Creatures D6 / Trinitaur (Massive Tunnelling



Name: Trinitaur
Designation: Non-sentient
Classification: Reptile
Homeworld: Mandalore
Habitat: Under the surface
Scale: Walker

DEXTERITY: 2D
PERCEPTION: 2D
STRENGTH: 5D

Special Abilities:

Bite: The Trinitaur has a massive mouth which can be used to attack targets even as large as Walkers and it does Str+1D damage.

Camouflage Hunter: Trinitaurs wait under the surface of the ground awaiting prey to pass overhead, and then the attack. This gives them a bonus +2D to Hide/Sneak when they are submerged and waiting for prey.

Move: 15

Description: A trinitaur was a creature that roamed beneath the surface of Mandalore, following the Great Purge of Mandalore. One trinitaur attacked and destroyed a langskib when a scouting party of Mandalorians traveled to the Great Forge, attempting to retake their homeworld.

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