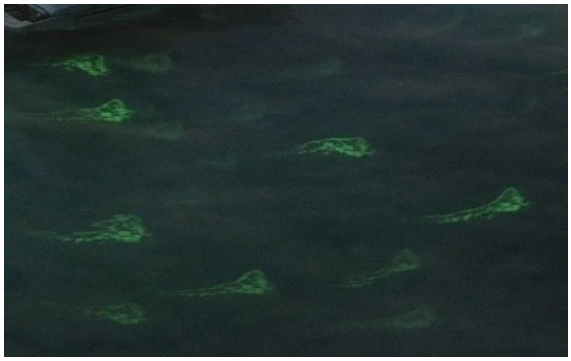
Creatures D6 / Luminescent Green Ray (Glow



Name: Luminescent Green Ray
Classification: Ray
Skin color: Green
Distinctions: Bioluminescence
Habitat: Ocean

Dexterity: 2D
Perception: 1D
Strength: 1D

Special Abilities

Bioluminescence: These Green Rays glow slightly, which make them easier to spot in the water, making them easier to fish and hunt. The chemicals which provide this luminescence need to be cooked off correctly for the fish to be eaten, making them an unappealing catch.

Move: 9 (Swimming)

Description:Luminescent green rays were a type of bioluminescent ray that dwelt in the oceans of the planet Pabu. They were green in color with flat, disc-shaped bodies and a thin tail.

Around 18 BBY, the Force-sensitive Asajj Ventress took the clone Omega out on Pabu's waters in a boat in order to test her m-count. After Omega failed to reach out to the life around her using the Force, Ventress demonstrated the ability by reaching out and summoning a school of luminescent green rays, who responded to her energy and circled the vessel they were on. Omega watched the creatures in amazement until Ventress retracted, after which the rays darted away as a predatory vrathean approached, surfacing with a mouth dripping with glowing green flesh.

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