



Case Study: 100/1372-EES-00189  
Genetically Enhanced Canines  
(*Canis thorneii extrimis* or Neo-Dogs gen2)

*Author: Dr. Janus Thorne*

*Senior Director Genetic Expansion Research and  
Development*

Circulation: Senior Staff, Eyes Only

Splicing and rebinding chromosomes 14 the *Canis lupus* has provided a strong expression per desired extrapolations (see supporting document 45/1372-EES-00027 original posit used to derive the splicing allowing the in vitro development of viable embryos.

The first generation breed 90% true with sports in the second generation (*Canis t.e.* - despite limiters placed on the 17<sup>th</sup> and 19<sup>th</sup> prevent over cephalization. The resulting service today with UniMed security and forces.

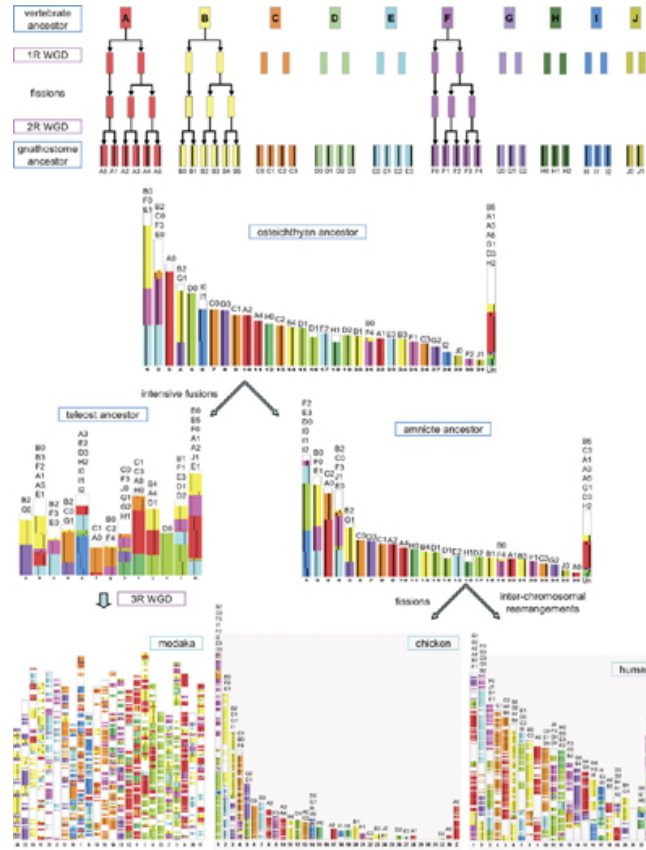
Neo dogs are highly intelligent. They have correlative understanding of human speech except for a small minority, do not have the respond with speech as such (though they communicate with simple physical signs such /shaking, scratching and pointing with their extremely loyal and form deep emotional human counterparts. They are much more their own wellbeing for members of their social unit or any human being.

Observation teams SS3-14 and SS3-27 have been observing the escaped specimens from the Omaha facility after the incident (see incident report 2013.177-73a). Reports have not been conclusive, but sociological review seems to suggest the Neos in the wild are forming a Tribal culture in many ways similar to nomadic Native American tribes of several centuries prior.

The basic “tribe” organization has one of the special sports (*Canis t.e.* - see appendix ii) as its central figure with a small group of more experienced individuals forming a core leadership cadre (one is tempted to call it a council of elders should one not be concerned about being labeled an anthropomorphisizer). The main body consisting of mature adults and offspring appears to pay deference to the aforementioned leader and leadership cadre, though normal pack behavior in wild groups of canines is completely absent! Normally in a pack of *Canis / Lupus* social interaction revolves around dominance; either asserting your dominance on others through threat display and even physical attack, or displaying deference through posturing and avoidance. These behaviors are mostly absent from the observed tribal units, replaced in the most part by modified deference posturing to the leadership in the form of head bobs or bowing.

Horowitz attributes this change of behavior as a combination of increased intelligence combined with the gestalt bonding powers exhibited by specimens:

- 100/1372-EES-00189.00
- 100/1372-EES-00189.01
- 100/1372-EES-00189.02
- 100/1372-EES-00189.03
- 100/1372-EES-00189.04
- 100/1372-EES-00189.05
- 100/1372-EES-00189.06



through 22 of phenotypic separate containing the sequence) *Canis thorneii*

some interesting see appendix ii) chromosome to offspring are in pacification

over an 86% patterns but facilities to are able to as head nodding snouts. Neos are bond with their likely to sacrifice

He believes that regular use of the gestalt among the Tribe has markedly increased the intelligence of the *non-thorneii* members that join the tribe as well as provides communication on a fundamentally lower level than humans are capable of, thus mitigating many of the factors that cause internecine strife. He further notes that the level of meticulously cooperative behavior exhibited by the Tribe and the hunting powers would not be possible without a complex, reliable method of communication.

Curiously there are sub-units developed within the tribe or more accurately associated with the tribe. When offspring mature to adolescence, young adulthood they form small groups of four to ten individuals. We label these units "Hunting Parties" in keeping with the Tribal theme. They work together in a well-organized fashion and they appear to exhibit more normal pack type behavior with a clear cut pecking order. Horowitz presupposes given their detachment from the main group, this improves their effectiveness on their own in a hostile environment. They are very effective at splitting up larger groups of undead, separating out individuals and taking them down. In this fashion they are very effective in dispatching small groups (epsilon rating or smaller) of wandering undead.

The hunting parties spend the majority of their time on their own, searching out and destroying undead, though they seem to avoid Rager / Brutes, though when attacked they don't seem to hesitate and their pack tactics are used to devastating effect. As an important note here, *Canis* is immune to both the *Mortis animus* (Zombie) virus as well as the Rager mutation and so are not affected if injured. As an interesting note: they are known on multiple occasions to have helped Human Survivors under attack by the aforementioned threats as well as protecting groups with pregnant women or children from the predations of marauder gangs. They seem to avoid getting involved in conflicts not impacting reproductive or children. (See incident report(s): 2013.302-14g ; 2014.002-09l ; 2014.244-218f ). There are no reports of them ever attacking a human without provocation.

They serve as scouting parties moving around a much larger territory than the Tribe proper. Seeking out supplies, new tribe members and helping those in need. Unlike the tribal unit, the hunting parties do appear to establish a dominance based rank ordering, though confrontations are brief, stop immediately when a superior position is established and rarely lead to serious injury. These hunting parties merge with the main tribe regularly and when they separate again, the memberships often shifts with the more mature members staying with the tribe and new adolescents take their places.

The mean Amarconni Index of Psychic Potential for the second generation specimens is far higher than one would expect for a normal random distribution curve.

# Incident Report: 2013.177-73a

*Author: Dr. Janus Thorne*

*Senior Director Genetic Expansion Research and Development*

## Circulation: Senior Staff, Eyes Only

Following up on previous experimentation on psychic potential magnification through external stimuli, brood 100/1372-EES-00189 was insourced in extreme environment simulation lab 14. Various levels of isolation separated the prime subject (100/1372-EES-00189.05) from the other brood mates.

100/1372-EES-00189.05 was immobilized and electrodes were surgically implanted in its frontal lobe. Direct stimulus in the targeted region produces excruciating pain. Once a threshold of 1.37 mAmps was applied to the specimen's pain centers, some form of psychic broadcast power spontaneously developed in the subject 100/1372-EES-00189.05. All of the personnel, including the research staff, support and security personnel and the Neo dogs actively serving with the security personnel were affected by a class 7 psychic experience.

Post incident interviews of humans that experienced the incident, reveal remarkably similar accounts:

The interviewee felt the experience of being strapped down in the isolation chamber and receiving excruciating pain all throughout their bodies. They described the pain the same – as though every inch of their body was on fire. They also described a feeling of connection with all the other beings within the area of the effect – a circle approximately 114 m in diameter centering on the prime specimen (100/1372-EES-00189.05). They confirmed they knew information about each other that had never been shared, the only plausible explanation per Horowitz, is somehow the prime specimen (100/1372-EES-00189.05) formed a gestalt with all the receptive minds in the radius indicated (57m).

Subsequent to the shared experience, the personnel released all the specimens held at the Omaha facility and assisted them in escaping the complex. Neo Dogs affected by the gestalt, abandoned their posts and formed the core of the four tribes that have currently been identified. This is the first incident of a corporate Neo asset abandoning its assignment. 100% of subsequent reports of abandonment have been coincidental to siting a tribe in near vicinity (within 10 km). It doesn't take a huge leap of logic to infer specimen 100/1372-EES-00189.05 retains this ability, or that others in brood 100/1372-EES-00189 have developed the ability and are able to use it to connect in this way with corporate assets. As an interesting aside, whatever the vector of the gestalt, they appear to have refined the ability to allow them to control what sentience are affected by it as none of the human / neo-humans in the impacted areas reported any such connection.

Personnel affected in the incident were retired and the bodies disposed of in the standard approved fashion.

## Player's Section - Genetically Enhanced Dogs

Before the outbreak, the UniMed conglomeration was known for its pharmaceutical and medicinal investments, as well as its defense contracts with the Federal government. One such contract, deeply involved in the bio-warfare division, was genetically augmenting soldiers for greater capabilities on the battlefield. Although the program had entered the human testing phase only months before the outbreak, it had been used for years on test animals. The most promising result of early phases was the genetically modified canine.

Although the average canine test subject gained little more than advanced animal-level intelligence, some reacted so favorably to the treatments that their intellectual capacity was elevated to human levels.

Since the outbreak, these super-smart canines have made their way into the Rotter Lands. Typically existing in packs with a hierarchy and society of their own, some have integrated into human survivor kingdoms and become assets to their human brethren.

### Racial Edges & Hindrances (First Generation)

#### (- 2) Non-Human

**(+1) Bite:** The dog's bite does Str+d6 damage

**(+2) Canine Reflexes:** Even though intelligent, the dog has not lost its natural ability to react and move. It begins with Agility d8.

**(- 1) Canine Size:** Being smaller than a human, the dog suffers a Size -1 adjustment, also reducing its Toughness.

**(+1) Fleet-Footed:** Dogs are naturally faster movers than humans. They have Pace 8 and d10 running die.

**(+2) Enhanced Senses:** Dogs are natural hunters with greater-than-human senses. They receive a +2 to Notice checks involving hearing or smelling, and +2 to Tracking attempts.

**(+1) Go for the Throat:** With a raise on its attack roll, the dog hits the target's most weakly armored location

**(+1) Immunity:** Dogs are immune to the virus that turns humans and certain primates into the Living Dead, Ferals, or Ragers.

**(- 3) Limited Intellect:** Despite the experiments that increased their intelligence, Smarts cannot advance above d6.

**(- 2) No Hands:** Dogs have no opposable thumbs, or even fingers for that matter. While a smart dog can still flip a light switch, or operate a lever door handle, anything that normally requires hands is typically performed with a -4 penalty.

**(- 2) No Speech:** A dog can bark for attention, and it has a remarkably wide vocabulary of words it can understand, but is incapable of performing human speech. UniMed dogs are limited to communication by emoting (growls, whines), barking, and by *showing* (pointing the nose, taking humans to the site, and so forth). (Note: They are able to communicate effectively with other Neos and normal dogs)

**(+2) Run With the Pack:** Neo Dogs have a genetic level connection to each other. They will never harm each other and always help each other out in any way they can. A Neo Dog can always count on succor from another Neo.

## Racial Edges & Hindrances (Second Generation)

### (- 2) Non-Human

**(+1) Bite:** The dog's bite does Str+d6 damage

**(+2) Canine Reflexes:** Even though intelligent, the dog has not lost its natural ability to react and move. It begins with Agility d8.

**(- 2) Small Canine Size:** Being small even for a dog, the second generation Neo dog suffers a Size -2 adjustment, also reducing its Toughness by 2.

**(+1) Fleet-Footed:** Dogs are naturally faster movers than humans. They have Pace 8 and d10 running die.

**(+2) Enhanced Senses:** Dogs are natural hunters with greater-than-human senses. They receive a +2 to Notice checks involving hearing or smelling, and +2 to Tracking attempts.

**(+1) Go for the Throat:** With a raise on its attack roll, the dog hits the target's most weakly armored location

**(+1) Immunity:** Dogs are immune to the virus that turns humans and certain primates into the Living Dead, Ferals, or Ragers.

**(- 3) Limited Strength:** Second Generation Neos tend to be smarter and smaller, therefore their Strength cannot advance above d6.

**(- 2) No Hands:** Dogs have no opposable thumbs, or even fingers for that matter. While a smart dog can still flip a light switch, or operate a lever door handle, anything that normally requires hands is typically performed with a -4 penalty.

**(- 1) Garbled Speech:** A second generation Neo is able to articulate after a fashion. Though its dog mouth is not capable of forming all the sounds of human speech, they are capable of forming most of them and a Pidgin form of English (Doglish). In normal conversation no roll is necessary to understand the Neo, though if the Neo is distressed or in a hurry, the GM may impose a Smarts roll to understand what they are saying (This roll may be repeated if failed). Taking Doglish as an additional language negates the need for rolls under any circumstances. (Note: They are able to communicate effectively with other Neos and normal dogs)

**(+2) Run With the Pack:** Neo Dogs have a genetic level connection to each other. They will never harm each other and always help each other out in any way they can. A Neo Dog can always count on succor from another Neo.

The Neo Dog template is balanced so any + Abilities must be balanced by - Abilities. Additional Racial Edges and Hindrances must be balanced to a zero final modifier.

### +3 Abilities

**Arcane Background: Psionics** The Neo Dog has the Psionics Power

**Hardy Breed:** This Neo's ancestors were big working dogs, Malamutes, Great Danes, Mastiffs, Saint Bernards or Huskies. As a result they a second shaken result in combat does not cause a wound.

### +2 Abilities

**Outdoor Dog:** +4 to resist the effects of an extreme condition (Hot or Cold).

### +1 Abilities

**Big Dog:** This Neo's base genetic material was from a larger breed of dog. This negates one level of "Small" and the associated Toughness penalty. Makes a Small Canine a Small or makes a Small normal.

**Excellent Diction:** The Neo has an exceptional grasp of language. For first generation Neos, it allows them the Garbled Speech capability. Second generation Neos no longer need a roll to be understood.

### -3 Abilities

**Toy:** Due to your very small size, your Pace is reduced to 4 and you must make an Agility roll every 15 minutes you are in a crowd to avoid being kicked / stepped on for an unmodified Strength damage roll. You weigh under 20 pounds and probably fit in a purse. More than likely you have a pretty bow in your hair.

**Man's Best Friend:** You believe everything a human tells you until it is proven wrong. You will not believe that a Human lies to you without overwhelming proof.

## -2 Abilities

**Mexican Hairless:** Your selective breeding has left most of your body hairless. This makes you more susceptible to temperature extremes (-2 to heat or cold) and gives you a -2 to your Charisma.

**Skittish:** Whenever you hear a loud noise, you must make a fear test. Failure means you yipe out loud and attempt to hide.

**Bond:** You have formed a bond with a non-neo. It may be a human, rotter, or brute.

## -1 Abilities

**The World revolves Around Your Stomach:** If you don't eat regularly, you become more and more concerned with where your next meal comes from until you can no longer concentrate and become easily distracted.

**Ball, Ball, Where is Ball?** You have a toy that you always carry with you. If parted from it you become manic and must find out where it is at all costs.

## Psychology

Though genetically manipulated, at a fundamental level Neo Dogs are still Dogs. They have an instinctive connection to humans and despite how some were treated by UniMed, they still trust humans and seek them out. Lying is very difficult for Neo Dogs to understand, it's not that they are stupid, lying simply doesn't make sense to them. They themselves will never lie, if they don't want someone to know something they simply won't tell them. Neo Dogs tend to be very forthcoming and direct.

Among themselves, given the effects of the Ghost Dance, lying to each other is pointless. Neos never carry a grudge against each other, another by product of the Ghost Dance as they are allowed to literally see the world through the other's eyes.

Like dogs, Neos are fiercely loyal. Once they form a bond with another, they remain loyal. Neos tend to see inside a being, the wrapper is not as important to them. They are much more accepting (given their own nature) of alternative intelligences like rotters, brutes and genetically altered humans.

Neos won't hesitate to sacrifice themselves for others they deem worthy. They tend to think of the greater good a lot more than other races do, especially the young and pregnant females.

## Society - The Rotterland Tribes

Raising the intellect levels of the Genetically Enhanced Dogs has had a profound impact on their basic nature. Once they escaped their captivity, they were drawn to each other and eventually formed the Tribes. No longer mere animals, the pack based society of normal canines held less appeal for them and instead they embraced the Tribal cultures of Migrant Native Americans.

Their Tribes are formed around a council of Elders with a psychically active Shaman at its core. The tribes roam large territories searching for food and safe places for their young to be born. Annually on the summer solstice all the tribes gather together in Nebraska near where Omaha used to be and have a massive Ghost Dance where they all share what they have learned since the last meeting. Tribes embrace normal dogs and sometimes even coyotes or wolves. Very rarely, a tribe adopts a human, neo-human or even a brute. Experiencing the Ghost Dance gives these canines the basic information they need to communicate with each other.

While the Ghost Dance helps the members all live together peacefully, the raging hormones of the adolescents still overcome their sense of community, it's tough to ignore thousands of years of evolution. During puberty they are driven to leave the community, explore and mark their territory. When a pup goes through puberty, they are drawn to one of the many Hunting Parties of similarly aged canines during the annual Ghost Dance. Soon after the Tribes break up, they say their farewells and head out on their own, a year later they will rejoin the Tribe, the older more mature members who are done with roaming will leave the Hunting Party and become a normal member of the Tribe. At this time new

younglings will join the Hunting Party and go out for the next cycle. A dog usually stays with a Hunting Party for two to three years.

Hunting party's do not benefit from the monthly Ghost Dance, so they have to work things out the old fashion way. Due to the high risk environment they roam, they don't have the luxury of debating what to do at every turn, so the first thing they do after splitting out of the Tribe is work out the pecking order and establish the Alpha who is undisputed leader of the hunting party. Any time out of crisis, any member of the hunting party may challenge any member higher in the pecking order. Should they win the challenge, they will take its place in the pecking order and the displaced dog moves to a place directly beneath them.

Challenges are a straight up physical confrontation. The first round where one is shaken, the shaken is the loser and the challenge is ended. Neos never take it further than that.

### Names

In the laboratories the workers there being human (mostly) usually ended up giving the subjects names. Despite the pain and fear many went through, there were usually also humans they interacted with that were kind to them, these Neos tend to keep the names given them by their human friends.

Neos born out in the wild tend to be given names by the tribe that describe them such as Laughing Bitch, Long Claw, or Never Sits Still.

TOP SECRET




## Game Master's Section

### The Tribes.

After incident 2013.177-73a, the core brood split those Neos that left with them into four tribes each lead by one of the four members that developed the Ghost Dance ability awakened by Oreo's trauma.

- Tribe of the Quiet Passage led by Daisy (100/1372-EES-00189.06)
- Tribe of the Sad Eyes led by Sunny (100/1372-EES-00189.04)
- Tribe of the Bushy Tail led by Patches (100/1372-EES-00189.02)
- Tribe of the Long Fang led by Oreo (100/1372-EES-00189.05).

 **Name:** Moose (100/1372-EES-00189.00)

**Race:** Genetically Enhanced Dog – 4<sup>th</sup> generation

**Rank:** Veteran, Wild Card

**Gender:** Female

**Size:** 40" at the shoulder 85 lbs.

Stats	Agility	Smarts	Spirit	Strength	Vigor
<b>Attributes</b>	D10	D6	D10	D12	D12
<b>Modifiers</b>	+0	+0	+0	+0	+0
Derived Stats	Pace	Parry	Charisma	Toughness	
	8 (d10)	8	0	8	
<b>Modifiers</b>	+0	+0	+0	+0	

Skills	Racial Characteristics	Hindrances	Edges
Fighting	D10	Bite: STR+6	Loyal
Healing	D4	Canine Reflexes	Outsider
Investigation	D8	Canine Size	Vengeful (UniMed)
Notice	D12+2	Enhanced Senses	Arcane Background (Psychic)
Stealth	D10	Fleet Footed	Power Points: 4
Streetwise	D6	Garbled Speech	Mind Reading
Survival	D12	Go For The throat	Invisibility
Swimming	D10	Immunity	Dodge
Tracking	D12+2	No Hands	Improved Dodge
			Extraction
			Improved Extraction
			Survivor of the Dead

First born Moose (Pit Bull, German shepherd) was the largest of the litter. She is brindle and definitely favors her Pit bull ancestors. Though their genetic tinkering managed to limit her intellect, it also increased her size and strength. Though quiet, she is strong and quick. She supports Patches and the Tribe of the Bushy Tail.

**Name:** Marco (100/1372-EES-00189.01)

**Race:** Genetically Enhanced Dog – 4<sup>th</sup> generation

**Rank:** Veteran, Wild Card

**Gender:** Female

**Size:** 30" at the shoulder 60 lbs.

Stats	Agility	Smarts	Spirit	Strength	Vigor
Attributes	D10	D6	D10	D10	D8
Modifiers	+0	+0	+0	+0	-1
	Pace	Parry	Charisma		Toughness
Derived Stats	8 (d10)	7	0		6
Modifiers	+0	+0	+0		+0

Skills	Racial Characteristics	Hindrances	Edges	
Fighting	D10	Bite: STR+6	Loyal	Alertness
Healing	D4	Canine Reflexes	Outsider	Apocalypse Adapted
Investigation	D10	Canine Size	Vengeful (UniMed)	Arcane Background (Psychic)
Notice	D12+2	Enhanced Senses		Power Points: 6
Persuasion	D10	Fleet Footed		Mind Reading
Repair	D8	Limited Speech		Invisibility
Stealth	D8	Go For The throat		Dodge
Streetwise	D10	Immunity		Improved Dodge
Survival	D10	No Hands		Extraction
Swimming	D8			Improved Extraction
Tracking	D12+2			Survivor of the Dead

Marco (Pit Bull, German shepherd) second born and second largest of the seven sisters supports Sunny and Tribe of the Sad Eyes. She is brindle with a white paw



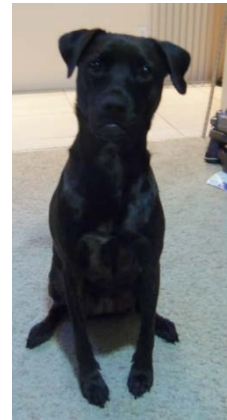
🔥 **Name:** Coco (100/1372-EES-00189.03)

**Race:** Genetically Enhanced Dog – 4<sup>th</sup> generation

**Rank:** Veteran, Wild Card

**Gender:** Female

**Size:** 25" at the shoulder (46" on her hind legs) 50 lbs.



Stats	Agility	Smarts	Spirit	Strength	Vigor
Attributes	D10	D6	D10	D10	D8
Modifiers	+0	+0	+0	+0	-1
Derived Stats	Pace	Parry	Charisma	Toughness	
Modifiers	8 (d10)		0	6	
	+0	+0	+0	+0	

Skills	Racial Characteristics	Hindrances	Edges
Fighting	D12	Bite: STR+6	Loyal
Healing	D6	Canine Reflexes	Alertness
Investigation	D8	Canine Size	Outsider
Notice	D12+2	Enhanced Senses	Vengeful (UniMed)
Persuasion	D10	Fleet Footed	Arcane Background (Psychic)
Repair	D4	No Speech	Power Points: 6
Stealth	D6	Go For The throat	Confusion
Streetwise	D8	Immunity	Mind Reading
Survival	D12	No Hands	Invisibility
Swimming	D8		Ghost Dance
Tracking	D12+2		Dodge
			Improved Dodge
			Extraction
			Improved Extraction
			Survivor of the Dead

Coco (fourth born, Pit Bull, German shepherd) another of that mixed breed litter all of which developed Psychic powers, though none of the others to the extent Oreo has and none of the others can project their thoughts like she can. Coco has always supported Oreo as they grew and found their places in the Tribe. Coco is considered the strong silent type, even among the rest of the Tribe. She rarely has much to say, but when she does, the rest of the Tribe would do well to heed her council

🔥 **Name:** Sunny (100/1372-EES-00189.04)

**Race:** Genetically Enhanced Dog – 4<sup>th</sup> generation

**Rank:** Veteran, Wild Card


**Gender:** Female

**Size:** 30" at the shoulder 60 lbs.

Stats	Agility	Smarts	Spirit	Strength	Vigor
Attributes	D10	D6	D10	D10	D8
Modifiers	+0	+0	+0	+0	-1
	Pace	Parry	Charisma		Toughness
Derived Stats	8 (d10)		0		6
Modifiers	+0	+0	+0		+0

Skills	Racial Characteristics	Hindrances	Edges	
Fighting	D10	Bite: STR+6	Loyal	Alertness
Healing	D4	Canine Reflexes	Outsider	Apocalypse Adapted
Investigation	D10	Canine Size	Vengeful (UniMed)	Arcane Background (Psychic)
Notice	D12+2	Enhanced Senses		Power Points: 6
Persuasion	D10	Fleet Footed		Confusion
Repair	D8	Limited Speech		Mind Reading
Stealth	D8	Go For The throat		Invisibility
Streetwise	D10	Immunity		Ghost Dance
Survival	D10	No Hands		Thought Projection
Swimming	D8			Dodge
Tracking	D12+2			Improved Dodge
				Extraction
				Improved Extraction
				Survivor of the Dead

Fifth born Sunny (German shepherd, Retriever) leads the Tribe of the Sad Eyes. Like patches she has long fur, a white chest blaze and stockings, but her fur is blond.

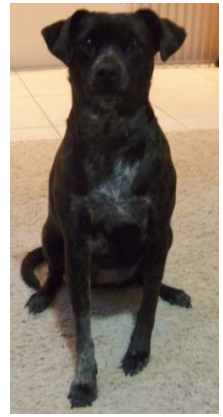
 **Oreo** (100/1372-EES-00189.05)

**Race:** Genetically Enhanced Dog – 4<sup>th</sup> generation

**Rank:** Heroic, Wild Card

**Gender:** Female

**Size:** 14" at the shoulder (36" on her hind legs) 30 lbs.



Stats	Agility	Smarts	Spirit	Strength	Vigor
<b>Attributes</b>	D12	D10	D10	D4	D4
<b>Modifiers</b>	+0	+0	+0	+0	-1
Derived Stats	Pace	Parry	Charisma	Toughness	
	8 (d10)		0	4	
<b>Modifiers</b>	+0	+0	+0	+0	

Skills	Racial Characteristics	Hindrances	Edges	
Fighting	D10	Bite: STR+6	Loyal	Alertness
Gambling	D6	Canine Reflexes	Outsider	Apocalypse Adapted
Healing	D6	Canine Size	Vengeful (UniMed)	Arcane Background (Psychic)
Investigation	D10	Enhanced Senses		Power Points: 10
Knowledge (Biology)	D8	Fleet Footed		Blind
Notice	D12+2	No Speech		Confusion
Persuasion	D10	Go For The throat		Mind Reading
Repair	D8	Immunity		Invisibility
Stealth	D8	No Hands		Ghost Dance
Streetwise	D10			Thought Projection
Survival	D12			Competent Ally (Coco)
Swimming	D6			Dodge
Tracking	D10+2			Improved Dodge
				Extraction
				Improved Extraction


				Rapid Recharge
				Improved Rapid Recharge
				Survivor of the Dead
				Survivor Leader

Oreo was sixth born a runt of a litter of seven mixed breed puppies (Chihuahua, Jack Russell Terrier, Pit Bull and some of her litter-mates tease her – Coyote brindle fur with a white chest flash and booties), fourth generation of Neo-Canines Genetically Enhanced dogs descended from experimental subjects escaped from a UNIMed facility in Nebraska. She made up for her size and lack of physical prowess

With enhanced mental powers beyond normal Neo-Canines. She rapidly rose in power in the pack, leveraging her mental abilities to communicate, guide and even outright steer the rest – backed up ties by the Strength and sizable canines of her litter-mate Coco.

Her mental abilities allowed her to know both the cruelty of the UNIMed staff as well as the fonder memories of pack mates who had positive relationships with their human families. This helped forge way they interact with various survivors and survivor groups they have met up with. Oreo leads the Tribe of the Long Fang

TOP SECRET

 **Daisy** (100/1372-EES-00189.06)

**Race:** Genetically Enhanced Dog – 4<sup>th</sup> generation

**Rank:** Heroic, Wild Card

**Gender:** Female

**Size:** 14" at the shoulder (36" on her hind legs) 30 lbs.

Stats	Agility	Smarts	Spirit	Strength	Vigor
<b>Attributes</b>	D12	D8	D10	D4	D4
<b>Modifiers</b>	+0	+0	+0	+0	-1
Derived Stats	Pace	Parry	Charisma	Toughness	
	8 (d10)		0	4	
<b>Modifiers</b>	+0	+0	+0	+0	

Skills							
Fighting	D10	Gambling	D6	Healing	D6	Investigation	D8
Knowledge (Biology)	D8	Notice	D10+2	Persuasion	D8	Repair	D8
Stealth	D8	Survival	D12	Swimming	D6	Tracking	D10+2

Daisy,

another runt the last born of the litter (Chihuahua, Jack Russell Terrier, Pit Bull Like Sunny blond with long fur, White

Skills	Racial Characteristics	Hindrances	Edges
Fighting	D10	Bite: STR+6	Loyal
Gambling	D6	Canine Reflexes	Alertness
Healing	D6	Canine Size	Outsider
Investigation	D8	Enhanced Senses	Vengeful (UniMed)
Knowledge (Biology)	D8	Fleet Footed	Arcane Background (Psychic)
Notice	D10+2	Limited Speech	Power Points: 8
Persuasion	D8	Go For The throat	Blind
Repair	D8	Immunity	Confusion
Stealth	D8	No Hands	Mind Reading
Survival	D12		Invisibility
Swimming	D6		Ghost Dance
Tracking	D10+2		Thought Projection
			Dodge
			Improved Dodge
			Extraction
			Improved Extraction
			Survivor of the Dead
			Survivor Leader

flash and booties), fourth generation of Neo-Canines Genetically Enhanced dogs descended from experimental subjects escaped from a UNIMed facility in Nebraska. Leader of the Tribe of the Quiet Passage



## Genetically Modified Dog

Created by UniMed under a government contract, these canines gained an intellectual capacity equal to human levels. Since the outbreak, these super-smart canines have made their way into the Rotter Lands. Typically existing in packs with a hierarchy and society of their own, some have integrated into human settlements and become assets to the community. The majority of the wild Neo Dogs are Modified German Shepherds that were used for UniMed security.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d8, Intimidation d8, Notice d10, Stealth d8, Tracking d10

**Pace:** 8      **Parry:** 5      **Toughness:** 4

### **Special Abilities—**

**Bite:** The dog's bite does Str+d6 damage

**Canine Size:** Being smaller than a human, the dog suffers a Size -1 adjustment, also reducing its Toughness.

**Fleet-Footed:** Dogs are naturally faster movers than humans. They have Pace 8 and d10 running die.

**Enhanced Senses:** Dogs are natural hunters with greater-than-human senses. They receive a +2 to Notice checks involving hearing or smelling, and +2 to Tracking attempts.

**Go for the Throat:** With a raise on its attack roll, the dog hits the target's most weakly armored location

**Immunity:** Dogs are immune to the virus that turns humans and certain primates into the Living Dead, Ferals, or Ragers.

**Limited Intellect:** Despite the experiments that increased their intelligence, Smarts cannot advance above d6.

**No Hands:** Dogs don't have opposable thumbs, or even fingers for that matter. While a smart dog can still flip a light switch, or operate a lever door handle, anything that normally requires hands is typically performed with a -4 penalty.

# Savage Tale

## See Spot Run

This savage tale was written for players playing a Hunting Party of 4 – 6 Neo Dogs. The characters happen across a woman and her young son alone in the wilderness. First they must save them from the marauder gang chasing them and then see for their needs as they guide them across the wilds of the Rotterlands to the safety of a Human Settlement.

Unfortunately their first choice is actually populated with cannibals. After rescuing them from the cannibals (and hopefully doing something to prevent their continued depravations), they must once again guide them (and any additional victims they rescue) through the Rotterlands to someplace safe.

## The Bitch and her Pup

<Read Out Loud>

*It's a good month after your last Ghost Dance and your Hunting Party has been scouting far a field. As you finish your breakfast of too-slow-rabbit, you and your pack mates hear the sounds of several two-legs crashing through the brush nearby, followed by more trailing shouted curses.*

</Read Out Loud>

A successful Notice (+2 for enhanced senses) roll will indicate the direction the ruckus is coming from. Once in the general vicinity, a successful Tracking (+2 for enhanced senses) roll will give the group the following information.

<Read Out Loud>

*The spore is fresh, moments old. A middle aged two legs bitch and her young pup, being trailed closely by three large, heavily laden males. The bitch and the pup reek of fear while their pursuers smell of death and blood, none of it their own.*

</Read Out Loud>

This is a three way foot (Agility) chase (SWD 82). Tanya had a decent lead when the chase began, but she is carrying her son Jake and beginning to tire so the marauders chasing her have been steadily gaining. After a net four successes, the marauders will have caught up to her (they will be in range after a single success, but their goal is to catch her to play with later, not shoot her). Because she is carrying the four year old, Tania is at a major disadvantage so the marauders are +4 to their rolls.

The players are Agility (+2) to the marauders, as they have a higher pace (8). They start two net successes behind the marauders. Due to their size and the dense underbrush, the players may make Opposed Stealth (+4) rolls to avoid detection while chasing the marauders. The players are assumed to have medium cover any time they are shot at.

After taking care of the marauders the characters need to stop the woman and her child from running and convince them they are not being attacked by a pack of wild dogs. Use the Social Conflict rules (SWD 96) to convince the woman they don't intend to eat her and her son. They start out at a -2.

## Taking the Goods to Market

The pack recalls a settlement two days travel (for them four days for the humans) back from the way they came. Perhaps that would be a good place to take the humans? The group has two problems: Moving the pair safely cross country and providing food and water for them. They are both hungry and moving slow. It should occur to the group that perhaps laying up overnight, getting food, water and rest will make them more able to travel. As successful Survival (+2) roll will provide food for a day's travel. If they the humans are not provided with food, they move at half pace for that day (meaning they will only account for half a day from the four days they need to travel). Use the Expanse Encounters table (WrldOtD 122) and roll an encounter for each day they spend in the wild.

## I... Do Nah Thing Tha Word Means Wha You Thing it Means...

The group finally arrives at a stockade style fence on a hill in the forest. The smell of some kind of cooking meat is wafting down from a sod house in the center. All around the perimeter of the fence are lean-tos. People can be seen moving about doing their daily chores.

<Read Out Loud>

*You have all had your fill of how slow, clumsy and needy these two legs are and see the encampment with frank relief! Uncomfortable with the thought of being fenced in, you motion the two legs towards their kin and watch as they make their way to the gate.*

*The guard manning the gate spits out a big wad of some foul smelling weed and in a long drawn out chuckle covers them with his weapon and says, "Well look what we got here Boys! A little entertainment before dinner!"*

*The woman pushes the boy toward the woods and yells for him to run, but he stumbles and the pair are easily caught by the man with the gun.*

*Something is just not right here... then you recall where you smelled that meat before – a two legs settlement after a raider attack, the smell of burning human flesh!*

</Read Out Loud>

The Hunting Party has unwittingly delivered the pair to an encampment of cannibals. It is dusk when they first arrived and as night falls they see the pair being tied up and roughly pushed into a rough-hewn cage on the back of the sod house along the rear of the encampment.

While scouting the perimeter of the fence, a straight Notice roll will reveal a spot where a stream runs through the encampment under the fence. A Neo (or small human) could easily fit under the fence. Another Notice roll reveals a spot where the fence was recently repaired. The haphazard collection of tree trunks don't go very deep into the ground at this point. A half hour of determined digging should allow them to create a hole big enough to get in and get the pair out through.

The encampment contains 14 cannibal marauders who are slovenly and ill prepared for a determined attack. Around midnight, all the guards will have fallen asleep, the gnawed bones of their last victims pile up as they are thrown over the wall.

The cage is locked with a heavy padlock. The key to the lock is on the raider chief who is preparing the fire in the sod house. Inside with Tania and Jake are three other prisoner all in bad shape. If the group takes these prisoners with them, they will automatically move at half speed. If they force the prisoners to move at full speed, it will be obvious they are struggling to keep up and each day one will collapse on the journey and die.

One of the three will speak Doglish and knows the way to a safe survivor community Five days away. For each days food and rest the prisoners are allowed, they will be able to travel two full days (as long as they are also fed each day and allowed a full night's sleep). Start rolling those encounters!

## Raider

They ply the Rotter Lands, sometimes in armed and armored vehicles, wreaking havoc on the settlements.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

**Skills:** Driving d6, Fighting d8, Intimidation d6, Notice d6, Shooting d8

**Charisma:** +0 **Pace:** 6 **Parry:** 6 **Toughness:** 6

**Hindrances:** Greedy

**Edges:** Edge the Chase, No Mercy, Survivor of the Dead

**Equipment:** Glock 9mm Pistol (Damage: 2d6), M-16 (Damage: 2d8) or Crossbow (Damage: 2d6) and Machete (Damage: Str+d6), Scrap Armor (+1 Toughness)

## Tania

**Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d4

**Charisma:** +0 **Pace:** 6 **Parry:** 5 **Toughness:** 5

**Hindrances:** Choose any 2 Hindrances

**Edges:** None

**Equipment:** None

## Jake

**Attributes:** Agility d4, Smarts d6, Spirit d6, Strength d4, Vigor d6

**Skills:** Fighting d4, Notice d4, Stealth d4, Survival d4

**Charisma:** +0 **Pace:** 6 **Parry:** 2 **Toughness:** 4

**Hindrances:** Small, Young

**Edges:** None

## Cannibal

Food can be scarce, and hunger can drive a person insane. These poor individuals have learned how to survive in the worse way possible— on the flesh of other humans.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d6, Stealth d8

**Charisma:** -2 **Pace:** 6 **Parry:** 5 **Toughness:** 6

**Hindrances:** Bloodthirsty

**Edges:** Ambush Specialist

**Equipment:** Machete or equivalent (Damage: Str+d6)

“This game references the *Savage Worlds* game system, available from Pinnacle Entertainment Group at [www.peginc.com](http://www.peginc.com). *Savage Worlds* and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.”

TOP SECRET