Creatures D6 / Bane Back Spider (Trainable A



Name: Bane Back Spider
Designation: Non-sentient
Classification: Spider
Skin color: Dark
Eye color: Black
Homeworld: Dathomir

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

Special Abilities:

Bite: Bane back spiders are capable of a powerful bite (STR+1D).

Climbing: Bane back spiders can climb almost vertical surfaces, dropping onto opponents or spitting venom at them from out of reach, gaining a +3D bonus to climbing.

Poisonous Spit: They can spit their poisonous saliva at targets within 15 meters, which paralyses the target with a 4D poison.

Toxins: The toxins within a Bane Back Spiders body, cause it to break down into an acidic mush upon it's death, this acid does 5D damage, but evaporates quickly within a few minutes.

Move: 11
Size: 1.1 meters
Orneriness: 3D

Description: Bane back spiders were large arachnids native to various regions of Dathomir.

Biology and appearance
As they were arachnids, bane back spiders possessed eight legs and an armored exoskeleton. In attack, the spiders were capable of projecting their poisonous saliva at enemies. In addition, the spiders would emit a toxic acid upon dying.

History
By 14 BBY, the Nightbrothers had only recently begun efforts to domesticate the bane back spider. Without the Nightsisters' magickal antivenoms, the task occasionally proved deadly. However, if a spider was captured young and raised alongside a Nightbrother, it would bond with him and become a lasting companion.

In around 14 BBY, during Cal Kestis' mission to Dathomir, he encountered many bane back spiders that proved to be a nuisance to him.

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