

Creatures D6 / Gorm-worm

Name: Gorm-worm
Homeworld: Gorm
Type: Poisonous Insect

Dexterity: 3D+2
Perception: 2D
Strength: 1D+1

Special Abilities

Poisonous Bite: Gorm-worms have a poisonous bite which does 8D damage if it manages to breach the victims skin (any successful hit which manages to overcome any armour).

Move: 5
Size: 0.2m long



Description: Gorm-worms were small, venomous reptiles, capable of killing a full-grown Human with only a few drops of their venom. Native to the planet Gorm, most Gorm-worms were a dark shade of green, with a few being grayish. Though they were easily capable of taking down immense prey, sometimes even attacking and killing animals as large as rontos, they preferred smaller prey, like womp rats. Around 147 BBY, the Galactic Republic thought this reptilian species to be extinct. This proved wrong, however, when a senator was killed on Coruscant by a wild Gorm-worm. If raised and trained from birth, Gorm-worms could be domesticated. They formed a strong bond with their owners. The most notable case was a Gorm-worm named Skritch.

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