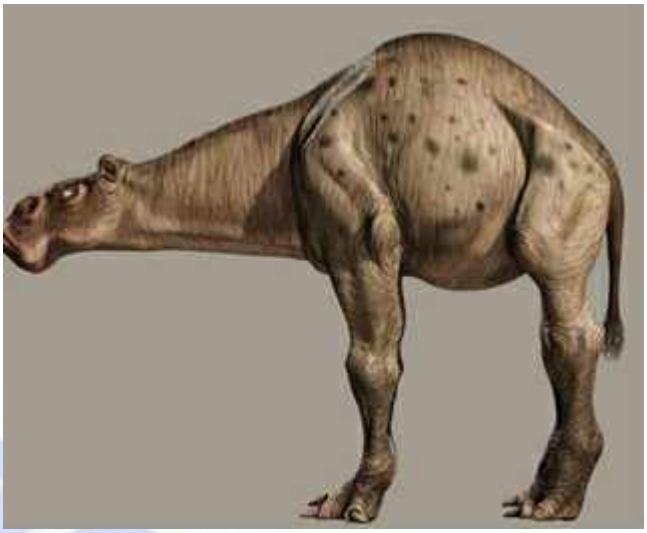
Creatures D6 / Falumpaset Riding Beast



Name: Falumpaset
Type: Riding Beast

Dexterity: 1D+2
Perception: 1D
Strength: 5D+2

Special Abilities

Trainable: If trained properly by special Gungan handlers, who as described below are not allowed to form relationships with other beings to avoid the Falumpasets growing jealous, Falumpasets can be trained and their Orneriness drops to 2D.

Aquatic: Falumpasets are aquatic creatures and can swim and wade through water quite easily, while swimming they can hold their breath for a considerable amount of time.

Move: 12 (walking), 10 (Swimming)
Size: 3m Tall
Orneriness: 4D

Description: The herbivorous falumpaset roams the Naboo swamps in family groups consisting of one bull and four to seven cows and their young. Their long legs are perfect for wading into deep waters, and they are capable swimmers.

Two specially trained Gungan handlers are required to properly control a falumpaset. According to Gungan fables, such handlers aren't allowed to form close relationships with other beings lest the stubborn falumpasets grow jealous and even more ornery.

Loud and odious beasts with tough skin and hardy builds, falumpasets are found wandering the swamps and forests of Naboo. The native Gungans use the animals as beasts of burden. Falumpasets haul battle wagons and the catapults of the Gungan Grand Army into the battlefield, and Boss Nass uses a decorated falumpaset as a ceremonial transport.

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