Creatures D6 / Shamunaar



Name: Shamunaar
Homeworld: Roonps

Dexterity: 4D
Perception: 2D
Strength: 5D

Special Abilities

Camouflage: Shamunaar due to their size are difficult to spot when they are sleeping and are often mistaken for geological features such as hills. This gives them a +3D to their hide skill, when sleeping.

Gigantic Size: Shamunaar are gigantic creatures, classified as WalkerScale (so receiving a bonus 4D to deal and resist damage, but a 4D penalty to dodging and hit targets).

Move: 8
Size: 40m long

Description: The shamunaar was a giant, long-necked saurian creature from Roon. It lived in the mud fields of Roon, and was a constant threat to the wild banthas of the planet.

The shamunaar usually hibernated for decades at a time, however it could be woken up if disturbed.

It was not believed that the shamunaar was native to Roon, but was rather an exotic transplant.

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