Creatures D6 / Ibaeps

Ibaeps

Ibaeps were extremely dangerous in the early days of the Republic. They moved in packs of up to a hundred and were so bold as to even attack military outposts.

The Ibaep's were especialy dangerous because of their amazing regenerative abiltiies. Their cells reproduce and split off at an alarming rate. Thus any non-fatal damage will repair itself within a minute.

Also melee weapons and lightsabers were quickly discovered to be ineffective. Should anything be seevred from an Ibaep, even the head, the severed part and the main body will totaly grow back within 5 to 10 seconds leaving two Ibaep's in it's place.

There is a record of a pack of 80 Ibaep's attacking an outpost that two jedi were stationed at. By the time the battle was finally over, more than 500 Ibaep carcasses were scattered over the ground. Only parts of the Jedi and military personnel's corpses were found.

Type: Pack predator
DEXTERITY: 3D
PERCEPTION: 3D
    Search: 5D
STRENGTH: 2D+2
    Brawling: 5D
    Stamina: 4D

Special Abilities:
    Claws: STR+2D damage
    Carpace: +1D to resist damage
    Regeneration: Anytime an Ibaep take damage elss than mortaly wounded it will recover all injury within 2D rounds. If any part of the Ibaep is severed the severed part will grow into a new Ibaep within a round.

Move: 10
Size: 1.25-1.75 meters tall

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