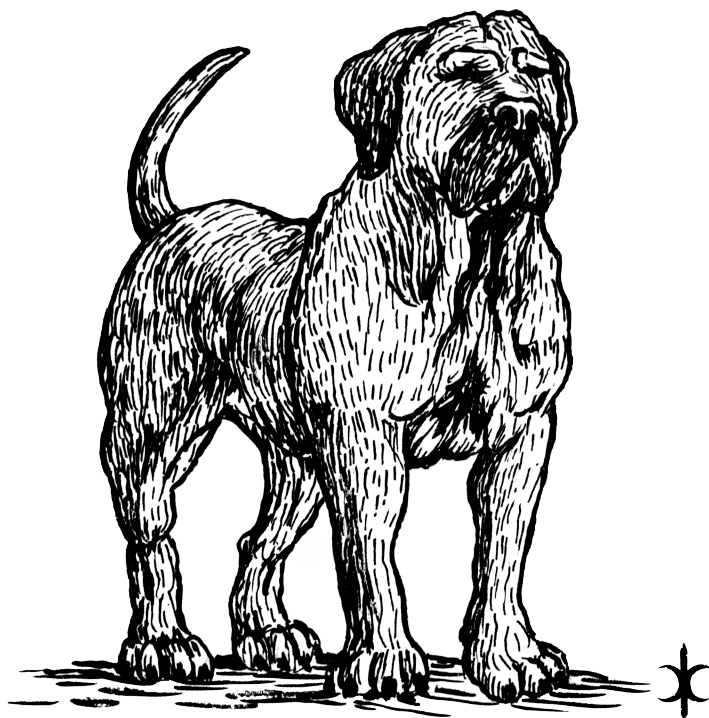


The Canine

21 Player Character Class for DCC RPG



COMPATIBLE WITH

**DCC
RPG**

The Canine

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Canine Occupations & Other Tables

Roll	Dog Type	Trade Good	Roll	Canine Size
1	Aid	Small bell	1	Small - 2d10 lbs
2	Detection	Truffles	2	Medium - 24 + 1d30 lbs
3	Draft	Cart	3	Large - 55 + 2d30 lbs
4	Guard	Stud. collar	4	Giant - 100 + 2d100 lbs
5	Family	Old shoe		
6	Herding	Rag doll	Roll	Physical Traits
7	Hunting	Dead hare	1	Missing tail
8	Military	Coat AC+1	2	Tattered ears
9	Retrieving	Dead bird	3	Extra stinky
10	Tracking	Fav. stick	4	Drools

Roll	Equipment	AC Bonus	Ch. Penalty	Fumble	Cost
1	Bell, small	-			2 cp
2	Brush	-			2 cp
3	Coat, leather	+2	-1	d8	50 cp
4	Coat, padded	+1		d6	20 cp
5	Coat, warm	+0			5 cp
6	Collar	-			1 cp
7	Pack	-	-1	d6	5 cp
8	Ragdoll	-			1 cp
9	Sweet potato, dried	-			5 cp
10	Typha root, dried	-			3 cp



Canine Player Characters

CANINE

Canines include any type of dog. Working dogs are domesticated breeds that faithfully herd, guard, or guide their bipedal companions. They reflect the lawful canines among us. Social strays often join groups of people out of a desire for scraps, companionship, and protection. They are fickle creatures who are leery of most humanoids. When in doubt, they will do what is best for their own survival. Lastly, there are a variety of chaotic wild animals from the genus *Canis*, like wolves, coyotes, jackals, dingoes, and feral dogs. These canines often hover on the periphery of a group, waiting to feast on the injured or dead, but don't build bonds with the party.

Hit points: A canine gains 1d6 hit points at each level.

Weapon training: A canine uses only their bite and paws in combat. Their bite does 1d4 hit points of damage.

Alignment: Canines can follow one of several paths based on their alignment, which affects their title and life path.

Luck and wits: Survival in the wild is a combination of luck and wits. Even domesticated canines get themselves into situations that they shouldn't. Somehow, they get through a little scraped up, or happily throw up something they shouldn't have eaten. A canine gains additional bonuses when expending Luck as follows.

First, a canine rolls a luck die when they expend Luck. The luck die follows the same track as the Attack Die on Table 3. They roll their luck die for each point of Luck expended.

Second, unlike other classes, canines recover lost Luck to a limited extent. The canine's Luck score is restored each night by a number of points equal to their level. This process cannot take their Luck score past its natural maximum.

Sneak silently: Canines check against a hard DC to see if they are capable of sneaking silently. The base DC for cushioned surfaces such as grass or carpet is DC 5. Sneaking along stone surfaces such as dungeon floors or brick roads is DC 10. Moderately noisy surfaces, such as creaking wooden boards is DC 15. Extremely noisy surfaces, like crackling leaves, still water, and crunchy gravel are DC 20.

Hide in shadows: A successful hide in shadows check means the canine cannot be seen. As with sneaking silently, this check is never opposed, and is often combined with a pounce attempt. Hiding in shade or dimly lit area is DC 5. Stalking down a hallway with moderate cover such as chairs, bookcases, alcoves, or crevasses is DC 10. Hiding in broad daylight but in a dark shadow or behind a solid object is DC 15. Hiding in broad daylight with minimal obstruction is DC 20.

Detect and follow tracks: The canine can detect or follow the scent of any nearby creature, identify them, and approximate their number. DC10 for familiar terrain, DC15 if the canine is not familiar with the terrain, and DC20 if there are overwhelming scents that mask the scent they are trying to follow, like incense or smoke from a large fire. Remember that the canine may know the information but may not articulate it beyond barking, growling, pacing, and other dog behaviors.

Pounce: The canine may end its movement toward an enemy with a leap, jumping on or into the enemy. If the enemy is human-sized or smaller, the canine may force them to lose an Action Die for the round. If they have no Action Dice remaining, they should make an opposed test against the canine's Pounce roll, modified for agility. If the opponent fails, they are knocked prone. Pouncing is part of the canine's Movement and uses a d16 to hit. If the canine pounces from successfully hiding in shadows they may use a d24 instead.

Tenacious Grab (Strength): Canines have a powerful bite and are adept at using their weight and strength to restrain their enemies. After a successful bite they may immediately attempt a Grapple if they so choose, as per *Other Combat Rules (DCC rule book page 96.)*

Quick: A canine has a base movement of 40'. This should be adjusted for small dogs or those with tiny legs.

Small size: Canines range in height from 6" to 3' tall and have a chest width from a few inches to 2'. They can weigh 150 lbs or more but most breeds stay under 70. Their small size allows them to navigate narrow passages and openings too small for their bipedal humanoids.

Small and agile: Canines have a natural Armor Class of 12.

Languages: Bark and Growl. The language of dogs is a complex series of barks, whines, growls, and visual cues. Though they can often convey their wants and needs to an attentive person, communicating is limited. Similarly, though some canines can learn simple words and their meaning in most languages, they cannot speak. Understanding between canines and upright folks will always be limited.

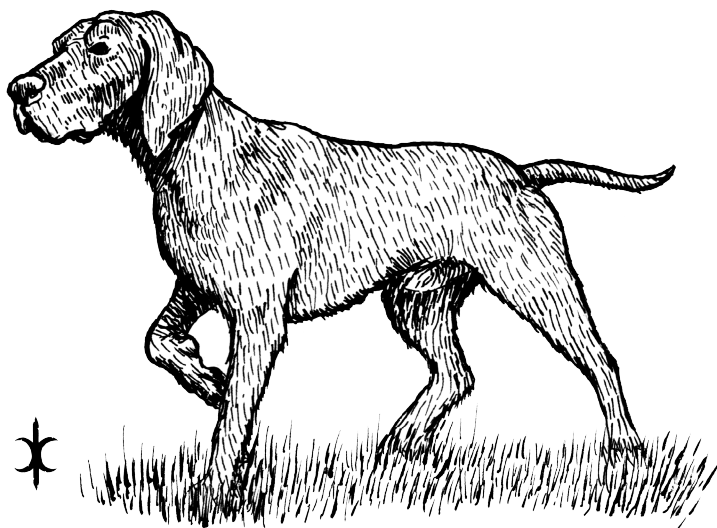


Table 1: Canine

Level	Attack (Deed die)	Crit die/Table	Action Dice	Ref	Fort	Will
1	+d3	1d8/Table M	1d20	+1	+1	+0
2	+d4	1d10/Table M	1d20	+1	+1	+0
3	+d5	1d12/Table M	1d20	+2	+2	+1
4	+d6	1d14/Table M	1d20	+2	+2	+1
5	+d7	1d16/Table M	1d20+1d14	+3	+3	+2
6	+d8	1d20/Table M	1d20+1d16	+3	+3	+2
7	+d10	1d20/Table M	1d20+1d20	+4	+4	+3
8	+d12	1d24/Table M	1d20+1d20	+4	+4	+3
9	+d14	1d24/Table M	1d20+1d20	+5	+5	+4
10	+d16	1d30/Table M	1d20+1d20+1d14	+5	+5	+4

Table 2: Canine Titles

Level	Lawful	Neutral	Chaotic
1	Whelp	Mutt	Cur
2	Pup	Stray	Mongrel
3	Pooch	Flea Bag	Haunter
4	Hound	Mange Carrier	Beast



Table 3: Canine Skills by Level and Alignment

LAWFUL

Skill	1	2	3	4	5	6	7	8	9	10
Sneak silently	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in shadows	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Det./follow tracks	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pounce	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Tenacious grab	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13

NEUTRAL

Skill	1	2	3	4	5	6	7	8	9	10
Sneak silently	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in shadows	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Det./follow tracks	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pounce	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Tenacious grab	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13

CHAOTIC

Skill	1	2	3	4	5	6	7	8	9	10
Sneak silently	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Hide in shadows	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Det./follow tracks	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pounce	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Tenacious grab	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15



Common Canine Names

Roll 1d20	Masculine	Feminine	Ungendered
1	Alfru/Alfus	Alfise/Aehly	Alfas/Axxa
2	Bandin	Bandi	Bandrrid
3	Bizz/Bulder	Brinny/Buldna	Bigles/Buldrrid
4	Chalas/Coeder	Chala/Coedra	Chal/Coednicks
5	Dourin/Durst	Dourra/Durra	Dourid/Drags
6	Efan/Eldsol	Efra/Ella	Efis/Elder
7	Finnan/Fren	Finnsa/Frenna	Finnis/Fierst
8	Gird/Grigin	Graehly/Grigise	Glads/Grigis
9	Herran/ Ieran	Herrise/Iery	Herris/ Ierrits
10	Janru/Joest	Janid/Jessa	Janas/Jester
11	Kins	Kinnah	Kisst
12	Lossol	Lolah	Lurks
13	Maerin/Miers	Maerna/Mihly	Maerid/Minder
14	Nanin/Nord	Nanise/Norah	Nanid/Noggins
15	Ollie/Onru	Ola/Onna	Onis/Onyx
16	Ruggan	Ruggid	Ruggles
17	Sagan/Soert	Sagise/Sunny	Saggrid/Shade
18	Tierrans	Tilly	Tugs
19	Wagru	Wagna	Wagid/Wags
20	Wrest	Wren	Wrecker

Example occupational names include: Cartpuller, Goodpup, Brigandmauler, Handbiter, Goatwrangler, Gamepuller, Daggermouth, Crowbringer, Stenchfollower, Nightcreeper

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