2D+2
STRENGTH 4D+2
Special Abilities:
Bite: Does Strength +1D damage.
Claw: Does Strength +2 damage.
Low Light Vision: A tusk-cat can see twice as far as a human in dim light.
Move: 20
Size: Unlisted (large)
Orneriness: 4D
Source: Secrets of Naboo (page 59)

Twilight Lizard

Type: Small Lizard
Planet of Origin: Yavin 13
DEXTERITY 2D
Running 4D
PERCEPTION 1D+1
Sneak 3D+1
STRENGTH 1D
Special Abilities:
Teeth: Do STR+2 damage.
Claws: Do STR+2 damage.
Move: 8
Size: 0.6-1 meter long
Source: Galaxy Guide 2 – Yavin and Bespin (page 28)

Two-Headed Tortuce

Type: Amphibian herbivore
Planet of Origin: Canastra IV
DEXTERITY 2D+1
PERCEPTION 3D+2
Sneak 5D+1
STRENGTH 2D+2

Brawling 3D, swimming 4D

Special Abilities:

Armor: Tortuce shells are extremely hard and durable and get +1D to resist all physical and energy attacks.

Dual Brained: Tortuces have two distinct brain cavities. This permits the coordination of multiple attacks against would-be aggressors: the creature can make two attacks at no penalty; third and subsequent actions suffer normal penalties (the third is at -1D, the fourth at -2D, and so forth).

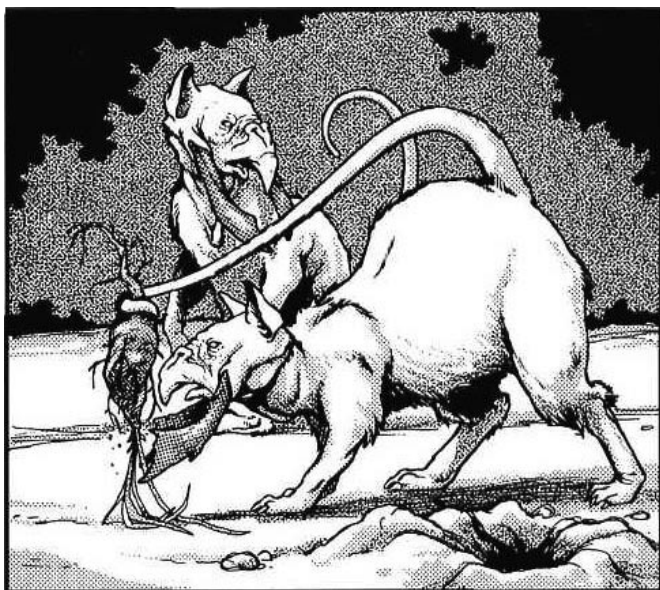
Heightened Smell: Tortuces sense the presence of other creatures primarily through a heightened sense of smell (+1D to any search rolls).

Jaws: Tortuces have very powerful jaws (used to rip out vegetation). They cause STR+1D damage.

Move: 4 (walking), 8 (swimming)
Size: 0.8-1.0 meters long
Source: Creatures of the Galaxy (pages 84-85)



Tymp



Type: Nocturnal forager

Planet of Origin: Serat

DEXTERITY 3D

PERCEPTION 1D

STRENGTH 1D+1

Special Abilities:

Night Vision: Tymps have extremely good night vision and receive +2D bonus to all *Perception* tasks undertaken in low light conditions.

Tusks: Tymps fight with their tusks, which do STR+1D damage.

Climbing: When under extreme stress, tymps will use their prehensile tails to climb trees, adding +2D to their *climbing* skill.

Move: 10

Size: 0.7 meters (plus 0.7-meter tail)

Source: *Creatures of the Galaxy* (pages 85-86)

Ukian Torbull

Planet of Origin: Ukio

DEXTERITY 2D

Dodge 3D

PERCEPTION 2D

STRENGTH 2D

Special Abilities:

Tough Hide: +1D protection against physical attacks.

Appetite: The torbull must be fed and watered at least four times a day. A minimum of 20 liters of water and 10 kilograms of grain (or similar food sources) are required to sustain the Torbull. Constant grazing is usually effective, though when operating in desert conditions ample food must be carried. The Orneriness of a torbull that has missed a feeding increases by 3D. A torbull that misses more than two consecutive feedings dies of hunger.

Tame: The Torbull does not have an aggressive nature; when ridden, the rider receives +1D to Beast Riding.

Move: 10 (walking) 15 (swimming)

Size: 2 meters at the shoulder, 5 meters long

Orneriness: 1D

Source: *Core Rulebook* (pages 222-223)



Umgullan Racing Blob

Type: Umgullan blob subspecies

Planet of Origin: Umgul

DEXTERITY 2D

"Running" 8D

PERCEPTION 1D

STRENGTH 2D

Stamina 4D

Special Abilities:

Defusion: A blob can detach portions of its body, move them separately to another location, and reform itself once they get there. Each portion of a blob is as intelligent as the main mass.

Move: 15

Size: 1-1.2 meters

Source: *The Jedi Academy Sourcebook* (page 124)

Umrach

DEXTERITY 3D+2

PERCEPTION 3D

Hide 4D, search 4D, search: track 5D, sneak 5D

STRENGTH 4D+1

Jumping 6D

Special Abilities:

Blindsight: Even though it has no eyes, an umrach can detect its surrounds up to 30 meters distant.

Constrict: If the umrach succeeds in a grappling attack against a foe, it can automatically constrict the foe on subsequent rounds for its Strength rating in damage. While constricting, it can also bite, and receives a +2D bonus to the attack roll. Anyone so constricted can break free by succeeding in an opposed Strength check with the umrach.

Exceptional Reflexes: Umrachs gain a +1D bonus to all Perception rolls made to determine initiative.

Force Absence: Umrach are immune to all Force powers that involve Sense or Alter.

Mouth Tentacle "Bite": A successful "bite" with the umrach's mouth tentacles inflicts its Strength +1D+2.

Slam Attack: A slam attack by an umrach inflicts the creature's Strength +1 in damage.

Tail Attack: An umrach can inflict its Strength +1 by striking an opponent with its tail.

Move: 16



Size: Unlisted (Large)
Source: Coruscant and the Core Worlds (page 34)

Ur-Greedle

Type: Subterranean herd animal
Planet of Origin: Geonosis
DEXTERITY 2D+2
PERCEPTION 2D+2
Hide 4D+1, search 4D+1
STRENGTH 2D+1
Special Abilities:
Darkvision: Can see up to 20 meters in total darkness.
Low-light Vision: Can see twice as far as humans in dim light.
Radiation Resistance: Gain a +2 bonus to *Strength* against radiation poisoning.
Move: 8
Size: 1.5 meter tall
Source: Geonosis and the Outer Rim Worlds (page 64)

Ursmal

Type: Ursoid
Planet of Origin: Ottega
DEXTERITY 2D
Brawling parry 6D
PERCEPTION 2D
Search 4D, sneak 4D+2
STRENGTH 5D+1
Brawling 6D+2, climbing/jumping 5D+2
Special Abilities:
Bite: Does STR+1D damage.
Claws: Do STR+2 damage.

Hibernation: Ursmals in hibernation cannot act to fend off attacks.

Move: 9
Size: "Huge"
Source: The Truce at Bakura Sourcebook (page 106)

Ursod

Type: Ursoid carnivore
Planet of Origin: Yavin 8
DEXTERITY 4D
PERCEPTION 3D
Search 4D+1, sneak 5D
STRENGTH 5D
Brawling 6D
Special Abilities:
Camouflage: The ursod can use its chameleon-like fur to fade against both snow and lichen-covered rock, giving it a +1D to *sneak* while moving or hiding.
Teeth: Do STR+1D damage.
Claws: Do STR+1D damage.
Thick Hide: The ursod's thick hide and shaggy fur gives it a +2D *Strength* for defense only.
Move: 10
Size: 3 meters tall
Source: Galaxy Guide 2 – Yavin and Bespin (page 24)

Vagh Rodiek

Type: Armored vermin
DEXTERITY 2D
PERCEPTION 1D
Hide 2D+1, search 2D+1
STRENGTH 3D
Climbing/jumping 5D+1
Special Abilities:
Awareness: Vagh Rodiek gain a +1D bonus to all *search* skill checks.
Claws: Do STR+2 damage.
Climbing Bonus: Due to their hooked claws, Vagh Rodiek receive a +1D bonus to *climbing/jumping* skill checks made when climbing.
Natural Armor: Vagh Rodiek add +2 pips to their *Strength* rolls when resisting damage.
Move: 12
Size: "Medium-sized"

Vaynai Pollinators Swarm

Type: Vermin swarm
Planet of Origin: Vaynai
DEXTERITY 4D
PERCEPTION 1D
Search 3D
STRENGTH 1D+2
Special Abilities:
Sting: The collective sting from the swarm, if successful (use the swarm's *Dexterity* roll for the attack), is painful. Anyone successfully stung must make a Moderate difficulty *Strength* check, or suffer 3D+2 damage from the swarm's venom.
Swarm: Treat the entire swarm as a single creature. All damage done to the swarm is reduced by 15 points before being applied. When reduced to Incapacitated (or worse),

the swarm will retreat.
Move: 15 (flying)
Size: "Medium-sized" swarm

Veermok



Planet of Origin: Naboo
DEXTERITY 4D+1
Dodge 5D
PERCEPTION 2D+1
Hide 3D+2, search 5D+1, sneak 5D
STRENGTH 2D+2
Jump 5D+1
Special Abilities:
Bite: Does STR+1D damage.
Claw: Does STR+2 damage.
Gore: Does STR+1D damage.
Low Light Vision: A veermok can see twice as far as a human in dim light.
Move: 15
Size: "Medium"
Source: Secrets of Naboo (page 59)

Velker

Type: Flying predator
Planet of Origin: Bespin
Scale: Starfighter
DEXTERITY 2D
PERCEPTION 2D
Search 4D, sneak 4D



STRENGTH 4D
Special Abilities:
Energy Bolt: Velkers stun prey by delivering an ionized electrical bolt which causes 10D stun damage.
Teeth: Do STR+1D damage.
Move: 140; 400 km/h
Size: 200-350 meters
Scale: Walker
Source: Galaxy Guide 2 – Yavin and Bespin (pages 54-55), Galaxy Guide 3 – The Empire Strikes Back (page 67), Alien Anthology (pages 47-48), Star Wars Trilogy Sourcebook SE (page 181)

Velusian Fursnake

DEXTERITY 4D+1
Dodge 5D+1, poisonous sting 5D+2
PERCEPTION 1D
Hide 2D+1, search 3D
STRENGTH 2D
Climbing 3D+1
Special Abilities:
Poisonous Sting: The sting of a Velusian fursnake inflicts the creature's Strength +1 in damage. Any damage result greater than "Stunned" indicates that it has injected a paralyzing poison into its prey. The target must succeed in a Moderate Strength check or else lose 2D pips from his Dexterity rating. A Character whose Dexterity has been reduced below 0D is paralyzed and unable to move. These effects last 1D hours, after which the victim recovers 1 pip to his Dexterity per hour.
Move: 8 (ground), 4 (climb)
Size: 2 meters long
Source: Coruscant and the Core Worlds (page 159)

Veractyl



Vertha

Type: Small predator
Planet of Origin: Morseeer
DEXTERITY 1D+2
PERCEPTION 2D+1
Sneak 4D
STRENGTH 1D
Special Abilities:
Bite: Does STR+2 damage.
Camouflage: Grants +1D to *sneak* in native environments.
Move: 11
Size: "Small"
Source: The Truce at Bakura Sourcebook (page 104)

Vesuvague Hanging Tree

DEXTERITY 5D+1

PERCEPTION 2D

STRENGTH 4D+2

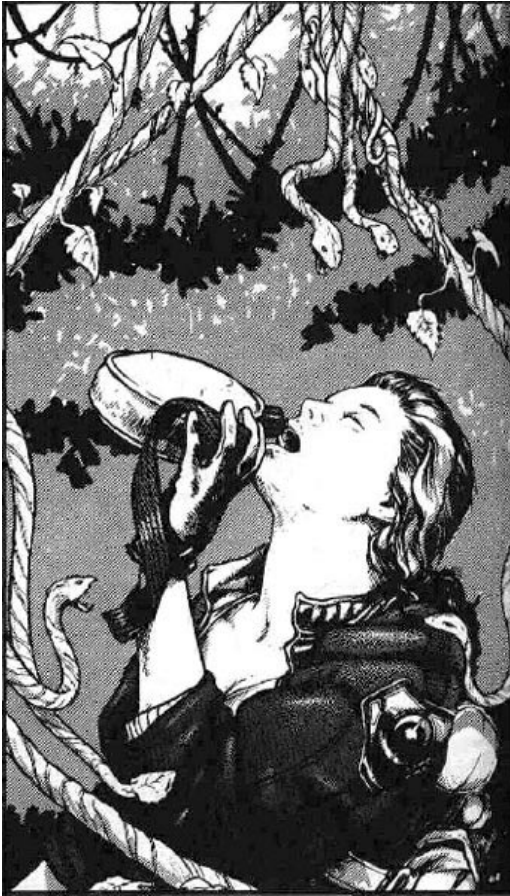
Special Abilities:

Vines: 4D+2 Damage

Digestive Juices: 6D+1 Damage

Source: Secrets of Tatooine (page 47), Galaxy Guide 7: Mos Eisley (page 73)

Vine Snake



Type: Camouflaged predator

DEXTERITY 4D

PERCEPTION 1D

STRENGTH 1D

Special Abilities:

Venom: The vine snake's neurotoxin is extremely deadly, inflicting paralysis almost immediately. The poison does 3D damage per round unless an anti-venom is applied by a medpac.

Move: 5

Size: 0.6-0.9 meters long

Source: The Thrawn Trilogy Sourcebook (page 159), The Last Command Sourcebook (pages 101-102)

Voorpak

Type: Diminutive domestic vermin

Planet of Origin: Naboo

DEXTERITY 5D+2

PERCEPTION 2D

Hide 8D+2, *search* 5D, *sneak* 5D

STRENGTH 0D+1

Brawling 1D

Special Abilities:

Darkvision: Can see up to 20 meters in total darkness.

Move: 12

Size: 15 cm

Source: Ultimate Adversaries (pages 123-124)



Vornskr



Type: Force-sensitive predator

Planet of Origin: Myrkr

DEXTERITY 4D

PERCEPTION 2D+2

Sneak 5D

STRENGTH 3D+2

Special Abilities:

Teeth: Str+2D damage

Force Sense: Vornskrs can detect Force-users. They are considered to have 3D in this ability. Upon sensing a Force-user, they become very agitated and aggressive: they confuse all Force-users with the ysalamiri. A Force-user within 10 meters can be detected and tracked by a vornskr with a Very Easy roll; 11-25 meters is an easy roll; 26-50 meters requires a moderate roll; and 51-100 meters requires a Difficult roll. Over 100 meters is a Heroic difficulty.

Move: 15

Size: 0.8 meters tall at the shoulder, up to 1.6 meters long(including tail)

Source: Alien Anthology (pages 48-49), The Thrawn Trilogy Sourcebook (page 159-160), Heir to the Empire Sourcebook (pages 87-89), The Last Command Sourcebook (pages 102-103)

Voroos



Type: Stationary predator

DEXTERITY 4D

PERCEPTION 2D

STRENGTH 4D/6D/8D (Depending on size)

Special Abilities:

Camouflage: Voroos are often mistaken for small hills or other geographical features. Because of this, characters must make a Difficult *Perception* roll to notice the presence of the voroos before the voroos makes the initial attack.

Tongue: The tongue of the voroos does STR+1D damage. When the voroos makes a successful attack with its tongue, it will attempt to grasp its target. The target character should make a *brawling parry* roll versus the *Dexterity* of the voroos. If the character's roll is higher, then the attempt to grasp is unsuccessful. Characters that have been grasped

by the voroos are then pulled into its mouth during the next round. Characters can attempt to prevent themselves from being pulled into the mouth of the voroos by using their *Strength* versus the *Strength* of the voroos.

Teeth: The teeth of the voroos do little damage (one half of the creature's *Strength*), but they do make it extremely difficult to extract objects from the mouth. Attempts to free a character from the grasp of the mouth of a voroos results in an additional 3D damage.

Move: 0

Size: 1-10 meters in diameter

Source: Creatures of the Galaxy (page 87)

Voxyn

DEXTERITY 3D+1

Dodge 6D, spit acid 7D

PERCEPTION 3D+1

Hide 6D, search 6D, sneak 6D

STRENGTH 3D+2

Sense: 3D

Force Powers: Life Detection, Sense Force, Sense Force Potential.

Special Abilities:

Acid Spittle: Voxyn can spit acid with a range of 1-2/4/6. This attack can be dodged just like any other ranged attack. Voxyn acid inflicts 3D+2 damage each round for 1D+2 rounds, and will damage any armor or equipment it comes into contact with (see SWD6, pages 94-95). During a round that a voxyn spits, it can make no other attacks.

Bite: Does Strength +1D damage.

Claws: Do Strength +2 damage, plus disease (see below).

Disease: The claws of a voxyn are rife with harmful bacteria. If a target takes damage from a voxyn's claws, it must also succeed in a Difficult Strength check. Failure means that the wounds are infected, which results in a loss of 1 pip from its Strength rating. After 24 hours, the victim must make another Strength check, with failure resulting in a



loss of another 2 pips from Strength. This loss can be healed with proper medical attention.

Force Immunity: Voxyn are immune to all Force powers that involve Sense or Alter.

Force-Sensitive: This creature is Force-sensitive.

Low-light Vision: A voxyn can see twice as far as a normal human in poor lighting conditions.

Nutrient Dependency: Voxyn must ingest a nutrient compound from the planet Myrkr in order to survive. Without this nutrient, their Strength score is halved after a month, and quartered after two months. After three months without the nutrient, a voxyn will die.

Poison Tail: Anyone struck by a voxyn's tail takes the creature's Strength +1 in damage, and must make a Difficult Strength check. Failure indicates that the target is completely paralyzed for 2D minutes. The poison also causes swelling and redness in most creatures, and this lasts 1D days.

Regeneration: Voxyn heal twice as fast as other creatures.

Sonic Screech: A voxyn can let loose with a compressed-wave screech. All living beings with 10 meters of the screeching voxyn must make a Difficult Strength check or be deafened for 1D+2 days. Voxyn will typically use this attack prior to its initial attack in order to disorient and confuse its opponents. A screeching voxyn can make no other attacks.

Toxic Blood: Any air-breathing creature within 2 meters of a voxyn that has been wounded (or worse) must succeed in a Difficult Strength roll, or suffer 5D of poison damage.

Move: 14

Size: 4 meters long

Source: The New Jedi Order Sourcebook (pages 137-138)

Voxyn Queen

DEXTERITY 3D+1

Dodge 7D+1, spit poison 8D+2

PERCEPTION 4D

Hide 5D+2, search 6D+2, sneak 7D

STRENGTH 5D+1

Sense: 3D+2

Force Powers: Life Detection, Sense Force, Sense Force Potential.

Special Abilities:

Bite: Does Strength +1D damage.

Claws: Do Strength +2 damage, plus disease (see below).

Disease: The claws of a voxyn are rife with harmful bacteria. If a target takes damage from a voxyn's claws, it must also succeed in a Very Difficult Strength check. Failure means that the wounds are infected, which results in a loss of 1 pip from its Strength rating. After 24 hours, the victim must make another Strength check, with failure resulting in a loss of another 2 pips from Strength. This loss can be healed with proper medical attention.

Force Immunity: The voxyn queen is immune to all Force powers that involve Sense or Alter.

Force-Sensitive: This creature is Force-sensitive.

Low-light Vision: A voxyn queen can see twice as far as a normal human in poor lighting conditions.

Nutrient Dependency: The voxyn queen must ingest a nutrient compound from the planet Myrkr in order to survive. Without this nutrient, her Strength score is halved after a month, and quartered after two months. After three months without the nutrient she will die.

Poison Spittle: Rather than making any other attacks, the voxyn queen can spit poison at her opponents with a range of 1-3/6/10. If hit, a target must make a Very Difficult Strength check or suffer a -1D penalty to all Search skill

checks. Additionally, the target treats all opponents as if they have half concealment due to his impaired vision. After an additional minute, another roll must be made. Failure indicates that the target is struck blind for 1D+2 days. If the second roll is successful, the character's impaired vision only lasts 2 days.

Poison Tail: Anyone struck by a voxyn's tail takes the creature's Strength +1 in damage, and must make a Very Difficult Strength check. Failure indicates that the target is completely paralyzed for 2D minutes. The poison also causes swelling and redness in most creatures, and this lasts 1D days.

Regeneration: The queen voxyn heals twice as fast as other creatures.

Sonic Screech: A voxyn can let loose with a compressed-wave screech. All living beings with 10 meters of the screeching voxyn must make a Difficult Strength check or be deafened for 1D+2 days. Voxyn will typically use this attack prior to its initial attack in order to disorient and confuse its opponents. A screeching voxyn can make no other attacks.

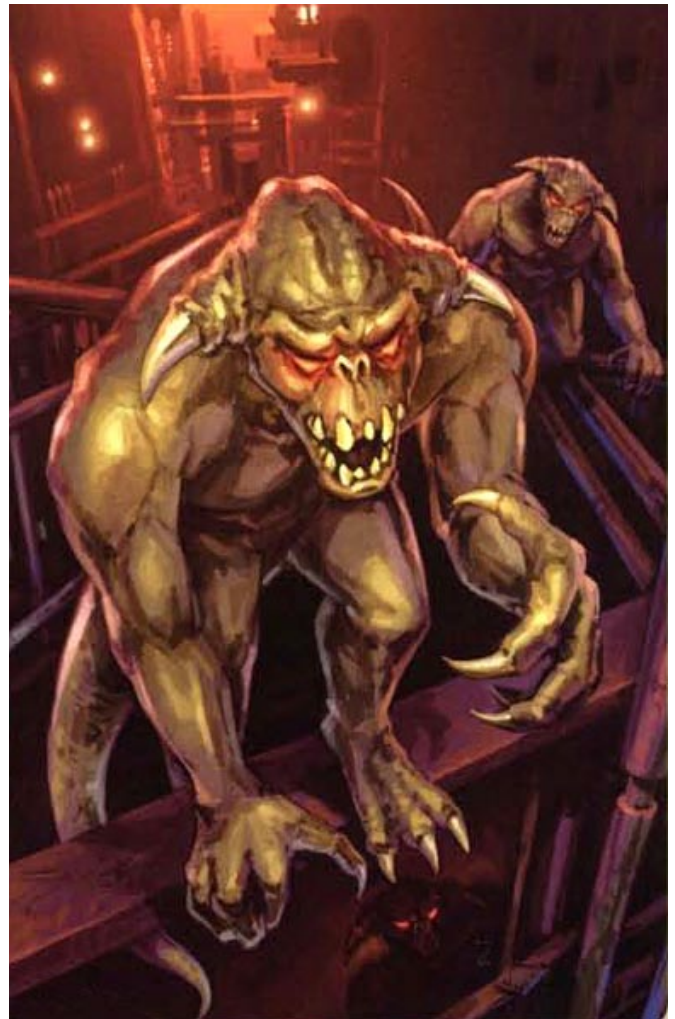
Toxic Blood: Any air-breathing creature within 2 meters of a voxyn that has been wounded (or worse) must succeed in a Difficult Strength roll, or suffer 5D of poison damage.

Move: 14

Size: 4.6 meters long

Source: The New Jedi Order Sourcebook (pages 150-151)

Vrblther



Type: Predator

Planet of Origin: Nar Shaddaa

DEXTERITY 4D+1

PERCEPTION 3D+2

Hide 4D+2, search 7D, tracking 7D+2, sneak 6D

STRENGTH 3D+2

Brawling 6D, climbing/jumping 7D,

Special Abilities:

Claws: Do STR+2 damage.

Bite: Does STR+1D damage.

Multiattack: A wampa can make two *brawling* attacks in a round without incurring multiple action penalties. Further actions take penalties normally.

Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.

Low-light Vision: Can see twice as far as humans in dim light.

Move: 10 (climbing)

Size: Medium

Source: *Tempest Feud* (page 121), *Ultimate Adversaries* (page 126)

Wampa

Planet of Origin: Hoth VI

DEXTERITY 3D

PERCEPTION 4D

Search: arctic tracking 6D, sneak: arctic 7D

STRENGTH 7D

Special Abilities:

Claws: STR+1 damage

Teeth: STR+2 damage

Camouflage: +3D to sneak in arctic climates, heat-diffusing body adding +2D to sneak versus sensors.

Howling: Wampa howls are a rudimentary form of communication that allows Wampas to coordinate attacks. These howls are virtually indistinguishable from the sound of Hoth's winds.

Move: 13

Size: 3 meters tall

Source: *Core Rulebook* (page 224), *Galaxy Guide 3 – The Empire Strikes Back* (pages 11-13), *Star Wars Trilogy Sourcebook SE* (181), *Rebellion Era Sourcebook* (page 94)

Wandrella



Warbeast

Type: Herbivorous

reptile armored avian

Planet of Origin:

Dxun Moon

DEXTERITY 3D+1

Dodge 4D+2

PERCEPTION 2D

STRENGTH 7D

Brawling 7D+2,

stamina 8D

Special Abilities:

Flight: Warbeasts can sail through the air but not hover

Move: 22 (flying), 3 (walking)

Size: 2-2.5 meters long

Scale: Speeder

Orneriness: 3D+1

Source: *Tales of the Jedi Companion* (page 109)



Watch-Beast



Type: Huge forest predator

Planet of Origin: Gamorr

DEXTERITY 2D+2

PERCEPTION 4D+2

Hide 2D, search 8D, sneak 5D+2

STRENGTH 7D+2

Special Abilities:

Low-Light Vision: Watch-beasts can see twice as far as a human in dim light.

Bite: Does STR+2D damage.

Move: 10

Size: Around 7 meters long

Source: Ultimate Adversaries (pages 126-127)

Water Glider

Type: Insectoid creature

Planet of Origin: Marca

DEXTERITY 4D

PERCEPTION 2D

STRENGTH 1D

Move: 2

Size: 15 centimeters long

Source: Planet of the Mists (page 14)

Water Snake

Type: Aquatic reptile

Planet of Origin: Trinta

DEXTERITY 3D

Dodge 4D

PERCEPTION 2D+2

Sneak 4D+2

STRENGTH 2D

Special Abilities:

Teeth: Do STR+2D damage.

Move: 10

Size: 3 meters long

Source: Classic Adventures: Volume Two (page 87), Domain of Evil (page 23)

Webweaver (Wyyyschokk)



Type: Gargantuan forest predator

Planet of Origin: Kashyyyk

DEXTERITY 2D+1

PERCEPTION 3D+1

Search 6D

STRENGTH 8D+2

Brawling 9D+2, climbing/jumping 16D

Special Abilities:

Bite: Does STR+2D+2 damage.

Webs: Any creature that touches a webweaver's webs is considered ensnared, and can take no actions other than attempting to free itself. To break free, an ensnared character must make a Heroic level *Strength* check. The webs themselves are almost impossible to cut (*Strength* of 6D to resist damage), and any physical item used to cut them (knife, sword, vibroaxe, etc.) instantly becomes ensnared as well. Any ship or vehicle snared by a web can only break free by making a Heroic *Hull* check, with a bonus based on its scale (ie, speeder-scale vehicles add 2D, walker-scale vehicles add 4D, starfighter-scale vehicles add 6D, etc).

Terrifying Presence: When a webweaver initially attacks, any creature facing it must make a Difficult *willpower* check. If the *willpower* roll is failed, the creature must use its next action to either move OR attack. If the check is failed by more than 10 points, the creature can do nothing but cower. The creature may attempt a Moderate *willpower* check each turn to stop cowering.

Move: 24, 14 (climbing)

Size: 16 meters

Source: Ultimate Adversaries (pages 127-128)

Whaladon

Type: Colossal aquatic herd animal

Planet of Origin: Mon Calamari

Scale: Walker

DEXTERITY 1D+1

PERCEPTION 2D+1

Search 3D+2

STRENGTH 4D

Brawling 6D, swimming 8D

Special Abilities:

Low-light Vision: Can see twice as far as humans in dim light.

Move: 20 (swimming)

Size: 30 meters long

Source: Geonosis and the Outer Rim Worlds (page 103)

Wild



Type: Dangerous grazing animal

Planet of Origin: Kuras III

DEXTERITY 4D

Dodge 6D+2, running 8D+1

PERCEPTION 3D

Hide 6D+2, sneak 6D+1

STRENGTH 2D

Brawling 4D, stamina 4D

Special Abilities:

Fangs: Do STR+1D damage.

Newborn: Newborn wilds get a +2D to *Strength*, *brawling* and *stamina*.

Move: 13

Size: 1.5 meters tall at the shoulder, up to 2.5 meters long

Source: Planets Collection (page 183)

Winged Xendrite



Type: Repto-avian insectivore

Planet of Origin: Xend

DEXTERITY 3D

PERCEPTION 4D

STRENGTH 1D

Special Abilities:

Eyesight: Because of the minuscule size of its prey, the winged xendrites have exceptional eyesight and gain a +2D bonus on all *Perception* tasks involving sight,

Move: 30 (flying), 2 (crawling)

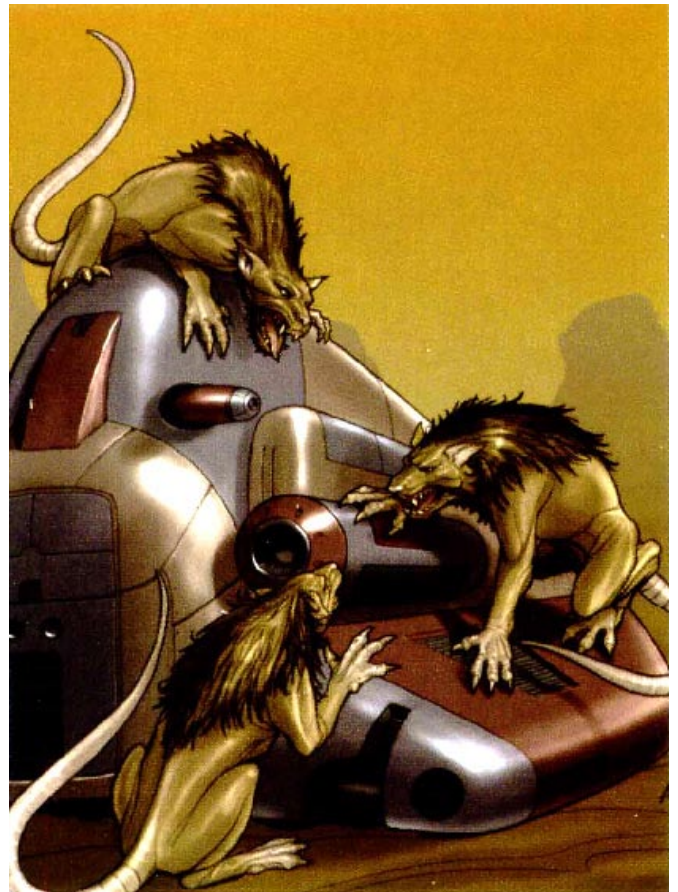
Size: 40 centimeters long, 80 centimeters wingspan

Source: Creatures of the Galaxy (pages 88-89)

Wol Cabasshite



Womp Rat



Planet of Origin: Tatooine

DEXTERITY 2D

PERCEPTION 1D+1

STRENGTH 2D+1

Special Abilities:

Claws: 2D+2 damage

Teeth: 3D+1 damage

Move: 5

Size: 2.1, meters long

Combat: These vicious Tatooine natives attack in packs of up to five. The hairy carnivores usually circle once, then lunge. They scatter when a total of three wounds has been inflicted on the pack as a whole or an *incapacitated* result has been inflicted upon any single individual.

Source: Alien Anthology (page 50), Galaxy Guide 7: Mos Eisley (pages 90-91)

Special Abilities:

Bite: Does Strength +1D damage.

Claw: Do Strength +1D damage.

Gore Attack: Does Strength +2 damage.

Hide Bonus: Wooly veermoks gain a +3D bonus to Hide skill checks in an arctic environment.

Screaming Howl: Wooly veermoks can emit a piercing howl that causes those around them to make Moderate Willpower or Control skill checks. Failure indicates that they can take no action other than to cower or flee.

Move: 20

Size: Unlisted, but larger than the standard veermok listed in "Secrets of Naboo."

Source: Alien Anthology (pages 49-50)

Woolamander

Type: Jungle simian

Planet of Origin: Yavin IV

DEXTERITY 5D+1

Dodge 6D

PERCEPTION 3D

Hide 4D+1, sneak 4D

STRENGTH 2D+2

Climbing/jumping 4D

Special Abilities:

Teeth: Do STR+1 damage.

Move: 10 (ground), 12 (brachiating)

Size: 0.8-1 meter tall

Source: Galaxy Guide 2 - Yavin and Bespin (page 20), Power of the Jedi Sourcebook (page 140)

Wooly Veermok

Planet of Origin: Naboo

DEXTERITY 4D+2

PERCEPTION 3D+2

Hide 5D+2, search 6D+1, sneak 5D

STRENGTH 5D+2

Claw 6D+1, climbing/jumping 8D+2



Worrt



Type: Voracious predator

Planet of Origin: Tatooine

DEXTERITY 1D

PERCEPTION +2

STRENGTH 1D

Brawling: tongue attack 4D

Special Abilities:

Tongue Attack: The worrt will attack anything that moves that is its size or smaller. The tongue does 1D damage.

Move: 3

Size: 0.5-1.5 meters tall

Source: Creatures of the Galaxy (page 3), Galaxy Guide 5: Return of the Jedi (page 10), Star Wars Trilogy Sourcebook SE (page 182), Alien Anthology (pages 50-51)

Wrix



Type: Mountain-dwelling carnivore

DEXTERITY 1D

Brawling parry 4D

PERCEPTION 2D

Search 3D, sneak 3D+2

STRENGTH 3D

Brawling 5D, climbing/jumping 4D+1

Special Abilities:

Claws: Do STR+1D damage.

Howl: The piercing howl of the wrix is enough to terrify many creatures. The wrix uses its howl to intimidate its targets (acts as *intimidation* 5D) before attacking.

Move: 13

Size: Up to 2.5 meters long

Source: *Creatures of the Galaxy* (pages 89-90)

Wuffa

Type: Giant worm

Planet of Origin: Dathomir

DEXTERITY 1D

PERCEPTION 1D

Search 2D+1

STRENGTH 4D+2/6D (Dependant on length)

Special Abilities:

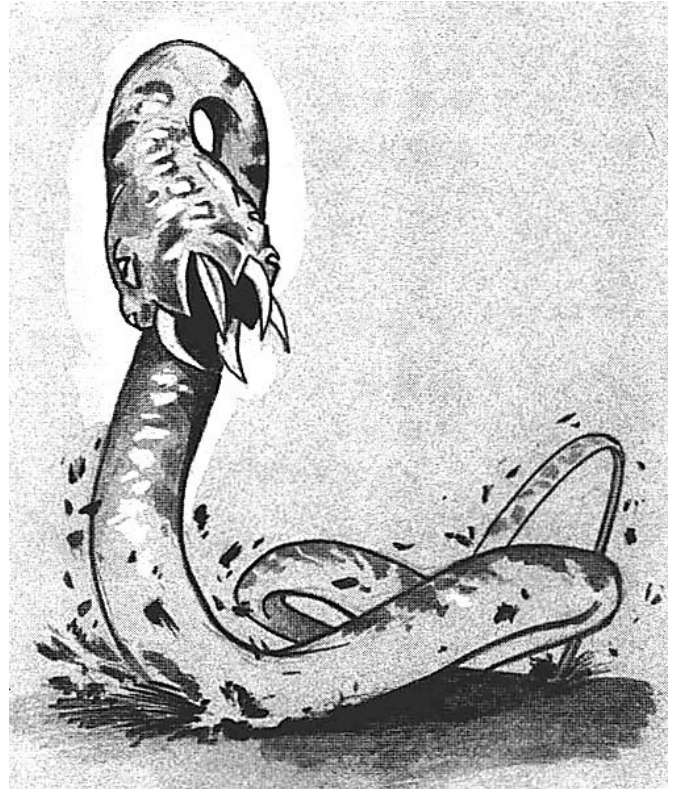
Strong Hide: The hide of a dead wuffa makes an incredibly strong rope (treat as *Strength* 3D when resisting damage).

Armor: Adds +3D against physical attacks.

Move: 11

Size: 100-250 meters long

Source: *Cracken's Threat Dossier* (page 53)



Wulkarsk

Type: Jungle predator

Planet of Origin: Joralla

DEXTERITY 3D

PERCEPTION 2D

Search 4D, sneak 5D

STRENGTH 3D

Special Abilities:

Claws: Do STR+1D damage.

Move: 16

Size: 1.5-2 meters long, up to 1.5 meters tall

Source: *Planets Collection* (page 68)

Yammosk

DEXTERITY 1D

Dodge 3D+2

KNOWLEDGE 3D+2

Alien species 8D, alien species: Yuuzhan Vong 10D+1, intimidation 9D+2, scholar: physical sciences 6D+2, willpower 10D+1, survival 6D+2

MECHANICAL 2D

Astrogation 5D+1

PERCEPTION 4D+2

Con 7D+1, persuasion 8D+1, search 8D

STRENGTH 11D (starfighter-scale: 5D)

TECHNICAL 4D+2

Special Abilities:

Atmosphere Generation: The lung capacity of a yammosk allows it to hold enough air to support thousands of oxygen-breathing creatures for several hours. A yammosk can produce a large, transparent bubble of oxygen, but can only do so once every 24 hours.

Bite: The bite of a yammosk inflicts its Strength +1D+2

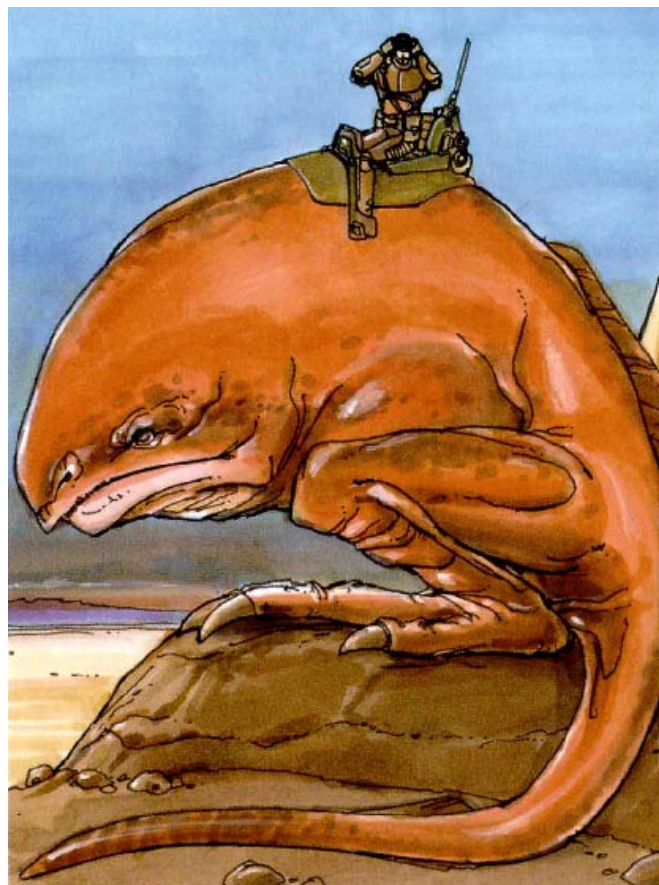


Move: 4

Size: Heads can be up to 19 meters in diameter, with tendrils that can span more than 100 kilometers

Source: The New Jedi Order Sourcebook (pages 27-28)

Ycaqt



damage (6D+2 starfighter-scale).

Crew Skill Bonus: A yammosk can assist the crews of all of its assigned Yuuzhan Vong capital ships within 10,000 kilometers. This results in a +2D bonus to all rolls by these crews that involve *Astrogation*, *Gunnery*, *Piloting*, and *Sensors* skills. This bonus does not affect non-capital-scale Yuuzhan Vong ships, nor do multiple yammosks provide additional bonuses. If the link between the yammosk and its fleet is somehow severed, this bonus is lost. Note that this bonus has already been factored into the Crew Skills of all converted Yuuzhan Vong ships that it would normally apply to.

Gravitic Telepathy: Yammosks can both receive and broadcast thoughts, allowing it to treat all of its assigned forces (the crew and troops of any ships, including non-capital-scale coralskippers) as being within sight and voice range. This effect extends to a range of 10,000 kilometers.

Shared Knowledge: Yammosks share their collected memories with their offspring. While a newly-born yammosk will possess these memories, however, it takes time before this knowledge can be applied to the creature's skills.

Starfighter Scale: Due to their size, yammosk are considered starfighter-scale.

Subsensory Awareness: The yammosk has the ability to judge a target's basic state of mind, and is a form of empathy. By making a successful Perception check (difficulty of the target's Control or *Knowledge: Willpower*), a yammosk can gain a +1D bonus on all *Con*, *Intimidation*, *Persuasion*, and *Willpower* rolls made against that target. This effect lasts one minute per use.

Tentacles: Although the yammosk has six tentacles listed as natural weapons, the damage rating is given as "special," and no other notation is made in the entry's text. As such, assume that the tentacles can be used to grapple and crush opponents using the yammosk's Strength rating as the attack's damage.

Planet of Origin: Velmor

DEXTERITY 2D+2

Running 3D+1

PERCEPTION 2D

Search 2D+2

STRENGTH 4D+2

Climbing/jumping 6D+2

Special Abilities:

Tail Attack: Does Strength +2 damage.

Trample: Does Strength +1D damage.

Move: 18

Size: Unlisted, but large.

Orneriness: 2D

Source: Alien Anthology (page 51)

Ychna

Type: Genetically engineered creature

DEXTERITY 1D

PERCEPTION 2D

STRENGTH 5D

Special Abilities:

Teeth: Do STR+1D damage

Scale: Capital

Space: 5

Size: 600 meters

Yeat

Type: Omnivore

Planet of Origin: Mutanda

DEXTERITY 3D

PERCEPTION 1D

STRENGTH 2D+1

Special Abilities:

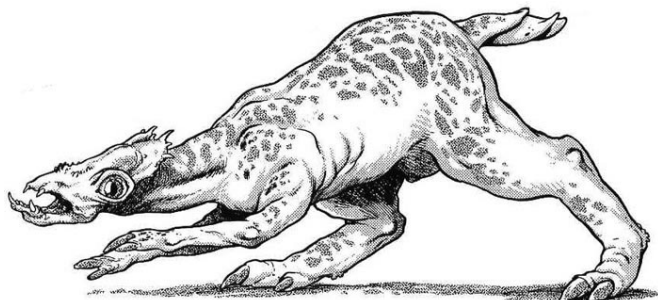
Horns: Do STR+1D damage.

Move: 29

Size: Up to 1.5 meters tall at the shoulder

Source: Planets Collection (pages 76-77)

Yeomet



Type: Urban pest

DEXTERITY 4D

PERCEPTION 2D

STRENGTH 1D+1

Special Abilities:

Teeth: Do STR+2D damage.

Claws: Do STR+1D damage.

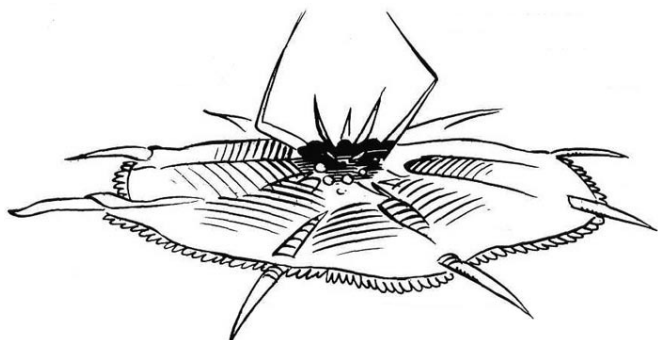
Disease Transmission: Characters bit by a yeomet must make a Moderate *stamina* or *Strength* roll to avoid becoming diseased. Diseased characters become wounded at the time of the onset of the disease (2D hours following the time of injury).

Move: 8

Size: 60 centimeters tall

Source: Creatures of the Galaxy (pages 91-92)

Yo'uqiol



Type: Carnivorous mobile plant

Planet of Origin: Ooo-sek

DEXTERITY 0D

PERCEPTION 1D

STRENGTH 1D

Brawling 3D

Special Abilities:

Posion Tendrils: Do 5D damage.

Digestive Acid: Does 4D+2 damage.

Move: 2

Size: Normally up to 30 centimeters across

Source: Creatures of the Galaxy (pages 92-93)

Ysalamiri



Planet of Origin: Myrkr

DEXTERITY +2

PERCEPTION 1D+1

STRENGTH +2

Special Abilities:

Force Repulsion: Ysalamiri can create "bubbles" in which the Force cannot be manipulated. A single ysalamiri can form a defensive bubble up to 10 meters in radius. Within the bubble, characters cannot use the Force skills, Force Points, or Character Points. Force attacks directed at ysalamiri fade away as they enter the creature's "Force bubble."

Move: 0

Size: Up to 50 centimeters long

Source: Alien Anthology (page 52), The Thrawn Trilogy Sourcebook (page 160), Heir to the Empire Sourcebook (page 89), The Last Command Sourcebook (page 101)

Zarymok



Type: Huge herd animal

DEXTERITY 2D+1

Running 3D

PERCEPTION 1D+2

Search 4D

STRENGTH 6D+2

Special Abilities:

Scent: Zarymoks can detect opponents within 10 meters by sense of smell. If the source is upwind, the range increases to 20 meters; if it's downwind, the range decreases to 6 meters. Strong scents double the range and overpowering scents triple it.

Move: 14

Size: 3-4 meters tall

Source: Ultimate Adversaries (pages 132-133)

Zeebuck

Type: Grazing animal

Planet of Origin: Yvara

DEXTERITY 2D

Running 4D

PERCEPTION 4D

STRENGTH 4D

Special Abilities:

Move: 11

Size: 1.5 meters at the shoulders

Source: The DarkStryder Campaign: The Kathol Rift (page 74)

Zolall

Type: Nocturnal predator

Planet of Origin: Merisee

DEXTERITY 2D

Dodge 4D

PERCEPTION 2D

Hide 4D, search 6D, sneak 5D

STRENGTH 5D

Brawling 7D, climbing/jumping 6D+1, lifting 7D, stamina 6D+1, swimming 6D

Special Abilities:

Tail: Does STR+1D constricting damage each round. Victim must make a successful opposed *Strength* roll to break free.

Teeth: Do STR+2D damage, plus 4D for poison for two rounds.

Move: 9 (walking), 15 (flying)

Size: 1.7 meters long (plus an additional 2-meter tail), 3.5-meter wingspan

Source: Planets Collection (page 162)

Zoun Mauler

Type: Swamp predator

Planet of Origin: Thonner

DEXTERITY 4D+1

PERCEPTION 1D

Hide 2D, search 3D, sneak 4D+2

STRENGTH 3D+1

Climbing/jumping 4D+2, swimming 4D+2

Special Abilities:

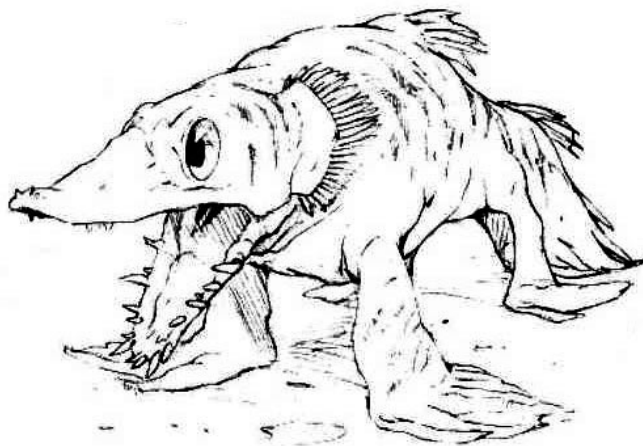
Claws: A zoun mauler's claws inflict STR+2 damage.

Exceptional Reflexes: Zoun maulers gain a +1D bonus to all *Perception* rolls made to determine initiative

Move: 10

Size: "Medium"

Zuxu



Type: Aquatic carnivore

Planet of Origin: Ganlihk

DEXTERITY 3D+2

PERCEPTION 2D+2

Sneak 3D+1

STRENGTH 2D

Swimming 4D

Special Abilities:

Teeth: Zuxu teeth do STR+3D damage.

Move: 18 (swimming), 3 (walking)

Size: Up to 1.1 meters in length

Source: Creatures of the Galaxy (page 93)

...Massive life-form readings though.
There's something alive down there.



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ISBN 0-7869-2663-5



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U.S. \$26.95 CAN \$37.95
Printed in Brasil WEG12663

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