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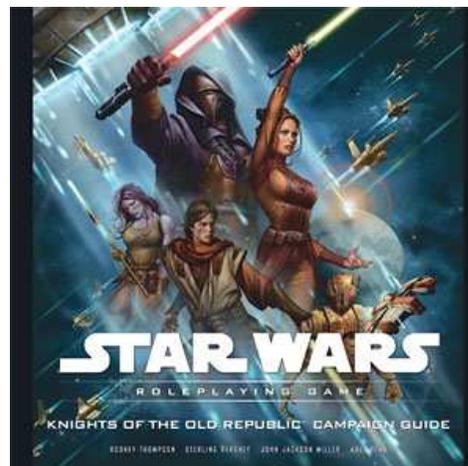


Tuesday, December 16, 2008

Creatures of KOTOR 1

Firaxa and Gizka

The Knights of the Old Republic Era is a time of heroic deeds, powerful villains, and intricate plots. However, these are not the only threats that heroes of the era face. Every planet is home to a bewildering number of dangerous creatures -- so many, in fact, that there wasn't room to put them in the *Knights of the Old Republic Campaign Guide*. "Creatures of KOTOR" is a new series of articles presenting new creatures and beasts from that era to include in your *Star Wars Roleplaying Game* Saga Edition adventures.



Firaxa

Firaxa CL 8

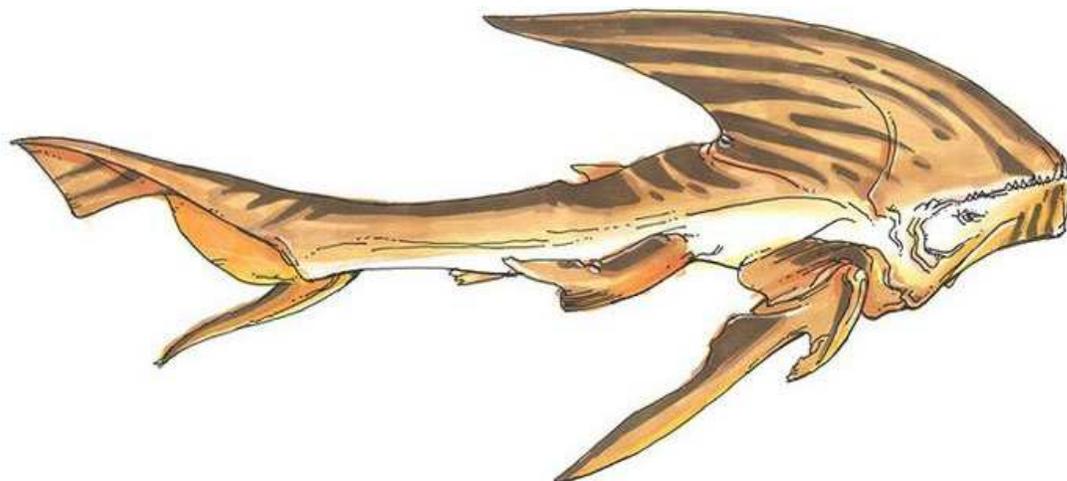
Large aquatic beast 9
Init +5; **Senses** low light vision, scent; Perception +17

Defenses Ref 17 (flat-footed 16), Fort 20, Will 13
hp 130; **Threshold** 25
Weakness sonic vulnerability

Speed 8 squares (swim)
Melee bite +10* (1d8+17)
Fighting Space 3x3; **Reach** 2 squares
Base Atk +6; **Grp** +19
Atk Options blood in the water, Power Attack

Abilities Str 26, Dex 13, Con 30, Int 2, Wis 16, Cha 8
Special Qualities blood in the water, low-light vision, scent
Feats Power Attack, Skill Focus (Perception), Skill Training (Survival), Weapon Focus (bite)
Skills Perception +17, Stealth +0 (size), Survival +12

Blood in the Water -- Firaxa deal +1 die of damage against targets that have taken damage since the start of the firaxa's last turn.
Scent -- Firaxa ignore concealment and cover when making Perception checks to notice opponents within 20 squares, and they take no penalty from poor visibility when tracking.
Sonic Vulnerability -- Weapons that deal sonic damage deal +1 die of damage against a firaxa.
 * Includes 5 points of Power Attack



The firaxa, also known as the firaxan shark, is native to the ocean world of Manaan. This fierce predator is extremely territorial and attacks almost any creature, vehicle, or piece of equipment that violates its space. Firaxa are thought to be the spawn of an enormous individual known as the Progenitor, who prowled the waters in an area known as the Hrakert Rift. This Progenitor had some control over her children, who would come from many miles around if called. Scholars also believe that the firaxa are distantly related to Manaan's native species, the Selkath. This connection may explain why the Selkath are the only creatures that firaxa do not attack on sight.

Firaxa Encounters

Firaxa are found only on the water planet of Manaan, but they can be encountered almost anywhere beneath its waves. The creatures are drawn to, and aggravated by, activity caused by surface dwellers, such as construction, exploration, or mining. Firaxa ignore Selkath, and thus most forays away from the safety of the floating cities are led by a Selkath guide who knows their ways and can divert the creatures from attacking. Firaxa swarm in particularly large numbers in the Hrakert Rift, where the Progenitor is thought to lair. Anyone moving into this dangerous area should bring along seriously heavy firepower (in addition to thick pressure suits) if they want to survive.

Gizka

Gizka **CL 1**

Tiny beast 1
Init +2; **Senses** Perception +7

Defenses Ref 16 (flat-footed 14), Fort 12, Will 13
hp 5; **Threshold** 12
Immune mild, moderate, and severe radiation

Speed 4 squares
Melee bite –2 (1d3–2)
Base Atk +0; **Grp** –8
Atk Options gnaw
Special Actions squeeze

Abilities Str 6, Dex 14, Con 13, Int 2, Wis 14, Cha 8
Feats Improved Defenses
Skills Perception +7, Stealth +12 (size)

Gnaw -- Gizka ignore the DR of unattended, immobile items when making a bite attack.
Squeeze -- A gizka can move through spaces as if it were Diminutive size.

Gizka Pack **CL 3**

Small beast pack 1
Init +2; **Senses** Perception +7

Defenses Ref 15 (flat-footed 13), Fort 12, Will 13
hp 10; **Threshold** 12
Immune mild, moderate, and severe radiation

Speed 4 squares
Melee bite –2 (1d4–2)
Base Atk +0; **Grp** –3
Atk Options gnaw
Special Actions squeeze

Abilities Str 6, Dex 14, Con 13, Int 2, Wis 14, Cha 8
Special Qualities pack traits
Feats Improved Defenses
Skills Perception +7, Stealth +7 (size)

Gnaw -- Gizka packs ignore the DR of unattended, immobile items when making a bite attack.

Pack Traits -- The melee attack of a pack is an area attack that affects all squares within reach. The ranged attacks of a pack are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a pack.

Squeeze -- A gizka pack can move through spaces as if it were Tiny size.

Gizka are reptilian creatures found throughout the galaxy. They are so widespread, in fact, that it's rare to find a planet that doesn't have at least one colony of the creatures. Small, weak, and almost comically innocent looking, gizkas' most notable ability is that of fecundity. They breed at alarming rates and can easily overwhelm an area's natural ecosystem or a ship's food stores in a matter of weeks or months.

While they prefer grains and leaves, gizka can eat nearly anything, including wiring, insulation, and other components commonly found on starships -- another reason why they are so despised. Gizka are immune to radiation, and beyond opening a starship up to open vacuum, an infestation can be dealt with only by poison. The creatures can squeeze into impossibly small openings, allowing them to create warrens inside bulkheads or access tunnels. Gizka meat is nutritious and has a "universal flavor," meaning that almost any creature can stomach it. However, every attempt at domesticating the beast has led to disaster, since they always find ways to escape or chew on vital electronic parts while looking for food.



Gizka Encounters

Gizka can be found almost anywhere, and usually are. They are almost completely harmless in combat but incredibly destructive to ships, food stocks, and property. Most encounters with gizka involve the wholesale eradication of a colony or discovering the source of mysterious power outages or missing food. Gizka work well as distractions, causing the heroes consternation when they discover that their transportation is out of commission or that their trail rations have been eaten while they're out in some forsaken wilderness.

Feel free to post your thoughts or questions about this article in [this message board thread](#).

About the Author

Eric Cagle cut his teeth at Wizards of the Coast but now lives the extravagant freelancer lifestyle. Look for his name on everything from **Dungeons & Dragons** to **d20 Modern** and **Star Wars** products. Recent credits include the *Grimm* roleplaying game, *Tome of Salvation*, and *Hollow Earth Expedition*. Eric is currently the Managing Editor for *No Quarter Magazine*. He lives in Seattle, where the coffee is dark and bitter -- like his goddesses.

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