

Dogs

Level	2
Size	Small
Initiative Bonus	-2
Grouping	2d4
Aggressiveness	See below
Movement	50' (10)
Treasure	N/A

AGL	16
CHA	5
CON	18
END	16
INT	3
OBS	16
STR	15
WIS	2

Defense Bonus	Block	14	
	Dodge	12	
	Perry	N/A	
High Pain Threshold		N/A	
Magic Resistance			
AGL	N/A	INT	N/A
CHA	N/A	OBS	N/A
CON	N/A	STR	N/A
END	N/A	WIS	N/A

Territory & Description:

There are generally only two types of attack dogs in Valhalla. The first are war dogs and the second are guard dogs. While there are many other types of dogs these two are the most likely that a character will come into conflict with. Both of these types of dogs are well trained and will obey the commands of their masters (though generally nobody else). Guard dogs will attack automatically upon sensing an intruder while war dogs will only attack at their master's command. War dogs may also use leather armor (shown below) while guard dogs generally do not.

When any of these dogs attack they do so as a unit and will effectively swarm one or two individuals

within a group. Their only real weapon is a ferocious bite (their claws are used more for traction and are not well adapted to do real damage). Once a dog has bitten its target, it will hold the bite from turn to turn. Each turn the bite is held, the victim is effectively grappled in that location. Once the victim is made helpless, one or more of the dogs will attempt to rip out the victim's throat (called head shot) or attempt to disembowel him.

Aggressiveness:

Guard dogs have an aggressiveness of 10 unless their master is close by and keeping them calm. War dogs have an aggressiveness of 3 unless they are told to attack. Once either of these creatures are told to attack they will do so unflinchingly.

Dog 1	Current CON	18					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	FR Leg (6)	FL Leg (7)	RR Leg (8)	RL Leg (9)
Dog Armor Abs: (3/3)		20	20				
Body	7	21	17	10	10	11	11

Dog 2	Current CON	18					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	FR Leg (6)	FL Leg (7)	RR Leg (8)	RL Leg (9)
Dog Armor Abs: (3/3)		20	20				
Body	7	21	17	10	10	11	11

Dog 3	Current CON	18					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	FR Leg (6)	FL Leg (7)	RR Leg (8)	RL Leg (9)
Dog Armor Abs: (3/3)		20	20				
Body	7	21	17	10	10	11	11

Dog 4	Current CON	18					
	Current END	16					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	FR Leg (6)	FL Leg (7)	RR Leg (8)	RL Leg (9)
Dog Armor Abs: (3/3)		20	20				
Body	7	21	17	10	10	11	11

Dog 5

Current CON	18
Current END	16

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	FR Leg (6)	FL Leg (7)	RR Leg (8)	RL Leg (9)
Dog Armor Abs: (3/3)		20	20				
Body	7	21	17	10	10	11	11

Dog 6

Current CON	18
Current END	16

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	FR Leg (6)	FL Leg (7)	RR Leg (8)	RL Leg (9)
Dog Armor Abs: (3/3)		20	20				
Body	7	21	17	10	10	11	11

Dog 7

Current CON	18
Current END	16

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	FR Leg (6)	FL Leg (7)	RR Leg (8)	RL Leg (9)
Dog Armor Abs: (3/3)		20	20				
Body	7	21	17	10	10	11	11

Dog 8

Current CON	18
Current END	16

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	FR Leg (6)	FL Leg (7)	RR Leg (8)	RL Leg (9)
Dog Armor Abs: (3/3)		20	20				
Body	7	21	17	10	10	11	11

Dog 9

Current CON	18
Current END	16

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	FR Leg (6)	FL Leg (7)	RR Leg (8)	RL Leg (9)
Dog Armor Abs: (3/3)		20	20				
Body	7	21	17	10	10	11	11

Dog 10

Current CON	18
Current END	16

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	FR Leg (6)	FL Leg (7)	RR Leg (8)	RL Leg (9)
Dog Armor Abs: (3/3)		20	20				
Body	7	21	17	10	10	11	11