

# Species, Breed: Dog, Polar Hound

Type: Not applicable.

Class: Animal (mammal).

Align: Basic instinct creature. This creature tends to take on the attitude and align of its current master.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D30 +1

Number encountered: 1-D4 +5 if domesticated. If wild, 3-D10 +10 If encountered in the wild, roll on the following chart:

%Roll: Information:

01-10: Domesticated. There is a 50% chance that a random race type will be near.

11-00: Wild. This group of dogs has no master. In the spring, all females will give birth to 1-D4 pups each).

Experience points: 20 x level.

## Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 40

Coordination: 45

Dexterity: 45

Intelligence: 5

Mental-strength: 70

Strength: 40

Wisdom: 5

## Movement:

Flying: Can't

Grounded: 18 Even in deep snow, movement per turn will be 18 due to the form of the paws (which are large).

Swimming: 6

Luck: 72

Oxygen-points: 210

Blood-points: 120

## Attack descriptions

Bites: 3

Damage: 1-D20 x4 +4

Range: 1 space (5')

Attack Type: Sharp

Defense: 45

Offense: 45

Damage-Points: Roll 2-D20 +4 x level.

Treasure: %Roll needed to have money and treasure:

None.

# Description:

Annihilation Strike?: Yes.

Description: This dog appears to be a giant wolf, yet snow-white with gray hackles and chest.

Eye color: White.

Eye shape: As a giant wolf's, large and slanted.

Fur color: Snow-white with gray hackles and chest.

Fur texture: The Arctic Polar Hound has a thick, hand-length, coat of course fur.

Height: 5'-0"

Length: 7'-0"

Posture: Quadruped.

Weight: 200 lbs.

**Dislikes:** Above zero, warm weather conditions. See: "Susceptibilities"

**Disposition:** Naturally, in the wild, these dogs are pack hunters, like the wolf (see: "Wolf, Common and Giant" for hunting and communication behaviors). They are not mindless killers; note their 5 intelligence, which is rare among animals in the animal kingdom. The lowest race intelligence is 5. That the Polar Hound has a 5 intelligence, and yet is not considered a sentient creature, is quite remarkable. These creatures are brilliant for their species, and it is possible to befriend them in the wilds with much patience.

Domesticated, this creature's disposition strongly on the attitude of its owner, and how he or she raises them.

This creature is amazingly cunning.

**Fears:** Fire.

**Habitat:** Arctics.

**Immunities:** None.

**Life-span:** 18 years.

**Likes:** Hunting. These creatures are very fond of their pack. Even in the worst possible situations, these amazing creatures rarely fight amongst themselves.

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

**Note:** The cured pelt of this creature can fetch a handsome price (commonly 100 white-gold). The skin, if properly crafted by a leather worker, is exceptional protection from weather descending into sub-zero temperatures.

If sold to a Trainer (the character class) alive, this creature is worth 300 white-gold each. New born pups are worth no less.

**Special Abilities: Tracking:** This creature can track on a roll of 10+ and can follow the scent and the tracks visually for 1-D12 hours (at the end of which it must roll another successful tracking check to keep the trail).

**Special Defenses: Bristle:** When the Polar Hound is aware of an enemy, or is suspicious of danger, its fur will bristle, especially its hackles. Attacks will often strike fur instead of the body of this creature. When struck there will be a 2 in 6 chance this creature will take no damage (roll 1-D6: 1-2 = no damage).

See: "Special offenses".

**Special Offenses: Rage:** When this creature is protecting another creature (i.e., its young, its master, etc.) it will gain the following:

+1 Bite per turn.

+10 Offensive: If wounded past halfway, an additional +10 offense will be added (but only when protecting another creature).

-10 Defense

Fearless: No fear will be felt.

**Susceptibilities:** In above zero weather temperatures, this creature will lose  $\frac{1}{2}$  its constitution, thus cutting its damage-points in half (rounded down).

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