

Creatures D6 / Skalder

Name: Skalder
Type: Riding Beast

Dexterity: 1D+2
Perception: 2D
Strength: 4D+2



Special Abilities

Eruption Sense: Skalders live around the sulphuric eruptions on Florrum, and are skilled at sensing when an eruption is due, and gain 1D to their perception to detect an upcoming eruption.

Acid Resistance: On the rare occasions that they are caught in a sulphuric eruption, they are quite resistant to the acid, and gain 1D to resist all Acid and Corrosion attacks.

Strong Constitution: Skalders are excellent runners, and can keep a high speed up for a long period of time, gaining 1D to resist exhaustion.

Move: 20 (running)
Size: 3.5 meters
Orneriness: 2D

Description: The skalder was an herbivorous animal native to Doshar fields on Florrum.

Skalder had two tusks protruding from either side of their mouth and a large hump protruding from the base of the neck. They moved on four dense legs with three toes on each foot.

These creatures also had thick hides to protect them from the acid geysers found on the desert fields they made their homes. A skalder hit by a blaster shot didn't appear to have been much affected due to its thick skin.

These animals were ridden by Jar Jar Binks and his troops when they were chasing pirates on swoop bikes during the mission to Florrum. The clones were offered some protection from return fire by hunching down behind the hump on the skalder's necks. The skalder's speed was evidenced by their ability to catch up to the motorized swoops.

Stats by FreddyB, descriptive text from Wookieepedia

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