Creatures D6 / Massif (Guard Animal)



Name: Massif
Type: Guard Animal

Dexterity: 3D+2
Perception: 3D+1
Strength: 4D

Special Abilities
Claws: Strength +1D Damage
Teeth: Strength +2D Damage

Move: 14
Size: 0.76m Tall
Orneriness: 2D+1

Description: The close proximity of Geonosis and Tatooine undoubtedly led to the migration of the creature from one world to another, most likely the result of careless traders introducing the animal into a new ecosphere. On Geonosis, massiffs are emblems of the Geonosian aristocracy, and domesticated massiffs are used to rid the hives of vermin. On occasion, massiffs are used in arena fighting. On Tatooine, they are similarly domesticated as camp guard animals.

Massiffs are burly quadruped carnivores, standing about a meter tall at the shoulder. They have coarse skin, large jaws, toothy mouths, big dark eyes, and a line of hard spines along their backs. They are found on both Tatooine and Geonosis. Tusken Raiders have been known to domesticate the creatures.

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