

PANDAMANDER



It is uncertain which creature, if any, this awakened critter is derived from, though in body shape, it resembles the Japanese giant salamander, even though the pandamander is native to mainland China. While in form it seems to be an amphibian-shaped creature, it is very warm-blooded and is covered in soft black and white fur in a pattern reminiscent of the giant panda. When disturbed, its body bursts into flames, potentially causing harm and setting nearby objects ablaze.

They do not live in or near water, but instead are drawn to any and all forms of fire and heat, becoming more lively when in contact with open flame. There has been no known observation of these creatures feeding and there is some speculation that they gain energy directly from heat sources.

They are generally peaceful creatures, simply seeking hot places to be with their thermographic vision and smell powers.

It has been reported that if a person gazes upon the pandamander for too long, they begin to feel an uncontrollable urge to cuddle it, especially if the pandamander is in a cool environment.

Finally, pandamanders can be put into a hibernation state if they can be exposed to freezing temperatures until they lose most of their own body heat. The time this takes depends on the size of the pandamander, but is usually around 30 minutes.

B	A	R	S	W	L	I	C	E	ESS	M
4	2	3	5	5	2	4	5	3	6	5
Initiative	6 + 1D6									
Movement	x1/x4/+2									
Condition Monitor	11/10									
Limits	Physical 6, Mental 5, Social 7									
Armor	2									
Skills	Perception 3, Unarmed Combat 3									
Powers	Armor 2, Dual Natured, Energy Aura (Fire), Enhanced Senses (Hearing, Thermographic Vision, Smell), Influence, Induced Dormancy, Immunity to Fire, Natural Weapon (Bite: DV (STR+1)P, AP -1)									