

Weapons D6 / Vonduun Skerr Kyrric

Vonduun Skerr Kyrric

Creature: Vonduun Crab

Effects:

- +3D phys (Full Body)
- +4D energy (Full Body)
- +4D lightsaber (Full Body)
- 1D dex penalty to Dexterity and related skills
- +1D+2 Strength for Melee Combat

Claws: S+1D+2 damage (located on shoulders, helmet, elbows, knees, wrists and legs, but locations and number of claws can vary)

Special: Yuuzhan Vong Biot: Yuuzhan Vong Biots, like themselves, are completely undetectable through the Force, and cannot be directly affected by it (indirect methods, such as throwing a rock at the biot, still work, but powers such as Lightsaber Combat, Detect Life or Telekinesis do not work).

Special: Regeneration: Vonduun Crabs are highly regenerative. They will restore any damage to the armor within minutes of the strike, provided the strike wasn't fatal to the entire organism.

Special: Allergies: Vonduun Crabs are fatally allergic to pollen from the Baforr trees of Ithor. Exposure to the pollen results in allergic swelling, which fatally crushes the wearer and eventually kills the crabs.

Description: Vonduun Skerr Kyrric was the crab shell plate armor used by the Warrior caste of the Yuuzhan Vong. The plates were quite literally, Vonduun Crabs that were temporarily affixed to the body of the wearer. The crabs themselves were grown together, as a creche, with each member biologically engineered to fit their specific role in the armor. Once fully matured, the crabs link together and become one organism. The armor was nearly invulnerable to lightsabers, blasters and slugthrowers, with the only major weak point being the open face and the gill-like breathing organs located directly beneath the armpits. Modified versions of the armor was grown after the Yuuzhan Vong made peace with the galaxy for the Jedi Knights, who used it during lightsaber training, as it resisted most lightsaber strikes.

