

Species, Breed: Dog Starkeld

Type: Not applicable.

Class: Animal (Mammal)

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1-D6+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: 7 x level.

Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 26

Coordination: 30

Dexterity: 40

Intelligence: 4

Mental-strength: 27

Strength: 20

Wisdom: 4

Movement:

Flying: Can't

Grounded: 18

Swimming: 6

Luck: 20

Oxygen-points: 81

Blood-points: 78

Attack descriptions

Bites: 3

Damage: 1-D12 x2

Range: 1 space (5')

Attack type: Sharp.

Defense: 30

Offense: 40

Damage-Points: Roll 1-D12 x level.

Treasure: %Roll needed to have money and treasure:

None

Annihilation Strike?: Yes.

Description:

Eye color: Brown.

Eye shape: Medium-sized and slanted.

Fur color: Brown-black.

Fur texture: Course.

Height: 3'-0"

Length: 5'-0"

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

Weight: 145 lbs.

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

Disposition: This solely depends how its owner raises it.

Fears: Unknown.

Habitat: All regions.

Immunities: None.

Life-span: 25 years.

Likes: Hunting and fighting, going on long walks.

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

Note: The Starkeld is a dog used by hunters to track out quarry. These close cousins to the wolf are highly trainable before they are fully developed (about one year). After one year Starkelds are only trainable at the hand of a master trainer (i.e., druid, forest-knight, Aldarian and Vosk elves).

Special Abilities: Tracking: This creature has a 75% 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-D4 hours. At the end of 1-D4 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: 3

Fear: 70%

Special Offenses: None.

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

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