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Dune Cat

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At first glance, you wouldn't assume much about the Dune Cat other than it being a large feline that's out of its element in the middle of the desert. In the sunlight it looks like a common panther with shiny black fur and large yellow eyes. It's at night where the supernatural nature of the Dune Cat is apparent. Red-orange veins of fire erupt and crisscross along its sleek body as plumes of flame are left behind in its footsteps, and fire flickers and drips from the tip of its tail.

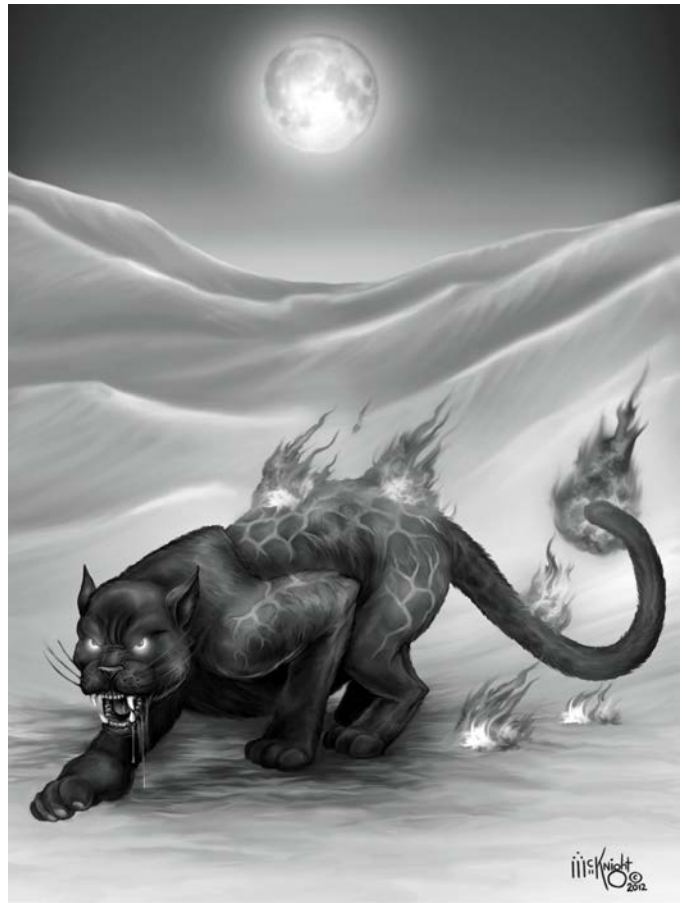
Probably the most common assumption of Dune Cat's is that they're creature of animal intelligence. But this is not the case, not at all. The Dune Cats are in truth, very intelligent creatures, in some cases more so than humans. They are very cunning and are quite capable of laying traps and ensnaring unlikely travelers into their ploys.

Typical ploys are cries for help or anguish from dark places they can hide in, such as the mouth of a cave, behind a dune, or even buried under the sand. It may surprise people to learn that the Dune Cat can not only imitate voices, but they are capable of the human vocal range, and have even developed a language of their own. They use this talent to their advantage; luring unsuspecting victims into their traps where they attack those they consider to be trespassing on their land.

Like many wild felines, they are very territorial and let no one come onto their land unchallenged. Although there are no official "borders" per se, they're very consistent on what those theoretical borders are, and patrols are constantly watching and waiting for someone to cross those boundaries. It is possible for travelers to go through Dune Cat territory unharmed, but they must first leave some kind of offering and plead with them for their permission. Dune Cats will never show themselves to those pleading with them, they will speak from the shadows or from behind a dune and tell the travelers whether his gift and pleads are accepted or not. The offering must be valuable and worth something to the traveler, this can be something personal or monetarily expensive, each offering is dependent on the person making the offering.

Those who do not get the feline's permission are attacked within minutes of being discovered in their territory. They issue no warnings; they merely set a trap quickly and wait. They might spring the trap early, but they usually arrange and consolidate their border patrols to draw in the greatest number of Dune Cats for the situation. If the Dune Cats can outnumber the invaders, they will do so, but they rarely need many to attack their victims. They attack from the shadows of the dunes and use guerrilla tactics, fighting a battle of attrition with their invaders. If the invaders try to flee, the Dune Cats put up a pursuit, not allowing any to leave their territory. If the invaders somehow manage to cross the Dune Cat's declared border, then they are free to go, but that person or group of people will *never* be given permission to enter their territory. Dune Cats have very sharp memories, and will always remember those who trespassed on their land. It's not very often that invaders manage to escape Dune Cat territory, but it does happen.

The organization of Dune Cats forming into packs is a fairly recent arrangement. They used to be loners that patrolled their land on their own and defended it. However, over time they come to



realize that the dangers of the desert now include technology, guns, land mines, terrorist factions who travel in well-armed groups and the like, and they stand a better chance of survival in packs, evolving and refining their methods of patrolling and protecting their territory. Since they are all individualistic by nature, this leads to many arguments as to how the pack should survive and what they consider their borders. These arguments rarely break out into violence, but when they do, the infighting is very brutal and deadly. Some Dune Cats still roam the deserts alone, claiming territory as their own, but these loners have not lasted long against the human desert raiders and other supernatural monsters, and the monster hunters and paranormal investigators that roam the desert.

Dune Cat – Predator and Lesser Demon

Alignment: Most are Aberrant, some are Miscreant while the few loners are Diabolic.

Attributes: I.Q. 3D6+6, M.E. 3D6, M.A. 4D6, P.S. 4D6, P.P. 3D6+6, P.E. 4D6+3, P.B.: 2D6, Spd: 6D6.

Armor Rating (A.R.): 11.

Hit Points: P.E. +4D6.

S.D.C.: 2D6x10.

Discorporation: When slain, the Dune Cat erupts in a pillar of flame leaving behind a pile of ash and scorched terrain.

Threat Level: x4.

Horror Factor: 8 when looking like a simple panther, 12 as a solitary Dune Cat, 16 when confronting a pack.

Size: 6 feet in length, stands 3.5 feet in heights.

Weight: 200-250 lbs.

Average Life Span: No one has ever seen one die of old age, probably immortal.

P.P.E.: 5D6.

Natural Abilities: Dune Cats are adept desert survivalists being able to subsist on very little for long periods of time due to their supernatural endurance. When in a desert they have a Wilderness Survival skill of 90%. They are notoriously hard to kill in the desert, and will outlast anyone else they may be stalking, waiting them out for the harsh desert conditions to weaken and wear them down.

They also possess a natural aptitude for fire and are able to add fire damage to their melee attacks. At night, when their true visage is present, they're hand to hand attacks add an additional 1D6 fire damage. In their natural form they are impervious to fire based attacks.

Vulnerabilities: 1. Bone weapons coated in goat's blood have been known to seriously harm the Dune Cats doing an additional 2D6 damage on top of the weapon damage.

2. Over time they amass a treasure trove as gifts are given to them, and they are compelled to protect it. Any actions that threaten their treasures will cause them to act rashly, they might all converge on the threat, or they may grab what valuables in their mouths and run off to hide them elsewhere, hunting down the intruders later, and with extreme prejudice.

R.C.C. Skills or Equivalents: Wilderness Survival (other than a desert): 90%, Hunting, Land Navigation: 70%, Concealment: 60%, Detect Concealment: 55%.

Equivalent Level of Experience: 2D4.

Attacks per Melee: 4 during the day, 5 after sunset.

Damage: Claws do 2D4 plus any P.S bonuses, a bite attack does 1D8, and a body black/tackle does 1D6. Keep fire damage in mind (see Natural Abilities) when fighting at night.

R.C.C. Bonuses (in addition to attribute bonuses): +3 to strike, +2 to parry and dodge. Add +1 to all combat actions after sunset.

Magic: None.

Psionics: Are considered major psychics requiring a 10 or higher to save vs. psionic attack. **I.S.P.:** M.E x3. **Powers:** Burst of Light (4), Circle of Fire (15), Create Fire (6), Fire Bolt (10), Fire Walk (2), Impervious to Fire (6), Throw Fire (7), See Aura (6), See the Invisible (4).

Enemies: Any who impede on their territory. They are very protective of their land and will attack anyone or anything they see as trespassing. It is rare that anyone gets permission to cross their land unimpeded, with the exception of nomadic tribes that know of them and have gifts ready for them.

Large groups of well-armed travelers are not blindly attacked, but they will be watched by the pack with extreme prejudice and will attack if a weakness or an opening presents itself (especially if they are in their territory after dark).

Allies: Most Dune Cats form into packs nowadays and keep close. There was a time that they fought amongst each other, but with the new threats emerging they realized that they needed to stand together if they wanted to survive. As a result it is very rare to find a Dune Cat out on its own. If someone finds one, there is usually another one close by, hidden somewhere and waiting to strike.

Habitat: Loves living in the desert and feels uncomfortable anywhere else even though they could live anywhere they chose. They make their homes in caves or dug out dunes where they are able to protect themselves against whatever may assault them.