Creatures D6 / Orray (Reptilian Desert Predat



Name: Orray
Classification: Reptile
Average height: 2 meters
Average length: 3 meters
Skin color: Gray-brown
Homeworld: Geonosis
Habitat: Desert

Dexterity: 3D
Perception: 1D+2
Strength: 6D
Stamina: 7D

Special Abilities

Sharp Teeth: Orray have a large mouth full of razor sharp teeth, although clumsy for attacking human sized creatures, they are often effective against small vehicles, doing Speeder Scale Damage.

Beast of Burden: While fairly dangerous predators, Orray can be trained to be ridden and used to pull heavy loads.

Move: 17
Orneriness: 2D

Description: Orrays were large creatures native to the planet Geonosis. They were used by the Geonosians picadors as mounts.

Biology and appearance

Sturdy quadruped reptiles, orrays were natives of the deserts of Geonosis, and were distinguished by their long snouts and tails. Those orrays which were tamed by the Geonosians had their tails removed, and replaced by metal caps to cover their stumps. Standing at two meters high and three meters long, orrays were known and utilized for their strength, which along with their hardiness made them ideal mounts. Orrays used their long snouts to dig into nests and used their teeth to crush eggs.

History

Many orrays were tamed and domesticated by the Geonosians, who used them for a variety of purposes, including as mounts and beasts of burden. Because of their strength, orrays were made to haul heavy loads. Orrays working in the Geonosian Petranaki Arena had their tails removed and the stumps covered by a metal cap. These orrays were used as mounts for the picadors, who used their stun poles to zap rowdy audience members, or to pull the execution carts carrying prisoners into the arena. They were equipped with saddles for Geonosian drones to ride.

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