

S.L.A INDUSTRIES

- CANNIBAL SECTOR -



. SLA INDUSTRIES: CANNIBAL SECTOR 1 .
T H R E A T A N A L Y S I S - U N L A B E L L E D

PUDDLE HERMIT



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PUDDLE HERMIT

A Puddle Hermit is a fat, bloated breed of arachnid found throughout the Cannibal Sector, but most commonly located in the Lennox Territories. It is known to crouch for days at the water's edge, gradually absorbing small quantities of stagnant water from puddles and lakes, storing the fluid inside a bulbous sac within its abdomen. Over time the Puddle Hermit converts these contents into a highly corrosive acid, which grows stronger the longer it is allowed to ferment.



Puddle Hermits are exceptionally patient hunters and can crouch motionless for extended periods, increasing the potency of their acid, waiting for suitable prey to come within spitting distance. Once their target is in range the Puddle Hermit hocks up a mass of deadly phlegm and spits. It is a highly efficient marksman and will almost invariably strike its next meal in the face or neck. The acidic sputum can burn through skin, flesh, bone and Body Blocker in a matter of seconds, affording the target a swift and painful death.

Puddle Hermits live exclusively on blood and dissolved flesh which they sup in through their horrid mandibles. These are typically solitary creatures and will only engage with others of their species to mate, except in the Lennox Territories where they will gather in clusters of six to eight hunters. Such groups have been known spit down creatures as large as Mutant Carrien.

"I had a terrible tour out there in the Tabor Projects a few months back. We were on the trail of this Manchine, Charlie Spares, and we thought we'd tracked him down to this old abandoned Miniature Golf course. I was sneaking my way through the old displays when one of them starts to move. After a split second, I recognise that it's a Puddle Hermit, then my optics short out. I manage to get the HARD helmet off in time before the acid burned right through. The Hermit tried for a second loogie but it only reached half the distance and dissolved a model of Captain Contract. When I got my Finisher up and aimed, the Hermit was gone."

"I spent another week out in the Projects without a helmet. Fucking scary. Still, at least I wasn't in Body Blocker, yeah? I wouldn't be here, whinging over a beer now, would I?"

Pvt. Chuck Trower, Shiver Elite, Iron Croaks.

Game Data

Classification:

Animal/Arachnid.



STR	DEX	DIA	CONC
4	6	1	1

CHA	COOL	PHYS	KNOW
0	6	5	1

Walk	Run	Sprint
1	2	3

HITS	Head	Torso	Limbs L	Limbs R
11	9	9	5	5

Advantages/Disadvantages:

Detect: 5	Hide: 6	Running: 3
Sneaking: 6	Spit: 8	Unarmed Combat: 3

Some skills are higher than the stat maximum due to animal instinct.

Armour	PV
Chitin	5

Weapons	DMG	PEN	AD
Mandibles	2	3	1
Spit	5/turn	0	10/turn

The acidic spit burns for three turns. Trying to scrape it off transfers the burning substance to the new surface.

Notes

Spit (DEX): This is a skill exclusive to the Puddle Hermit. Spit is the ability to expel a mouthful of saliva and accurately hit a target.