

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.



Stats by FreddyB, descriptive text from WookieePedia

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