

# Species, Breed: Dog War

Type: Not applicable.

Class: Animal (Mammal)

Align: Basic instinct creature.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 +1

Number encountered: 1-D4+1 When this dog is encountered, roll on the following chart:

%Roll: Information:

01-70: Domesticated. There is a 50% chance that a random race type will be near.

71-00: Wild. This group of dogs has no master.

Experience points: 40 x level.

## Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 35

Coordination: 30

Dexterity: 40

Intelligence: 4

Mental-strength: 40

Strength: 40

Wisdom: 4

## Movement:

Flying: Can't

Grounded: 21

Swimming: 7

Luck: 50

Oxygen-points: 120

Blood-points: 105

## Attack descriptions

Bites: 3

Damage: 1-D12 x4

Range: 1 space (5')

Attack type: Sharp.

Defense: 30

Offense: 40

Damage-Points: Roll 4-D12 +4 x level.

Treasure: %Roll needed to have money and treasure:

None.

**Annihilation Strike?:** Yes.

**Description:** This creature appears as a wolf-like dog, very large in size.

**Eye color:** Brown.

**Eye shape:** Medium-sized and slanted.

**Fur color:** Brown-black.

**Fur texture:** Course.

**Height:** 5'-0" to the tip of the ears.

**Length:** 8'-0" snout to tail.

**Posture:** Quadruped (like an animal with four feet).

**Weight:** 260 lbs.

**Dislikes:** This is up to the master who owns this type of dog.

**Disposition:** The War Dog is a larger, more vicious breed of dog, used by hunters to not only track, but to take down quarry and kill. These are closer cousins to the wolf and are highly trainable throughout all their life. Often times, the War Dog is used for personal guards.

**Fears:** Unknown.

**Habitat:** All regions.

**Immunities:** None.

**Life-span:** 15 years.

**Likes:** Master only (unless trained to accept another).

**Needs:** Basic needs of life (food, water, shelter, etc.).

**Note:** None.

**Special Abilities: Tracking:** This creature has a 76% chance to pick up and follow a track, following it at ½ its normal rate of movement. The scent of a track can be followed for 1-D6 hours. At the end of 1-D6 hours, another successful "Tracking" check must be successful in order to continue following the trail in the correct direction in the same manner and time frame.

**Special Defenses: Resistances:** This creature has the following resistances:

Blunt-weapon damage-reduction: 4

Fear: 70%

**Special Offenses:** None.

**Susceptibilities:** Hot weather causes partial heat exhaustion (-10 to Defense and Offense and 20% movement reduction (rounded down)).

**Weapon susceptibility:** Rank-0 (or better) weapon to harm.