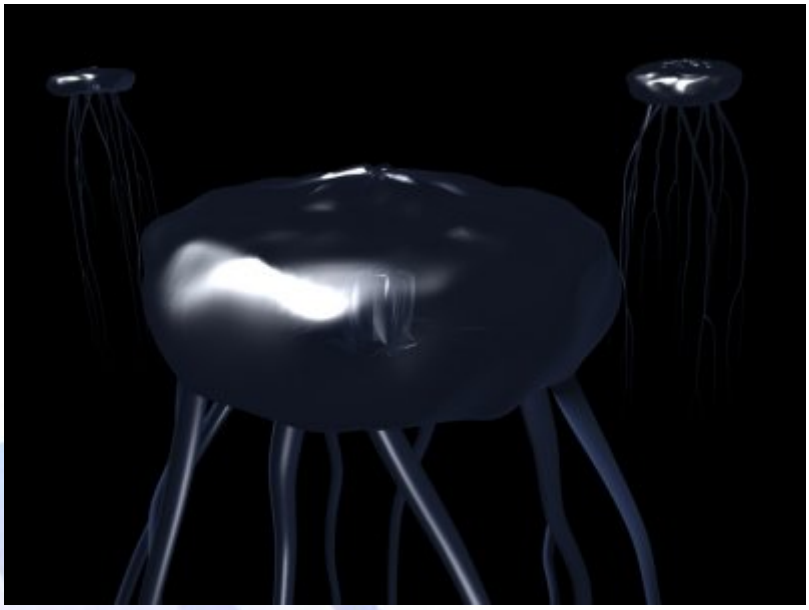
Creatures D6 / Nebulae Ray Deep Space Lifef



Name: Nebulae Ray
Type: Deep Space Lifeform

Dexterity: 2D
Perception: 3D
Strength: 4D *

Special Abilities

Energy Generation: Although not used for defence, the amount of energy that a Nebulae Ray generates may confuse the sensors of a Starship, reducing their efficiency by 1D for every 20m of the Ray's length. The organs are also an extremely valuable resource if harvested properly.

Move: 3 (Space Speed)
Size: 10-100m long
Orneriness: NA

*: These creatures gain 2D strength for each 50 meters of length (eg a 10 meter Ray will be 4D, a 50 meter one 6D and an 100 meter one 8D), larger rays are rumoured to exist, and creatures of this size would be difficult even for a capital ship to destroy, being dexterous and manueverable in comparison to a starship. The GamesMaster may also wish to increase the creatures scale as it increases in size, eg considering it a 2D creature Starfighter Scale when it reaches 100m, etc.

Description: These massive creatures are one of the marvels of the galaxy, a lifeform which lives, survives and breeds in deep space, feeding off the latent energy which exists in Nebula's. They are passive and gentle creatures which grow to the size of capital ships, rumours exist of truly ancient Nebulae Rays being over 1000 meters in length. During the early days of the Old Republic these creatures were harvested in massive numbers, driving them into extinction in some parts of the galaxy, forcing a ban on the sale of Nebulae Ray organs and putting the species on the protected list. However the Empire keen to revive the use of this efficient and cheap source of energy removed the protection and the ban starting the harvesting of these peaceful creatures once more. Nebulae Rays have once again become extremely rare, and many spacers consider the sighting of one to be great luck, although they are now only occasionally sighted in the deepest, most difficult to navigate parts of Nebula's.

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