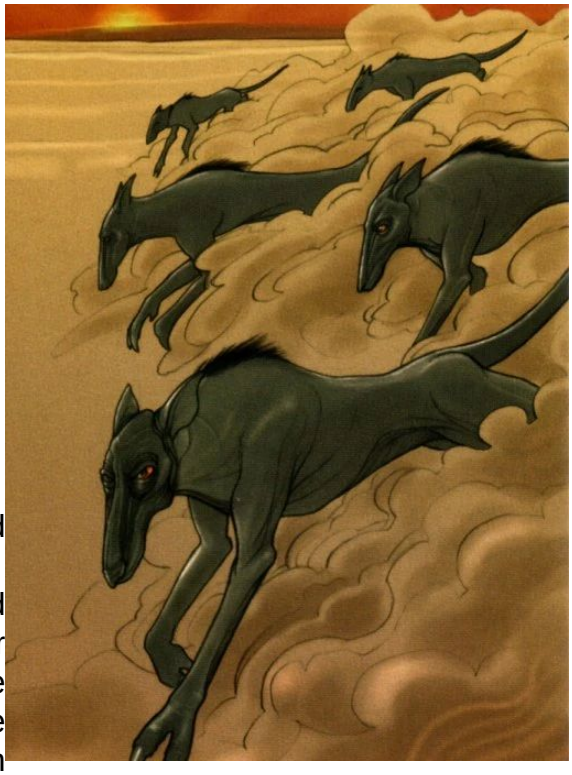
Creatures D6 / Slashrat (Rodent-like Predator



Name: Slashrat
Designation: Non-sentient
Physical characteristics
Average length: 1.2 meters
Hair color: Fur
Homeworld: Bimmiel

Dexterity: 3D
Perception: 3D
Strength: 4D

Special Abilities

Claws & Sharp teeth: Slashrats have Claws and Sharp Teeth capable of doing Str+1D Damage in combat.

Killscent: Slashrats release a cloud of sweat and pheromones when they make a kill, this attracts 1D6 other Slashrats from kilometers around. This can lead to more and more Slashrats appearing as more Killscents are released in what is known as a Killball. Likewise, when killed, Slashrats release a stink which warns away other Slashrats.

Move: 13
Orneriness: 3D

Description: Slashrats were rodent-like predators native to Bimmiel.
They hunted in packs and had powerful olfactory senses. Whenever a slashrat had made a kill, the pack would unleash a combination of sweat and pheromones called killscent. When a slashrat was killed, its corpse would release a different scent called stink, which would warn away other slashrats. Killscent would attract slashrats from miles away, sometimes from multiple packs, forming an inescapable zone called a killball. One strategy for escaping slashrats was to distract them with a killball, since they would ignore all other prey. Ganner Rhysode and Corran Horn fought slashrats when they were on Bimmiel. They also spread killscent all over a Yuuzhan Vong camp so that the slashrats would attack.

Slashrats were capable of running at speeds of up to 40 kilometers per hour.

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