

Dogs, cyber-dogs and wolves

In post nuclear California there are numerous dogs, that have survived more or less unmutated. Stud books are of course all lost so there are no more defined races. Few dogs that survived were of the type that rich ladies put into their purses: usually the large dogs have survived better.

In addition to the usual mutt dogs that can be found everywhere in the Wasteland, there are also two more, special kinds that are quite similar: *wolves* and *cyber-dogs*.

Wolves are just normal, wild, wolves of which several packs have survived the nuclear winter and that have spread far and wide in the Californian forests. While wolves used to evade humans, they do not do so anymore and are infamous for attacking lone wanderers or small groups in packs.

Cyber-dogs are biotechnological marvels that combine dog and cybernetics. Basically, they used to be normal dogs whose bodies have been cybernetically enhanced, by exchanging at least one body part (usually far more than one, however) with a fitting machine. Some of these cyber-dogs, the mark II variant, are not only smarter than common dogs, they can even talk.

The statistics of dogs, cyber-dogs and wolves:

As with all other animals (or the playable races) no statistic may lie under the minimal value or above the maximal value. For common dogs, 30 points are to be added to the minimal stats, for cyber-dogs 40 points and for wolves 39.

The statistics for common dogs:

| | ST | PE | EN | CH | IN | AL | LU | CO |
|-----|----|----|----|----|----|----|----|----|
| MIN | 1 | 1 | 2 | 3 | 2 | 2 | 1 | 1 |
| MAX | 4 | 7 | 8 | 7 | 8 | 8 | 10 | 10 |

The statistics for cyber-dogs:

| | ST | PE | EN | CH | IN | AL | LU | CO |
|-----|----|----|----|----|----|----|----|----|
| MIN | 1 | 1 | 4 | 1 | 3 | 2 | 1 | 1 |
| MAX | 6 | 11 | 10 | 11 | 10 | 10 | 10 | 10 |

The statistics for wolves:

| | ST | PE | EN | CH | IN | AL | LU | CO |
|-----|----|----|----|----|----|----|----|----|
| MIN | 1 | 1 | 3 | 1 | 2 | 3 | 1 | 1 |
| MAX | 7 | 10 | 10 | 6 | 7 | 10 | 10 | 10 |

The statistics explained:

- STRENGTH:** For each point of strength a dog can carry 20 pounds or pull a weight of 50 pounds a short distance (for example, bite the unconscious owner in the arm and pull them out of the line of fire. Strength also determines the damage bonus the dog does in close combat.
- PERCEPTION:** Perception works for dogs as it does for humans: it decides how well the animal discovers a threat or maybe an escape route or an obstacle in the way or things like that.
Please remember, that dogs do smell and hear better than they see.
- ENDURANCE:** Endurance rules the hit points of the animal:
Dogs have 3 * Endurance hit points.
Cyber-dogs have 5 * Endurance hit points.
Wolves have 4 * Endurance hit points.
Furthermore, the endurance of the animal decides if it succeeds with certain, extraordinary efforts.
- CHARISMA:** Animals can suck up to. This value shows how docile the dog/wolf is.
- INTELLIGENCE:** Each point of intelligence gives a +5 bonus on training.
For cyber-dogs the rule is, that one can divide the value by 2 and get a value for intelligence that can be compared to that of a human, ghoul or super mutant (a cyber-dog with intelligence 10 would therefore have intelligence of 5 translated into "human" metrics).
- AGILITY:** For each point of agility a dog can move in a combat round for 4 cm, a cyber-dog for 5 cm and a wolf for 4.5 cm.
(AG = action points)
- LUCK:** As with humans, luck determines everything and nothing as well as the critical hit rate.
- COURAGE:** Determines how much an animal tries to stand up to danger. Please remember that dogs are pack animals that often would take great risks for their pack leader/owner.

Feed:

(Cyber-)dogs, and wolves drink about one to three liters a day and eat about one to three pounds a day (large dogs eat more, of course). They prefer meat, but, when meat is rare, they can survive for a while on a replacement diet for a while (like fruits or nuts).

Training:

Dogs can't be ridden and even if there are dog sleds in very cold areas full of snow, you won't find those in the Californian Wasteland. Instead, dogs can be trained to be watch dogs, to bring the newspaper and much more. Dogs are relatively easy to train and need only 25 points on *training* for the character that trains them. Training usually takes half a year.

Training *wolves* on the other hand is much harder, not counting the fact, that one first has to catch one alive somehow. To train a wolf to become a safe companion and guardian and remain calm in company of strange people is nothing for beginners. A trainer needs at least 45 points on *training*. The training takes nine months.

Cyber-dogs are nearly always much smarter than dogs, therefore somewhat other rules apply to their training. A mark I cyber-dog, that is, one that can't talk, is much quicker trained than a normal, not cybernetically enhanced dog. The trainer needs just 25 points on *training* and it only takes 3 months.

The mark II *cyber-dogs* on the other hand, that is, the cyber-dogs that have been so altered, that they are not only intelligent enough to understand human speech but to actually use it, can't be trained. Basically, they can decide themselves what they do and who they follow. The smartest of them are more intelligent as the average human.

Movement and combat:

Dogs can move in combat for 4 cm per action point, a cyber-dog for 5 cm and a wolf for 4.5 cm.

As pertains armor rating, for dogs and wolves it is: 4 against normal damage, lasers, explosives and electrical damage, and 2 against fire and plasma.

Cyber-dogs are much more rugged. Thanks to their many enhancements, but more susceptible against electrical damage: 6 points against normal, laser and explosives damage, 4 against fire and plasma and just 1 point against electrical damage.

Dogs do 3 D3 + Strength damage by biting their enemies. Wolves are bigger and therefore cause more damage: 3 D3 + Strength + 2. Cyber-dogs do the same damage as wolves.

Biting costs dogs 3 action points.