

# Dog, War

REWARD: **2** Points  
 RECOGNIZE 74%

LEGEND **6**



This dog breed has a massive body, thick skull, broad head, and a powerful bite. This impressive mass of muscle, in a relatively compact space, gives the war dog incredibly stable footing in combat. Its hair is often short and course, with various colors and patterns. Because of the extensive training, the war dog can be extremely expensive.

**HEIGHT:** approx. 3' (at the shoulder)

**LENGTH:** approx. 4'

**WEIGHT:** approx. 200 lbs.

**TONE:** VARIES

**GROUP:** 1

**ABILITIES:**

RUSH X2 (CR: 12)

CHARGE X2 (CR: 10)

SIZE	MEDIUM
INVESTED	NEUTRAL
CLASS	ANIMAL
ORDER	PREDATOR
HABITAT	ANY
ACTIVITY	ANY
ATTITUDE	VICIOUS
INTELLECT	SIMPLE
LANGUAGE	NIL
WEALTH	NIL
RATIONS	16

ATTACK  
**10**

ACTION  
**16**

MOVE  
**12**

SENSES  
**10**

RESIST  
**7**

ATTACKS PER TURN	<b>1</b>
BODY HIT LOCATION	Head, Legs, Arms
<b>DAMAGE</b>	
WEAPON	--
CLAWS	--
BITE	<b>1d6</b>

ABSORB	<b>0</b>
TORSO	--
LEGS	--
ARMS	--
HEAD	--

ENDURE  
**8**

## BONDING

War dogs are highly valued and can be bought throughout the Realms in large settlements and military posts. The average price for the dog will vary between **7-9 silver coins**.

However, for the dog to perform its trained abilities, it must be bonded to the owner. This requires both a successful **CR: Favor** and a successful **CR: Charm**. If either Challenge Roll fails, the player must attempt to bond to the dog again. Only one attempt at bonding may be attempted per day. The owner may only attempt to bond to one dog per day. The dog only needs to be bonded to the owner once.

Before the dog is bonded, it will be suspicious of the owner and act as a reluctant companion. There's a **50% Chance** it ignores commands. It will allow a leash.

## COMBAT

These dogs are trained for combat against humanoids or mounted riders. They cannot be directed to attack other creatures (except horses). They would, of course, defend themselves against attacks. War Dogs are relentless and will not Retreat from combat. They will always chase down a target that retreats. Against humanoids, they're trained to attack the arms and drag their victim to the ground – then maul the neck.

## DANGER

War Dogs are notoriously unpredictable. Unless on a leash and Bonded, there's a **50%** chance it will attack any nearby humanoid. In combat, they're often sent out against opponents when the handler is fairly far away. The Dogs can close the gap quickly, disrupt the opponent's formations or harass archers, all of which can provide cover for the handler to approach and engage. However, after the Dog's initial target has been killed, there's a **60%** chance the dog will simply randomly pick another target (friend or enemy).

## POWERS

War dogs that are bonded to an owner can perform special maneuvers with a successful **CR: Charm**. The Challenge Roll must be done each time one of these special maneuvers is attempted.

### 1. RETURN

The dog will return to its handler after combat without choosing a new target.

### 2. MAUL

**(-2 Penalty to CR: Charm)**

The handler can direct the dog to Attack a specific humanoid. The dog will not stop until Commanded, or the target is killed.

### 3. HAMSTRING

**(-4 Penalty to CR: Charm)**

The handler can direct the dog to Attack a specific horse and rider. The dog will not stop until Commanded, or the horse has fallen. The war dog must have three consecutive, successful Attacks against the target. On the third attack, the horse falls, throwing the rider.

## SIZE

