

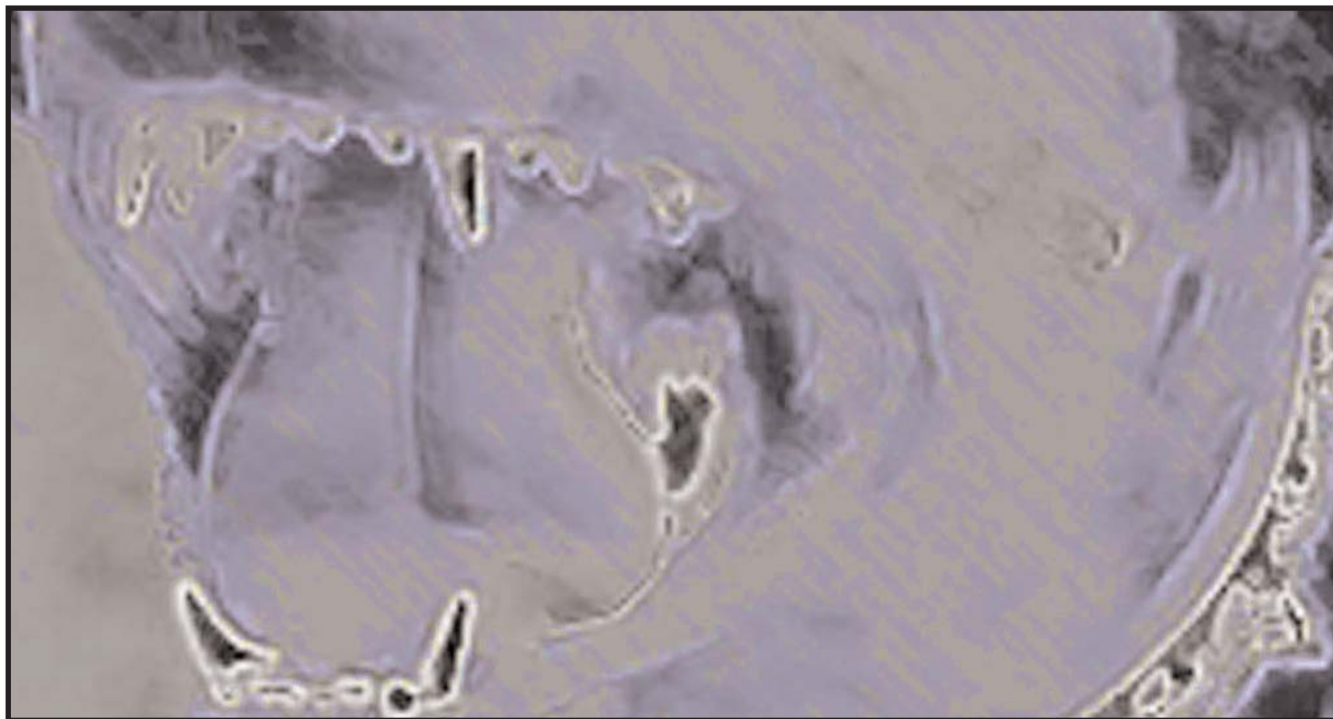


A d20 Modern Sourcebook

bad dog

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

D20 MODERN



At one time or another just about everybody has wanted a Dog as a partner or a sidekick. The following rules allow for characters in Haven: City of Violence D20 Modern or D20 Modern to acquire loyal canine partners, which may be selected from a number of options, such as breed or special training.

getting a dog

While the stat blocks that follow may be used to for any dog encountered and characters may train dogs using the Handle Animal skill, a true canine partner is not such an easy thing to find. To have such a partner a character must select the Man's Best Friend feat. Any dog may be trained through Animal Handling as described in the d20 Modern Roleplaying game, but dogs gained through the Man's Best Friend feat have a certain special quality to them.

character feats

Any of the following feats may be selected by characters.

man's best friend

You have a special rapport with a canine that serves as your loyal partner and sidekick.

Prerequisite: Handle Animal 4 ranks

Benefit: You gain a canine partner who readily follows you around and obeys whatever commands he or she is trained to follow. Select one of the types of dogs listed below and one dog templates to determine the abilities of your dog. Additional commands may be learnt as normal using the Handle Animal skill.

The dog will willingly risk its life for you, though it is still only as intelligent as a dog. It will readily fight to the death to defend you. If your dog is killed another dog finds its way into your life within six months of the original dog's death. .

Special: This feat may be selected multiple times to gain a pack of dog sidekicks.



Written by Lee Hammock & Louis Porter Jr

Dog Feats

The following feats may only be selected by canines who gain feats through the Dogman advanced class or through their dog template.

Frothing Rage

Dogs with this feat can drive themselves into a killing frenzy in combat, often frothing at the mouth while doing so.

Prerequisite: Con 9+

Benefit: A dog with this feat can fly into a rage a certain number of times per day. In a rage, a dog temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class. The increase in Constitution increases the dog's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (*These extra hit points are not lost first the way temporary hit points are.*) While raging, a dog cannot use any Charisma-, Dexterity-, or Intelligence-based skills. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the dog's (*newly improved*) Constitution modifier. A dog may prematurely end his rage. At the end of the rage, the dog loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

A dog can fly into a rage only once per day. Entering a rage takes no time itself, but a dog can do it only during his action, not in response to someone else's action.

Special: This feat may be selected multiple times, each time allowing the dog to enter a frothing rage one additional time per day.

Growl of the Beast

The growl of a dog with this feat is a terrifying sound that sends many who hear it running.

Benefit: When the dog uses this feat, which requires an attack action, all opponents within 10 feet who have fewer hit dice must make a Will save ($DC 10 + \frac{1}{2} \text{ the dog's hit dice} + \text{ the dog's Charisma modifier}$). Creatures larger than the dog receive a +4 bonus on this save per size level larger than the dog. An opponent who fails his save is shaken, taking a -2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to $1d6 + \text{ your Charisma modifier}$ with a minimum of one round.

A successful save indicates that the opponent is immune to this dog's growl for 24 hours.

Leader of the Pack

A dog with this feat is the leader of its pack and can rally his fellows in battle.

Prerequisite: Charisma 7+

Benefit: A dog with this feat gains a +2 bonus to Charisma and any dogs within 30 feet who are allied with the dog gain a +2 morale bonus to Will saves. Multiple dogs with this feat do not stack their bonuses to Will saves.

Low Light Vision

Dogs with this feat can see much better than humans in poorly illuminated conditions.

Benefit: The dog can see twice as far as a human in poor lighting conditions.

Lucky

Dogs with this feat are abnormally lucky, escaping unscathed from the worst of situations.

Benefit: The dog gains 1 action point that refreshes normally.

Special: This feat may be selected multiple times, each time giving the dog one action point.

Nondescript

Nondescript dogs easily blend in with other dogs, making them difficult to pick out in a crowd.

Benefit: Anyone trying to pick a dog with this feat out of a group, recognize a dog with this feat that was previously seen, or describe a dog with this feat suffers a -4 penalty to all Spot, Search, or other relevant skill checks.

Obedient

Dogs with this feat follow orders readily, even when doing so puts them at great risk.

Prerequisites: Wisdom 9+

Benefit: When acting under orders from the dog's owner, the dog receives a +4 morale bonus to Will saves.

Out of Nowhere

Fading into the background, dogs with this feat are hard to see coming.

Benefit: Attempts to detect the dog using Spot and Search skills suffer a -2 penalty.

Seeing Eye Dog Training

Dogs with this feat are trained to lead blind people through the confusing and busy urban environment.

Benefit: Blind individuals led by a seeing-eye dog may move at $\frac{3}{4}$ speed and the dog may make any Spot or Listen checks necessary for the blind person to avoid harm.

sixth sense

Able to smell danger on the wind, dogs with this feat always seem to know when danger is coming.

Benefit: The dog receives a +4 bonus to all Spot, Listen, or other skill checks used to detect danger.

Dogman Advanced Class

Both the wizened hunter and the police canine officer rely on their canine companion to survive from day to day, and such relationships can become as strong as any human relationship. The Dogman is an individual who has spent a great deal of time working with and training his dog so the two can function like a well oiled machine. Dogmen are found in many walks of life and professions, but all have a deep love of their animals in common. Hurt a Dogman's dog and you will receive revenge ten fold in return.

Choose the Dogman class if you want to be a part of a dedicated human and dog team, willing trade their lives for each other and far more effective together than apart.

Requirements

To become a Dogman, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Handle Animal 6 ranks.

Feat: Animal Affinity, Man's Best Friend.

Class Information

The following information pertains to the Dogman advanced class.

Hit Die: The Dogman gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points: The Dogman gains a number of action points equal to 6 + one half his character level, rounded down, every time he attains a new level in this class.

Class Skills:

The Dogman's class skills are as follows.

Bluff (*Cha*), Climb (*Str*), Drive (*Dex*), Handle Animal (*Cha*), Intimidate (*Cha*), Jump (*Str*), Knowledge (*Behavioral Sciences, Current Events, Popular Culture, Streetwise, Tactics*) (*Int*), Listen (*Wis*), Ride (*Dex*), Search (*Int*), Sense Motive (*Wis*), Spot (*Wis*), Survival (*Wis*), Swim (*Str*), Treat Injury (*Wis*), Tumble (*Dex*).

Skill Points at Each Level: 5 + Int modifier.

Class Features:

The following class features pertain to the Dogman advanced class.

Canine Companion

At 1st level, the Dogman's dog from Man's Best Friend becomes an animal companion of the Dogman. The dog cannot have more Hit Dice than the Dogman has character levels. If the Dogman has the Man's Best Friend feat this ability only applies to one of the dogs.

The dog remains an animal, but may gain additional abilities according to the level of the Dogman (*see Canine Companions*)

If the dog is killed a new one will find its way into the Dogman's life within six months, though some training may be necessary to gain the full bonuses of this class ability.

Canine Companions

As the Dogman grows in power and ability, so too does the power of her animal companion.

DOGMAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Animal Companion, Animal Empathy	+1	+1
2nd	+1	+2	+2	+0	Partner, Dog Feat	+2	+1
3rd	+2	+2	+2	+1	Bonus Feat	+2	+1
4th	+3	+2	+2	+1	Dog Feat	+3	+2
5th	+3	+3	+3	+1	Partner Block	+3	+2
6th	+4	+3	+3	+2	Bonus Feat, Dog Feat	+3	+2
7th	+5	+4	+4	+2	Dog Handling Mastery	+4	+3
8th	+6	+4	+4	+2	Dog Feat	+4	+3
9th	+6	+4	+4	+3	Bonus Feat	+5	+3
10th	+7	+5	+5	+3	Dog Feat	+5	+4

There are only 10 levels to this class

Class Level	Bonus HD	Natural Armor	Str/Dex Adj.	Special
2-3	+0	0	+0	Link
4-5	+2	2	+1	Evasion
6	+4	4	+2	Devotion
7	+6	6	+3	
8	+8	8	+4	
				Improved evasion
9	+10	10	+5	
10	+12	12	+6	

Class Level: The level of the Dogman.

Bonus HD: These are extra eight-sided (*d8*) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the canine companion's base attack and base save bonuses. A canine companion's base attack bonus is equal to a Dogman whose level equals the animal's HD. A canine companion has good Fortitude and Reflex saves (*treat it as a character whose level equals the animal's HD*). The animal companion doesn't gain any extra skill points or feats for bonus HD.

Natural Armor: The number listed here is an improvement to the animal companion's natural armor rating.

Str/Dex Adj.: Add this figure to the animal companion's Strength and Dexterity scores.

Link (Ex): The Dogman gains a +4 circumstance bonus on Animal Empathy and Handle Animal checks made regarding the animal companion.

Evasion (Ex): If the animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): The animal companion's devotion to its master is so complete, it gains a +4 morale bonus on all Will saves against Enchantment spells and effects.

Improved Evasion (Ex): If the animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Animal Empathy

At 1st level, the Dogman gains the ability to use her Handle Animal skill to improve the attitude of an animal. The interaction is treated as a Diplomacy skill check, with Handle Animal used instead of Diplomacy. The Dogman needs to be within 30 feet of the creature to use this ability.

Most domestic animals have a starting attitude of indifferent, while most wild animals are unfriendly. (*Exceptions exist: trained guard dogs may have an initial reaction of hostile to strangers.*) Animal empathy does not function on vermin.

Partner

At 2nd level, the Dogman's dog may use the Aid Another action when his master is using the following skills: Bluff (*Cha*), Demolitions (*Int*), Disable Device (*Int*), Handle Animal (*Cha*),

Intimidate (*Cha*), Listen (*Wis*), Search (*Int*), Sense Motive (*Wis*), Spot (*Wis*), Survival (*Wis*). The Dogman may also use the Aid Another action to assist his dog in situations where the dog has a better skill bonus.

Dog Feat

At 2nd, 4th, 6th, 8th, and 10th level the Dogman's dog gets a bonus feat. This feat must be selected from the list below and the dog must meet all the prerequisites for the feat.

Acrobatic, Agile Riposte, Alertness, Athletic, Attentive, Blind-Fight, Cleave, Combat Reflexes, Confident, Dodge, Endurance, Frothing Rage, Great Cleave, Great Fortitude, Growl of the Beast, Guide, Heroic Surge, Improved Bull Rush, Improved Damage Threshold, Improved Initiative, Iron Will, Leader of the Pack, Lightning Reflexes, Low Light Vision, Lucky, Mobility, Obedient, Out of Nowhere, Power Attack, Run, Seeing-Eye Dog Training, Sixth Sense, Spring Attack, Stealthy, Toughness, Trustworthy, Weapon Finesse, Weapon Focus.

Bonus Feat

At 3rd, 6th, and 9th level the Dogman gets a bonus feat. The bonus feat must be selected from the following list, and the Dogman must meet all the prerequisites for the feat to select it.

Alertness, Athletic, Attentive, Cautious, Confident, Deceptive, Dodge, Endurance, Frightful Presence, Great Fortitude, Guide, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Run, Stealthy, Surface Vehicle Operation, Toughness, Track, Trustworthy.

Partner Block

At 5th level the Dogman and his canine companion gain the ability to reflexively leap in front of attacks meant for the other. When the two are standing in adjacent 5 foot squares and either the Dogman or his canine companion is struck for damage the one who was not struck may leap in front of the attack by making a successful Reflex save against a DC equal to the successful attack roll. If the Reflex save is successful the party seeking to block the attack succeeds and takes the damage instead, including any critical damage. The Dogman and his canine companion may each do this once each round.

Dog Handling Mastery

At 7th level the Dogman receives a +4 competence bonus to all Handle Animal checks made involving dogs and can take 10 on any Handle Animal check involving dogs regardless of the conditions.

Dog Breeds

This is a listing of the most common Dog types that can be found in and around the city of Haven. This list is not all-inclusive but it is a starting point.

Akita

The Akita is known for its intelligence, strength, and loyalty. They make excellent guard dogs, companion animals and



household pets. Akitas are especially suited for city life, as they are not bothered by small spaces such as apartments. The first real historical evidence of the existence of the Akita goes back roughly 300 years to the beginning of the Edo period in Japan. Several Japanese experts agree that the dog's ancestors must have been Chinese. This theory is based on the fact that a dog similar to the Akita lives in the north of China; a dog with a wither height and a red coat. It is told that in the 8th century, in the mountains of Odate, a hound existed: the Matagi Inu. In the hard to reach mountaintops the breed remained purebred. The Matagi Inu was a fantastic hunting dog, used for hunting bears, boars and other big game. Apparently, the animal was so respected for this that he was the only dog that was allowed in places where no shoes were to be worn and animals were not allowed to tread the floor. The Akita's character is the result of centuries of breeding in Japan. Japanese history, both verbal and written, describes the Akita as one of the oldest of the native dogs. Centuries ago the breed was owned only by the Shogun, the imperial leaders of the country. The Akita developed in the Akita prefecture, the northernmost region of the island of Honshu. Bred to hunt, guard, and herd, this swift, agile, unswervingly tenacious dog tracked large game and held it at bay until the royal hunters arrived to make the kill. The Akita's quarry included elk, antelope, boar, and the 800-pound Yezo bear.

Akita species traits

Bonus Feat: Akitas receive the Power Attack feat as a bonus feat.

Scent (Ex): This ability allows an akita to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities in the d20 Modern Roleplaying Game for more information.

Skill Bonus: Akitas gain a +2 species bonus on Jump checks. Akitas also gain a +4 species bonus on Survival checks when tracking by scent.

Medium-Size Dog: CR 1; Medium-size animal; HD 2d8+6; hp 15; Mas 16; Init +3; Spd 40 ft.; Defense 14, touch 13, flat-footed 11 (+2 Dex, +1 natural); BAB +1; Grap +4; Atk +4 melee (1d6+4, bite); Full Atk +4 melee (1d6+4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +6, Ref +6, Will +1; AP 0; Rep +0; Str 16, Dex 16, Con 17, Int 2, Wis 12, Cha 6.

Skills: Jump +5, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +6.

Feats: Power Attack.

ALASKAN HUSKY

A working class dog if there ever was one, the Alaskan Husky fits the role nearly perfect. There was one kind of dog that especially dominated the sled dog competitions, a cross-breed of wolves, huskies, and Irish Setters. This cross breed made a very strong dog with a lot of strength and endurance. These dogs initially were bred by the Athabasca Indians, but the Alaskan Husky is not a recognized breed of its own; it is more a type of

dog. Because of the different lines, it is difficult to characterize the dog in a uniform standard. The Alaskan Husky is always very athletic, with big thigh muscles. They often have the characteristic curved sled dog tail and can be either one solid color or multicolored - mainly black, grey and white but also red or brown.

Alaskan Husky Species Traits

Bonus Feat: Alaskan huskies receive the Endurance feat as a bonus feat.

Cold Resistance: Alaskan huskies have cold resistance equal to their Constitution bonus, which usually is +2.

Scent (Ex): This ability allows an Alaskan husky to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities in the d20 Modern Roleplaying Game for more information.

Skill Bonus: Alaskan huskies gain a +2 species bonus on Jump checks. Alaskan huskies also gain a +4 species bonus on Survival checks when tracking by scent.

Alaskan Husky: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 16; **Init** +2; **Spd** 40 ft.; **Defense** 13, **touch** 12, **flat-footed** 11 (+2 *Dex*, +1 *natural*); **BAB** +1; **Grap** +4; **Atk** +4 melee (1d6+4, *bite*); **Full Atk** +4 melee (1d6+4, *bite*); **FS** 5 ft. by 5 ft.; **Reach** 5 ft.; **SQ** scent, cold resistance; **AL** none or owner; **SV** Fort +5, Ref +5, Will +1; AP 0; Rep +0; **Str** 16, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6.

Skills: Jump +5, Listen +5, Spot +5, Survival +1 (+5 *when tracking by scent*), Swim +6.

Feats: Endurance.

BEAGLE

Beagles are hunting dogs, smart and quick. Bred and developed primarily for rabbit hunting, the Beagle has proven itself on practically every species of upland game, even the difficult to bag pheasant. The Beagle is commonly bred in two sizes: fifteen inches and under, and thirteen inches and under. Any hound color is acceptable. The breed has a quality of durability combined with a cheerful daintiness, making it a favorite of children and adults alike. The Beagle is considered one of the oldest breeds in history and one of the original breeds of hound. While the true origins of the breed are lost to ancient times, the Beagle came into distinction during the reign of King Henry VIII of England, and its popularity further increased during the reign of his daughter, Elizabeth I.

Beagle Species Traits

Bonus Feat: Beagles receive the Lucky and Guide feats as bonus feats.

Scent (Ex): This ability allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities in the d20 Modern Roleplaying Game for more information.

Skill Bonus: Beagles gain a +2 species bonus on Jump checks. Beagles also gain a +4 species bonus on Survival checks when tracking by scent.

Beagle: CR 1/2; Small animal; HD 1d8+3; hp 7; Mas 16; **Init** +3; **Spd** 40 ft.; **Defense** 14, **touch** 14, **flat-footed** 11 (+1 *size*, +3 *Dex*); **BAB** +0; **Grap** -2; **Atk** +3 melee (1d4+2, *bite*); **Full Atk** +3 melee (1d4+2, *bite*); **FS** 5 ft. by 5 ft.; **Reach** 5 ft.; **SQ** scent; **AL** none or owner; **SV** Fort +5, Ref +5, Will +2; AP 1; Rep +0; **Str** 14, **Dex** 17, **Con** 16, **Int** 3, **Wis** 14, **Cha** 8.

Skills: Jump +3, Listen +6, Navigate -2, Spot +6, Survival +4 (+9 *when tracking by scent*), Swim +6.

Feats: Guide, Lucky.

BOXER

The Boxer is a medium sized, smooth-haired, sturdy dog of short square figure and strong limbs. The muscle structure is very clean and powerfully developed, practically standing out from under the skin. Boxer's movements are alive with energy, with a stride that is free and roomy and a bearing is that is proud and noble. The origins of the Boxer are obscure but they are believed to be a descendant of the Molossian type dog, which was used as a war dog as early as 2000 BC by the Assyrians. During the Middle Ages in England, this boxer developed into three principle types. The Boxer was one of the first breeds used for police work in Germany. The demands of police work highlight the qualities of a Boxer — intelligence, fearlessness, agility, and strength.

Boxer Species Traits

Bonus Feat: Boxers receive the Acrobatic feat as a bonus feat.

Scent (Ex): This ability allows a boxer to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities in the d20 Modern Roleplaying Game for more information.

Skill Bonus: Boxers gain a +2 species bonus on Jump checks. Boxers also gain a +4 species bonus on Survival checks when tracking by scent.

Boxer CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; **Init** +1; **Spd** 40 ft.; **Defense** 12, **touch** 11, **flat-footed** 11 (+1 *Dex*, +1 *natural*); **BAB** +1; **Grap** +3; **Atk** +3 melee (1d6+3, *bite*); **Full Atk** +3 melee (1d6+3, *bite*); **FS** 5 ft. by 5 ft.; **Reach** 5 ft.; **SQ** scent; **AL** none or owner; **SV** Fort +5, Ref +4, Will +2; AP 0; Rep +0; **Str** 15, **Dex** 13, **Con** 15, **Int** 3, **Wis** 14, **Cha** 8.

Skills: Jump +6, Listen +6, Spot +6, Survival +2 (+7 *when tracking by scent*), Swim +5, Tumble +3.

Feats: Acrobatic.

BULL MASTIFF

Bull mastiffs are the lion of the dog world; massive, arrogant, powerful and brave -a truly underrated, undervalued king

among dogs. When all is said and done about the various breeds available as guard dogs, the Bullmastiff is the professional, being bred for the part. The known history of this breed begins roughly 150 years ago in England, where it was bred from the Mastiff and the Bulldog. Known as the “Gamekeeper’s Night-Dog,” the Bull Mastiff was used to guard against poachers. During this time, the problem of keeping large estates and game preserves free from the depredations of poachers was an acute one. Penalties were severe, yet poaching seemed impossible to eradicate by simply enacting laws. Accordingly, the gamekeeper’s life was anything but safe. Poachers would often prefer to shoot it out with the keeper on the chance of escape rather than accept the severe penalties which would be incurred upon apprehension. The Bull Mastiff gave the Gamekeepers the edge they needed to emerge triumphant.

bull mastiff species traits

Bonus Feat: Bull mastiffs gain the Great Fortitude feat as a bonus feat.

Scent (Ex): This ability allows a bull mastiff to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities in the d20 Modern Roleplaying Game for more information.

Skill Bonus: Bull mastiffs gain a +2 species bonus on Jump checks. Bull mastiffs also gain a +4 species bonus on Survival checks when tracking by scent.

Bull Mastiff: CR 1; Medium-size animal; HD 2d8+6; hp 15; Mas 18; Init +2; Spd 30 ft.; Defense 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); BAB +1; Grap +5; Atk +5 melee (1d6+5, bite); Full Atk +3 melee (1d6+5, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +8, Ref +5, Will +0; AP 0; Rep +0; Str 17, Dex 15, Con 18, Int 2, Wis 11, Cha 6.

Skills: Jump +6, Listen +4, Spot +4, Survival +0 (+4 when tracking by scent), Swim +7.

Feats: Great Fortitude.

DOBERMAN PINSCHER

The Doberman Pinscher is one of the most popular and respected dogs, serving as everything from loving pets to fearsome Guard dogs. This breed of dog has always excelled as a watchdog, guardian, and protector. In addition, Doberman Pinschers have been remarkable as a guide dog for the blind, a military dog, and pet. Doberman Pinschers were first developed as a guardian dog in 19th Century Germany. Herr Louis Dobermann developed this versatile breed in the Apolda region of Germany to suit his own need for a loyal, obedient, protective dog to accompany him on his nightly rounds as a police officer. Since he also worked as the local dogcatcher, Herr Dobermann had access to a wide variety of dogs to develop his large “pinscher” or terrier breed. Some of the breeds used to shape the Doberman Pinscher include the Pinscher, Rottweilers and Thuringian Shepherds. Other breeds that contributed their

genes are the black Greyhound for elegance and sleekness, the Great Dane, the Weimaraner, and the German Shorthaired Pointer. The resulting dog possessed an uncanny intelligence, bravery, loyalty, stamina, and protectiveness in a medium-to-large working dog with an easy-care, short, dense coat.

doberman pinscher species traits

Bonus Features: Doberman pinschers gain the Alertness feat as a bonus feat.

Scent (Ex): This ability allows a Doberman pinscher to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities in the d20 Modern Roleplaying Game for more information.

Skill Bonus: Doberman pinschers gain a +2 species bonus on Jump checks. Doberman pinschers also gain a +4 species bonus on Survival checks when tracking by scent.

Doberman Pinscher: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 40 ft.; Defense 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); BAB +1; Grap +4; Atk +4 melee (1d6+4, bite); Full Atk +4 melee (1d6+4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +5, Ref +5, Will +2; AP 0; Rep +0; Str 16, Dex 14, Con 15, Int 2, Wis 15, Cha 8.

Skills: Jump +5, Listen +8, Spot +8, Survival +2 (+6 when tracking by scent), Swim +6.

Feats: Alertness.

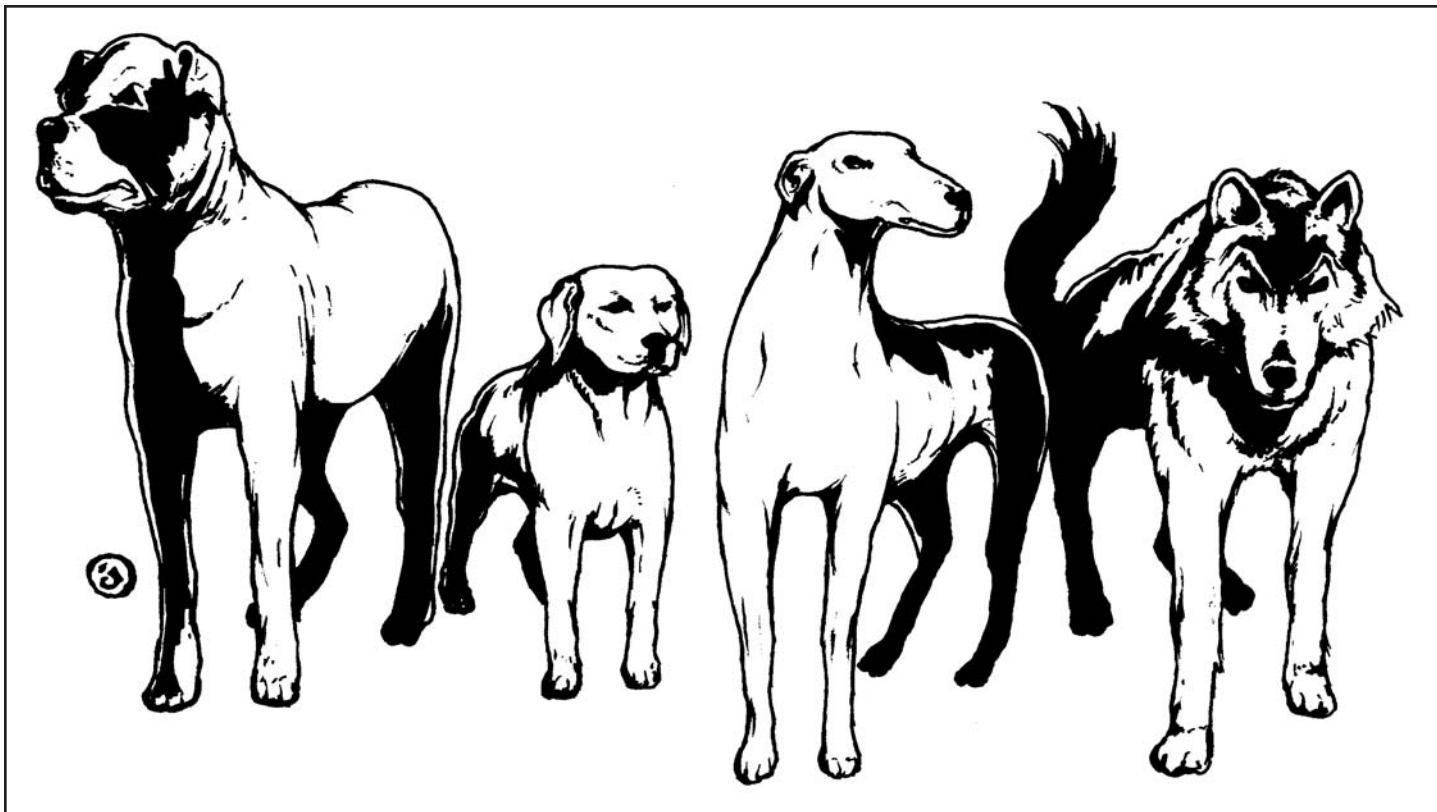
GERMAN SHEPHERD

The German Shepherd offers a picture of rugged strength, intelligence, and agility, possessing physical and mental traits that produce a working dog with great stamina. Possibly the most versatile breed, German Shepherds are capable of being both a formidable attack dog and a loving pet, showing loyalty and devotion. Shepherd dogs were the true working dogs of the 18th and 19th centuries. The shepherds of Germany had used their dogs to herd flocks of sheep and herds of cattle for generations, but those dogs were of no specific origin. There is no doubt that the essential credit for the development of this marvelous breed, must go to Max von Stephanitz. He guided and directed an intensive-breeding program to fix type and was adamant in his demands for utility and intelligence. It was his vision that welded a wide variety of sheep herding dogs into one breed. He envisioned a dog of incorruptible character, great working ability, loyal and highly trainable. He used as his watchword, “Do right and fear no one,” and it was he who laid down the guideline of the breed, “Utility is the true criterion of beauty”.

german shepherd species traits

Bonus Feat: German shepherds receive the Obedient feat as a bonus feat.

Scent (Ex): This ability allows a German shepherd to detect approaching enemies, sniff out hidden foes, and track by sense



of smell. See Special Qualities in the d20 Modern Roleplaying Game for more information.

Skill Bonus: German shepherds gain a +2 species bonus on Jump checks. German shepherds also gain a +4 species bonus on Survival checks when tracking by scent.

German Shepherd: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 40 ft.; Defense 14, touch 13, flat-footed 11 (+3 Dex, +1 natural); BAB +1; Grap +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +5, Ref +6, Will +2; AP 0; Rep +0; Str 15, Dex 16, Con 15, Int 3, Wis 14, Cha 6.

Skills: Jump +4, Listen +6, Spot +6, Survival +2 (+6 when tracking by scent), Swim +5.

Feats: Obedient.

GREAT DANE

The largest of the breeds, the Great Dane originated from dogs of the mastiff type bred for size with the influence of the greyhound type for speed. Great Danes were developed to hunt wild boar, guard castles, pull carts and even participated in battle. The Great Dane can be traced back as far as 5,000 years ago on Egyptian monuments and artifacts found on a Babylonian temple about 4,000 years ago showing a relief-plate with Assyrian men walking with huge Great Dane-like dogs. Some zoologists believe that all Great Dane-type dogs originated in the highlands of Tibet: the Himalayas. The earliest written report of dogs similar in type to Great Danes appeared in Chinese literature in 900 years ago. Over the Silk Road the

Chinese, the Assyrians, the Greeks, and the Romans traded their goods and dogs to each other. From Greece and Rome these huge dogs came to Central and Northern Europe.

GREAT DANE SPECIES TRAITS

Bonus Feat: Great Danes receive the Endurance feat as a bonus feat.

Scent (Ex): This ability allows a Great Dane to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities in the d20 Modern Roleplaying Game for more information.

Skill Bonus: Great Danes gain a +2 species bonus on Jump checks. Great Danes also gain a +4 species bonus on Survival checks when tracking by scent.

Great Dane: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 50 ft.; Defense 14, touch 13, flat-footed 11 (+3 Dex, +1 natural); BAB +1; Grap +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 15, Dex 17, Con 15, Int 2, Wis 13, Cha 6.

Skills: Jump +4, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Feats: Endurance.

GREYHOUND

Originally bred for hunting, the Greyhound is best known today for his speed, being used primarily for racing. Pictures of the



early greyhound can be found etched on walls of ancient Egyptian tombs, and the Pharaohs rated them first among all animals as both pets and hunters. Their link with nobility was established in 1014 A.D. when King Canute of England enacted the Forest Laws, which stated that only noblemen could own and hunt with greyhounds. Soon greyhound racing was established for the English nobility and could not be enjoyed by other citizens. Greyhounds were first introduced to America in the 1800's in order to help farmers control the jackrabbit population. It was not long before competitions of greyhound racing were conducted by the surrounding farmers. This proved to be both an exciting event for the local population but also proved that the greyhound loved the chase and excitement of racing.

Greyhound species traits

Bonus Feat: Greyhounds receive the Run feat as a bonus feat.

Scent (Ex): This ability allows a greyhound to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities in the d20 Modern Roleplaying Game for more information.

Skill Bonus: Greyhounds gain a +2 species bonus on Jump checks. Dogs also gain a +4 species bonus on Survival checks when tracking by scent.

Greyhound: CR 1; Medium-size animal; HD 2d8+6; hp 15; Mas 17; Init +2; Spd 50 ft.; Defense 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); BAB +1; Grap +4; Atk +4 melee (1d6+4, bite); Full Atk +3 melee (1d6+4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +6, Ref +5, Will +1; AP 0; Rep +0; Str 16, Dex 15, Con 17, Int 2, Wis 13, Cha 6.

Skills: Jump +6, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +6.

Feats: Run.

LABRADOR RETRIEVER

A popular pet breed, The Labrador Retriever is also often employed as a companion animal. The Labrador Retriever was developed in England approximately 200 years ago by a handful of private kennels dedicated to developing and refining the perfect gundog. Many kennels were pursuing their own vision of such a dog is the reason behind the variety of today's retriever breeds. A hundred years later, these retrievers were appearing in the British Kennel Club's events. While there have been strains of Labradors bred pure up to this time, it is unknown how many of these cross-bred dogs were folded into "Labradors" or into other breeds as the registrations began to separate.

Labrador retriever species traits

Bonus Feat: Labrador retrievers receive the Iron Will feat as a bonus feat.

Scent (Ex): This ability allows a Labrador retriever to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities in the d20 Modern Roleplaying Game for more information.

Skill Bonus: Labrador retrievers gain a +2 species bonus on Jump checks. Labrador retrievers also gain a +4 species bonus on Survival checks when tracking by scent.

Labrador Retriever: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 17; Init +2; Spd 40 ft.; Defense 13, touch 12, flat-footed 11 (+2 *Dex*, +1 *natural*); BAB +1; Grap +2; Atk +2 melee (1d6+2, bite); Full Atk +2 melee (1d6+2, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +6, Ref +5, Will +4; AP 0; Rep +0; Str 13, Dex 15, Con 17, Int 2, Wis 14, Cha 6.

Skills: Jump +3, Listen +6, Spot +6, Survival +2 (+6 when tracking by scent), Swim +4.

Feats: Iron Will.

ROTTWEILER

It has been stated that there are two types of Rottweilers: Tall, thin, and fast dogs that were originally bred for herding, and the more common Mastiff looking type which was short, stocky, and slower, but stronger, originally bred for drafting. This breed got its name from a little town in Germany that was a port for trades, known as Rottweil. As people traveled over the Swiss Mountains to find land elsewhere, they and their Mastiff type dogs came across another breed, the Greater Swiss Mountain Dog. These dogs merged to form another breed. As they continued their journey, they came into Germany. The Germans, who have developed many of the breeds, further changed this Mastiff Swiss Mountain dog. The German Pincher merged with the Mastiff type dog and became what we know today as the Rottweiler.

rottweiler species traits

Bonus Feat: Rottweilers receive Weapon Focus (*Bite*) as a bonus feat.

Scent (Ex): This ability allows a Rottweiler to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities in the d20 Modern Roleplaying Game for more information.

Skill Bonus: Rottweilers gain a +2 species bonus on Jump checks. Rottweilers also gain a +4 species bonus on Survival checks when tracking by scent.

Rottweiler: CR 1; Medium-size animal; HD 2d8+6; hp 15; Mas 16; Init +3; Spd 30 ft.; Defense 14, touch 13, flat-footed 11 (+3 *Dex*, +1 *natural*); BAB +1; Grap +2; Atk +3 melee (1d6+2, bite); Full Atk +3 melee (1d6+2, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +6, Ref +6, Will +1; AP 0; Rep +0; Str 13, Dex 16, Con 16, Int 3, Wis 13, Cha 5.

Skills: Jump +3, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +4.

Feats: Weapon Focus (*Bite*)

WOLF

It is unusual to have a wolf or a wolf crossbreed in captivity, performing any of the traditional roles a dog would. Doing so will definitely attract attention. Direct genetic cousins to dogs,

but normally wilder and slightly larger than dogs these animals are quite prevalent in the wild. The wolf is carnivorous and is the largest of all of the wild dogs, which includes coyotes and foxes. There are different subspecies of wolf but they are all similar physically and behaviorally. Interbreeding is common between the subspecies and their distinctive differences become blurred in the mix. Besides the gray wolf there is the red wolf, found in the southeastern United States and the Abyssinian wolf, native to Ethiopia.

wolf species traits

Scent (Ex): This ability allows a wolf to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities in the d20 Modern Roleplaying Game for more information.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 152) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skill Bonuses: Wolves receive a +4 species bonus on Survival checks when tracking by scent.

Wolf: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 50 ft.; Defense 14, touch 12, flat-footed 12 (+2 *Dex*, +2 *natural*); BAB +1; Grap +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent, trip, low-light vision; AL none; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+5 when tracking by scent).

Advancement: 3–4 HD (*Large*).

dog templates

The following templates can be added to the stats for the various dog breeds to create stats for custom bred and trained dogs. Normally a dog will only have one of these templates.

attack dog

This template is intended for any dog trained exclusively to attack on command with killing intent. Attack dogs are usually accompanied by a handler who keeps the dogs on a leash until they are ready to attack.

Challenge Rating: Same as original dog breed +1.

Hit Dice: The attack dog's hit dice increase by +1.

Special Qualities: The bite damage of the attack dog increases by one die type.

Abilities: The attack dog's Strength and Dexterity are increased by +2 and its Charisma and Wisdom are reduced by -2.

Feats: The attack dog gains two of the following feats as bonus

feats: Dodge, Frothing Rage, Growl of the Beast, Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (*Bite*).

Special: All attack dogs know the attack, down, guard, and stay tricks.

guard dog

Used by security forces and private citizens, guard dogs are trained to spot trespassers and other unwanted visitors. Guard dogs are not necessarily trained to attack; many are trained to simply bark when they detect intruders.

Challenge Rating: Same as original dog breed +1.

Hit Dice: The guard dog's hit dice increase by +1.

Natural Armor: The guard dog's natural armor bonus increases by +2.

Abilities: The guard dog's Wisdom increases by +2 and its Charisma decreases by -2.

Feats: The guard dog gains two of the following feats as bonus feats: Alertness, Dodge, Growl of the Beast, Improved Initiative, Lightning Reflexes, Stealthy, Toughness.

Special: All guard dogs know the attack, guard, seek, and down tricks.

hunter

Hunter dogs are those trained to track and bring down prey, be they raccoons or bears. These animals are usually found in rural areas, but are not unknown in urban areas.

Challenge Rating: Same as original dog breed +1

Hit Dice: The hunter dog's hit dice increase by +1.

Abilities: The hunter dog's Wisdom and Constitution increases by +2.

Feats: The hunter dog gains two of the following feats as bonus feats: Alertness, Dodge, Endurance, Guide, Low Light Vision, Out of Nowhere, Run, Stealthy, Weapon Focus (*Bite*).

Skills: The hunter dog's species bonus to Survival checks when tracking by scent increases to +8.

Special: All hunter dogs know the attack, track, seek, and down tricks.

seeing eye dog

Usually found at the side of the blind, seeing-eye dogs take many years to properly train and are creatures of great value. While not trained for combat they are well trained in matters of dealing with humans and navigating an urban environment.

Challenge Rating: Same as original dog breed +1

Hit Dice: The seeing-eye dog's hit dice increase by +1.

Abilities: The seeing-eye dog's Wisdom and Charisma increases by +2. The seeing-eye dog's Intelligence increases by +1 with a maximum of 3.

Feats: The seeing-eye dog gains two of the following feats as bonus feats: Alertness, Attentive, Guide, Heroic Surge, Improved Initiative, Iron Will, Lucky, Obedient, Sixth Sense. All seeing-eye dogs gain the Seeing Eye Dog Training feat.

Special: All seeing-eye dogs know the come, heel, seek, and stay tricks.

search dog

Commonly used by security personnel to find illegal drugs and search and rescue teams, search dogs are trained to use their keen senses of smell to find specific items.

Challenge Rating: Same as original dog breed +1

Hit Dice: The search dog's hit dice increase by +1.

Abilities: The search dog's Wisdom and Constitution increases by +2. The search dog's Intelligence increases by +1 with a maximum of 3.

Feats: The search dog gains two of the following feats as bonus feats: Alertness, Attentive, Endurance, Great Fortitude, Guide, Lucky, Obedient, Sixth Sense.

Skills: The search dog's species bonus to Survival checks when tracking by scent increases to +8. Also the search dog receives a +8 species bonus on Search checks when searching for items that have a recognizable smell.

Special: All search dogs know the attack, track, seek, and down tricks.

stray

Stray dogs grow up on their own, relying on no one else to get by. They often have trouble learning to trust humans at all, and few rarely leave the instincts they learned on the streets completely behind.

Challenge Rating: Same as original dog breed +1

Hit Dice: The stray dog's hit dice increase by +1.

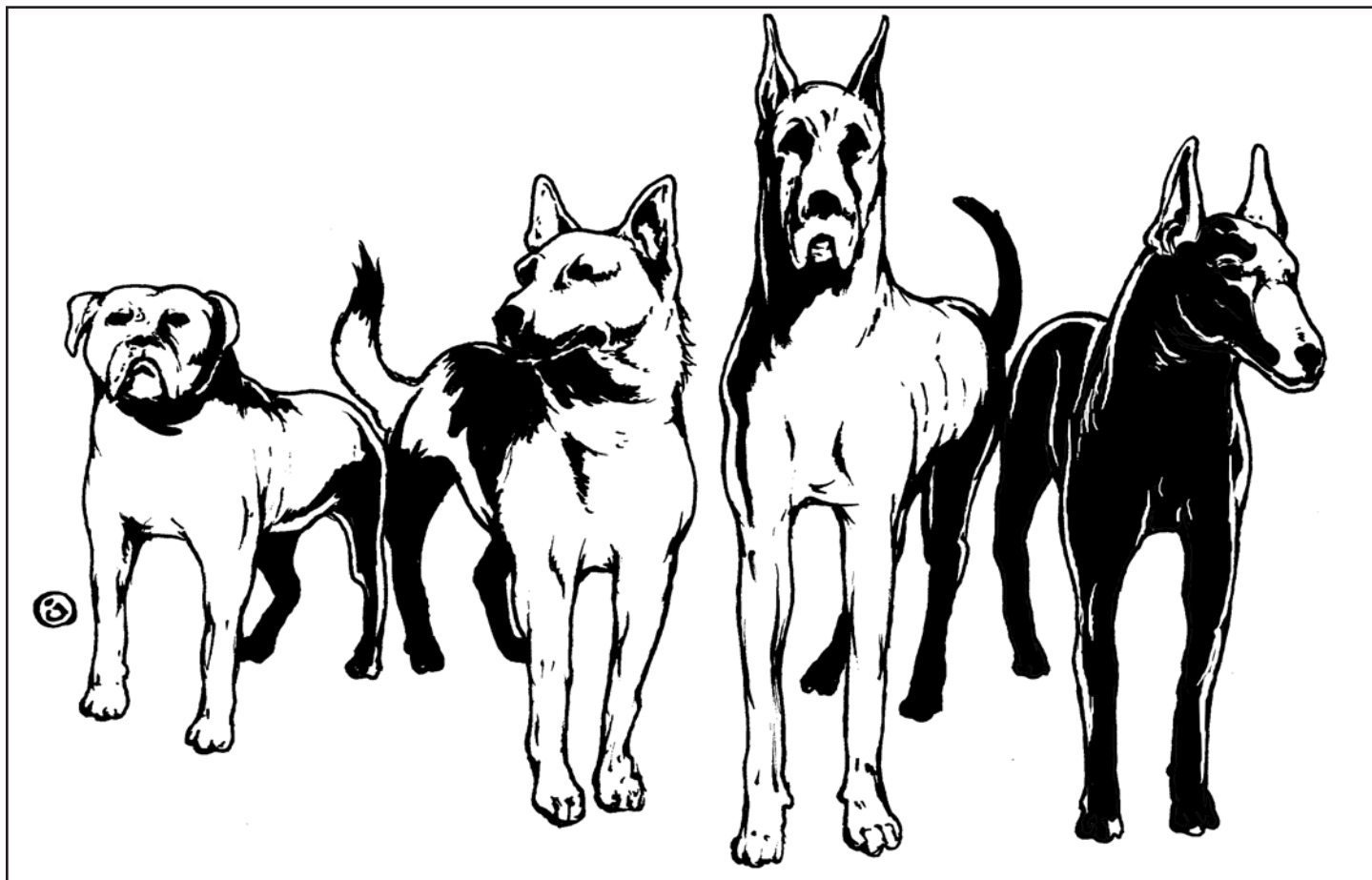
Natural Armor: The stray dog's natural armor bonus increases by +1.

Abilities: The stray dog's Dexterity and Constitution increases by +2.

Feats: The stray dog gains two of the following feats as bonus feats: Endurance, Frothing Rage, Great Fortitude, Growl of the Beast, Lightning Reflexes, Low Light Vision, Nondescript, Out of Nowhere, Sixth Sense, Toughness.

Skills: Stray dogs gain a +4 species bonus to Survival checks.

Special: Stray dogs begin knowing no tricks. Also stray dogs cannot gain the Obedient feat and all Handle Animal checks made to train stray dogs suffer a -4 penalty.



NEW TRICKS

The following tricks can be taught to dogs using the normal training rules for the Handle Animal skill.

Go Home: The Dog will return to the location that it considers its “home” location. Once the home location is determined, this location cannot be changed.

Pull: A Dog given this command will latch on to the target or individual and attempt to drag it to its master. Against mobile targets this is considered a grapple attempt.

Speak: On this command, the Dog will begin to “speak” by barking, screeching, hissing or whatever other type of vocal response the Dog is capable of.

HONCHO

Honcho (Stray Beagle): CR 1; Small animal; HD 2d8+11; hp 22; Mas 18; Init +4; Spd 40 ft.; Defense 16, touch 15, flat-footed 12 (+1 size, +4 Dex, +1 natural); BAB +2; Grap -1; Atk +4 melee (1d4+2, bite); Full Atk +4 melee (1d4+2, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none; SV Fort +6, Ref +6, Will +2; AP 1; Rep +0; Str 14, Dex 19, Con 18, Int 3, Wis 14, Cha 8.

Skills: Jump +3, Listen +6, Navigate -2, Spot +6, Survival +7 (+11 when tracking by scent), Swim +6.

Feats: Frothing Rage, Guide, Lucky, Toughness.

BACKGROUND

Honcho was born a small Beagle puppy, on a bad night, in an even worse alley on Rome Island. Born with a flowing plume of white fur down the back of his neck and the smallest in a litter of five, he was dealt all the wrong cards from the word go. But Honcho also inherited a vicious mean streak. All of Honcho’s siblings learned early on who was first at the teat when it was feeding time.

As Honcho got older, he got crazier. Getting into fights, terrorizing whole packs of bigger dogs, and killing any rodents in sight, Honcho quickly earned the reputation for being truly psychotic. Even bums stayed away from the alley that Honcho lived in, fearing they wouldn’t wake up in the morning intact. He once chewed the ear off of a derelict who did not heed all the rumors of the mohawked menace.

Not even the drug dealers are willing to hang around Honcho’s alley, as it has come to be known. There is a rumor they pass around that says that the last guy selling there was killed by the tiny terror. Honcho supposedly barked a nasty warning and when the street peddler paid him no mind, he tore into the guy’s ankle. The pusher tried to get away, but the Chihuahua was relentless. Finally, he managed to stumble away and right into the headlights of a strung out driver’s van. The rumor may or may not be true, but not even the most hardened dealer wants to take the chance.

Another of the stories surrounding this tiny terror tries to explain how he lost his tail. The rumor goes that Honcho got so mad while chasing his own tail one night, that he caught it and bit it off. While this certainly adds to his mystique, the truth is that couple of young street hoods caught Honcho napping and tortured him. After getting his tail lobbed off by one of the kids, Honcho went into a complete rage. He got loose and ripped off one of the punk's fingers. From that day on, every youngster he sees reminds him of those little bastards who took his tail. Any kids passing Honcho's alley had better run, not walk.

Honcho has become one of the top dogs in the back alleys of Rome Island. He has a pack at least twenty strong, all following any orders he may bark out. No other mutt, bigger or smaller, would ever imagine taking on Honcho and his crew. As a matter of fact, most humans living there are afraid to stand up to this pint sized killer.

No matter which myths are fact or fiction, the truth is that this crazy Beagle is one of the biggest menaces on four legs in Rome Island.

ACE

Ace (*Search Dog Great Dane*): **CR 2**; Medium-size animal; **HD** 3d8+9; **hp** 24; **Mas** 17; **Init** +2; **Spd** 50 ft.; **Defense** 14, **touch** 13, **flat-footed** 11 (+3 *Dex*, +1 *natural*); **BAB** +1; **Grap** +3; **Atk** +3 melee (*1d6+3, bite*); **Full Atk** +3 melee (*1d6+3, bite*); **FS** 5 ft. by 5 ft.; **Reach** 5 ft.; **SQ** scent; **AL** none or owner; **SV** Fort +8, Ref +5, Will +2; AP 0; Rep +0; **Str** 15, **Dex** 17, **Con** 17, **Int** 3, **Wis** 15, **Cha** 6.

Skills: Jump +4, Listen +5, Search -4 (+4 *when searching for items with smell*), Spot +5, Survival +1 (+9 *when tracking by scent*), Swim +5.

Feats: Endurance, Great Fortitude, Obedient, Sixth Sense.

BACKGROUND

Ace was born and bred to be the best of the best. A purebred Great Dane, Ace was trained to be an assistant animal for all his life. Top of all of his obedience classes, as well as physical training, he was just waiting for the right person to help. His day came when he finally got a master, the renowned private investigator, Jacob Bard.

Bard had been partially paralyzed in a shoot-out during one of his most recent cases. Jacob would need to walk with a cane for the rest of his life and was in need of someone to help him with the most menial of tasks. The first time Jacob laid eyes on the large, muscular, midnight black Dane, he saw something special. When the animal's deep brown eyes met with his own keenly trained eyes, Jacob saw a unique intelligence behind them. The investigator demanded Ace be the helper he needed.

The bear-like dog proved to be more than just something to help pick things up and carry items; he became a partner. It began with Bard bringing Ace along purely out of necessity, and ended with him sniffing out the murder weapon in a double homicide.

The second time, Ace helped find a missing boy by tracking the scent to the neighbor's basement, where the youngster was being held in a cage for ransom. From that moment on, Bard Investigations became a permanently two-man operation, or at least a one man and his dog type operation.

It would be one of their biggest cases that would bring about the end of the partnership. There was a missing girl, and her mother hired Bard to try to find her and bring her home. After three months of searching for clues a picture of the crime started to take form. Finally, the girl's body was found in an alley, badly decomposed. There were still some info gleaned from this macabre discovery, and it all pointed to one of the prominent members of the Carlucci family, Marcello Carlucci.

Bard was warned not to pursue it any further, but he could not let murder, especially the murder of a little girl, go unpunished. Jacob began a public crusade revolving around Marcello Carlucci. With all the noise and chaos the investigator was making, some of the authorities in Haven were worried that he might come across ties that would implicate them in Carlucci's dealings. In order to convince him to shut up, they took the case to trial. After two weeks Marcello was cleared of all charges and the case was put to rest for everyone. Everyone except Bard.

A year passed and Bard Investigations solved more cases, until that cold February night. Jacob and Ace were returning home after meeting with the family of yet another missing child. The investigator's office was dark and quiet as he opened the door, but the flash of a gun muzzle shattered it all. Bard was struck in the gut as a second shot found Ace's right hind leg. The Dane fought to get his teeth around the gunman's throat, but was no match as another man kicked him in the head repeatedly. Blackness and silence returned to the office for the split second before the gunman's match was lit. Then the fire began.

Minutes passed after the two shooters left. Ace worked his way over to his master, who was still struggling to hold onto life. The room was a ballroom of dancing flame. The Great Dane managed to grip Bard's collar, trying desperately to pull him out of the inferno, but the strain was too much. Jacob swatted at his faithful pet and with his last gasp of life, ordered him to leave. Ace knew that his master no longer lived, and grudgingly crawled out of the blaze.

For months, Ace lived in the back alleys of Haven City, licking his wounds. There would be revenge for the death of his former master. It isn't a question of how this monster Great Dane was going to exact it. It's just a question of when.

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