Creatures D6 / Essel Cat

Essel Cat

The Essel Cat is probably the most harmless creature on the world of Faendor. It is a small thin feline resembling a common house cat, with ears slightly more pointed than typical. These cats are only particularly special ebcsause like other creatures on the planet, they have developed an odd form of movement.

This form of transportation is seen only as the creature blurring for a second and then appearing somewhere else, in the case of the Essel Cat within 20 meters of it's original position. The exact mechanics of this method of transportation aren't known. However, it is known there are laws govening it, such as not passing through objects. Tests were done on captured Essel Cats.

They were put in closed rooms with windows into another room with food in it. they could not transport themselves over to the food. Then instead of widnows they were given holes into the next room but not lage enough for them to fit throguh normaly, and they still could not transport themselves through. However, when food was put on a ledge the cat could not toherwise get to, they managed to transport themselves. Therefore it stands that a Faendor creature cannot transpott itself through a space they could not normaly travel in but the laws of gravity do not affect the transport.

This transportation has made it very hard for any creatures of Faendor to be captured. The Essel Cat was named for Theodrin Essel, one of the explorer's who originaly discovered Faendor during the time of the Republic.

Planet of Origin: Faendor
Type: Cuddly Animal
DEXTERITY: 3D
    Dodge 7D
PERCEPTION: 3D
    Search: 5D
    Sneak: 4D
STRENGTH: 2D

Special Abilities:
    Transportation: Many of the creatures on the world of Faendor have developed this strange mode of transportation. It allows them to seemingly instantly transport from one spot to another spot nearby. It's

not quite known how this works but it is beleived it isn't actual teleportation as they cannot move through solid objects, thus they cannot just transport themselves outside of a room unless there's an opening they could normaly fit through.

Move: 12 walking; 20 'transportation'
Size: 2 feet

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