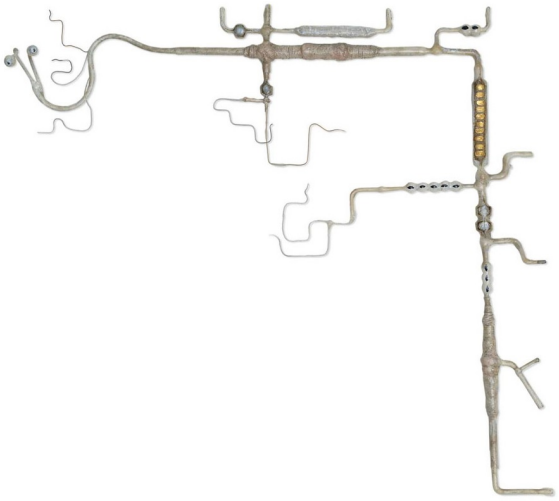
Creatures D6 / Conduit worm



Name: Conduit worm
Type: Wire-like Invertebrate

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

Special Abilities

Electricity Feed: Conduit Worms feed on electrical currents, and can cause brownouts and disruption to supply within systems they infest. Within equipment, vehicles and starships this can be an inconvenience, within organic beings this can even potentially cause death.

Electricity Sense: Conduit Worms can detect Electrical Currents at distances depending on their level, they can detect weapons and personal equipment at 100's of Meters, Starships and Vehicles at 1000's of meters, and even the electrical activity within a brain at 10's of Meters.

Move: 5
Size: 0.1m-300m long

Description: The conduit worm was a long, wire-like invertebrate that lived in the electrical wiring channels of underground Coruscant and thrived on the electrical currents sent through them. They could end up on starships, causing power outages, and were treated as vermin.

The conduit worm had no specific head, tail, or central body, and took the form of branching threads, with new threads grown whenever a new bodily organ was needed. These could grow to hundreds of meters long. Eyes and feelers existed at the ends of these branches, while electrical components such as capacitors, resistors, and batteries sprouted throughout the organism.

Conduit worms could detect faint electrical current from a distance, and if deprived of electricity (such as during a blackout) would seek out another source, often humanoid brains. The thought of a conduit worm's feeler slithering into one's ear was enough to make many Coruscant underlevel dwellers want to move offworld.

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