Creatures D6 / Gorm-worm



Name: Gorm-worm
Homeworld: Gorm
Type: Poisonous Insect

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

Special Abilities

Poisonous Bite: Gorm-worms have a poisonous bite which does 8D damage if it manages to breach the victims skin (any successful hit which manages to overcome any armour).

Move: 5
Size: 0.2m long

Description: Gorm-worms were small, venomous reptiles, capable of killing a full-grown Human with only a few drops of their venom. Native to the planet Gorm, most Gorm-worms were a dark shade of green, with a few being grayish. Though they were easily capable of taking down immense prey, sometimes even attacking and killing animals a large as rontos, they preferred smaller prey, like womp rats. Around 147 BBY, the Galactic Republic thought this reptilian species to be extinct. This proved wrong, however, when a senator was killed on Coruscant by a wild Gorm-worm. If raised and trained from birth, Gorm-worms could be domesticated. They formed a strong bond with their owners. The most notable case was a Gorm-worm named Skritch.

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