

Dead Reign RPG

Player: Pregenerated Player Character

Character: Sydney and "Banjo"

Nickname/Alias: _____

P.C.C.: Hound Master (pages 72-75)

Sex: _____ Alignment: Any, leans toward good

Occupation: Hound Master (cooking/hunting background)

Attributes **Hand to Hand Combat**

I.Q.: 11 HTH: Basic

M.E.: 17 Actions per Round: 4

M.A.: 13 Initiative:+ -

P.S.: 15 Damage:+ -

P.P.: 12 Strike:+ -

P.E.: 23 Parry:+ -

P.B.: 12 Dodge:+ -

Spd.: 16 Roll with Impact:+ 3

P.P.E. 2 Pull Punch (11+):+ 2

S.D.C.: 35 Knockout/Stun Roll: -

Hit Points: 27 Critical Strike Roll: Natural 20

Perception: +1 Death Blow Roll: -

Perception Bonuses:

Armor: External Carrier Armor A.R.: 13 S.D.C.: 150

Level: 1 Experience Points: N/A

Special Abilities/Skills

Built with "Great Endurance" chart (see page 160)

List of Special Abilities (see pages 72-73 & on back)

Animal Behavior / Dog Empathy

Dog First Aid

Train Dogs

Banjo's area of special training: hunting dog.

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		<u>+2</u>	
Poison: Lethal	<u>14</u>	<u>+4</u>	<u>10+</u>
Poison: Non-Lethal	<u>16</u>	<u>+4</u>	<u>12+</u>
Harmful Drugs	<u>15</u>	<u>+4</u>	<u>11+</u>
Insanity	<u>12</u>	<u>+1</u>	<u>11+</u>
Psionics	<u>15</u>	<u>+1</u>	<u>14+</u>
Magic Spell	<u>12</u>	<u>+4</u>	<u>8+</u>
Magic Ritual	<u>16</u>	<u>+4</u>	<u>12+</u>
Coma/Death		<u>+16%</u>	
Possession		<u>+0</u>	
Curses	<u>15</u>	<u>-</u>	<u>15+</u>
Disease	<u>14</u>	<u>+4</u>	<u>10+</u>
Pain	<u>16</u>	<u>+4</u>	<u>12+</u>

Skills	Base	Bonus	+%/lvl	Total%
Speak English	88	-	1	88
Read English	80	-	2	80
Basic Mathematics	72	-	1	72
Pilot Automobile	60	-	3	60
Animal Husbandry	40	15	5	55
Breed Dogs	40/20	25	5	65/45
Brewing: Medicinal	25/30	10	5	35/40
Climbing (Hobbyist)	40/30	10	5	50/40
Herding	30	10	5	40
Horsemanship: General	40/20	5	4	45/25
Hunting	Skill bonuses (see page 218)			
Land Navigation	36	10	4	46
Prowl	25	12	5	37
Running / Jogging	Runs 23 miles before fatigue			
Swimming	50	5	5	55
Track & Trap Animals	20/30	25	5	55/65
Wilderness Survival	30	15	5	45
Cooking	35	-	5	35
Cooking: Game Animals	35	30	5	65

Skills	Base	Bonus	+%/lvl	Total%
Housekeeping	35	-	5	35
Outdoorsmanship	Skill and Attribute bonuses			
Fishing	40	-	5	40
Skin & Prepare Animal Hides	30	5	5	35
Business & Finance	35	-	5	35
General Repair / Maintenance	45	-	5	45
Sewing (Secondary)	40	5	5	40
Leather working (Secondary)	45	5	5	50
Weapon Proficiencies: Recognize Weapon Quality (25%)				
Ancient Weapon Proficiencies		Strike	Parry	Throw
Knife	-	+1	+1	
Blunt Weapons	+1	+1	-	
Modern Weapon Proficiencies		Strike	Aimed	Burst
Handguns	+1	+3	-	
Rifles	+1	+3	-	

Weapons & Hand-to-Hand Attacks

Weapons / Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Hunting / Skinning Knife	-	+1	+1 / 40 feet	melee	-	1 lb.	1D6+1
Gut Hook Knife	-	+0	+1 / 40 feet	melee	-	1 lb.	1D6
Crowbar, large	+1	+1	- / 20 feet	melee	-	7 lbs.	2D6
Box Cutter	-	+1	+0 / 10 feet	melee	-	1 lb.	1D4
10/22 Carbine Rifle*	+3/+6 Aimed		1,300 feet	single	10 / 3 clips	7.5 lbs.	2D4 per shot
.41 Magnum Revolver*	+3/+6 Aimed		135 feet	single	6 / 12 bullets	3 lbs.	5D6 per shot
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						1D4 (punch) / 2D4 (kick)
Elbow / Knee strikes	<u>Note:</u> Called Shots & Power Strikes cost two attacks to perform						1D6 (elbow) / 1D8 (knee)

Note: Strike and Parry bonuses from both *Hand-to-Hand Combat* and *Weapon Proficiency* bonuses are combined

Equipment

Traveling clothes, a second set of street clothes, running shoes, a pair of boots, a pair of gloves, a leather jacket, rain poncho, 2 sheets of camouflage netting (blanket-sized), pocket mirror, first aid kit (for humans), heavy-duty flashlight, small flashlight, disposable cigarette lighter, box of wooden matches, binoculars, set of eating utensils (knife, fork, spoon, drinking cup), walkie-talkie, sunglasses, two canteens, backpack, duffle bag, knapsack, food rations (1 week's worth), roll of duct tape, and some personal items.

*Both the rifle and revolver has fully adjustable open sights and/or scope mount, +1 to all aimed shots (costs 2 actions)

Unique Items

5 year old Dodge pick up truck with camper cover, 2 man tent and other basic camping, fishing and dog related gear in the back.

Tools of the Trade

3 extra (dog-size) blankets, 2 large sacks, 4 medium sacks, 9 animal snares, 2 medium-sized animal cages, 1 large cage, 11 dog collars, 9 dog leashes, 4 adjustable dog muzzles, dog whistle, flea powder, two dozen flea collars, box of dog treats, big bag of dry dog food for Banjo (can feed two large canines for a month), first aid kit for canines, and basic dog care items (hair brush, nail clippers, water bowl, dog bed, shampoo, etc.).

Personal Information

Age: _____ Height: _____ Weight: _____ Hair: _____
Eyes: _____ Birth Order: _____ Value of Trade Goods: \$5,000
General Appearance: See page 162 to choose or randomly roll for appearance.

Disposition: See pages 162-163 for a list to possible dispositions to choose from.

Environment: Rural Nebraska, not far from Nebraska City.

Survivor Family Lore: **Separated in the Chaos.** Doesn't know who is dead or alive. Likes to think those loved ones are out there but doesn't know.

Special Aptitude Bonuses: **Sure Shot:** +2 to strike with all types of projectile weapons from guns to bow and arrow. Furthermore, penalties for being off balance, moving, etc., are half.

Outlook on Earth's Future: **Dedicated Hero.** "These days, its a matter of life or death out here, and I choose life. With my dog Banjo at my side, I plan to save as many survivors, and kill as many zombies, cultists and lowlifes as I can along the way. And if I ever have to go... well I'm taking as many dead-heads as I can with me!"

O.C.C. Special Abilities (pages 72-74)

Animal Behavior / Dog Empathy: Understands animal behavior and uses body language, movement, vocal tones, calm, confident demeanor and other techniques to calm, control, rescue and tame homeless/masterless dogs running wild in the streets. Most canines see a Hound Master as their strong and fearless leader and cheerfully obey and follow commands. This also makes them eager to learn and please their new master.

Against killer feral dogs and dog packs, knows how to show no fear as well as to make a wild dog pack stop and reconsider attacking him or the people accompanying him.

In short, the wild animals see him as a dangerous, rival *Alpha Male* and are likely (see skill) to back off from him rather than attack. **Skill:** 58%.

Note: Understanding animal behavior is also effective with other types of animals, particularly domesticated ones, but suffers a penalty of -15% when dealing with different animal types.

Dog First Aid: A rudimentary veterinary skill that focuses exclusively on canines. Enables the Hound Master to diagnose and treat simple canine illnesses and injuries, including cleaning and stitching up wounds, setting bones and making a splint for a fractured leg, the use of basic medicine for dogs, and general care for dogs. **Skill:** 45%

Train Dogs: Knows the proper techniques and methods of training canines. The process takes time (at least 1D4+2 months) and requires repeated skill checks on a regular basis.

The better the skill results, the faster the dog becomes obedient, loyal and trained. **Skill:** 50%

Banjo's area of special training: *Banjo* has proven to be a good hunting dog. Trained to recognize and track the scent of game animals (rabbit, squirrel, raccoon, possum, quail, duck, goose, pheasant, deer, etc.), get relatively close, stand alert and point in the animal's direction. Also trained to retrieve small game animals after being shot, such as ducks. Not trained to attack as he's likely to get injured, but is likely (01-80%) to protect his master if threatened.

Miscellaneous

Leaping Distance: Up: 1.5 feet / 3 feet (power) Across: 3 feet / 7.5 feet (power)
Run: 10.9 mph (max) 23 melees 960 feet per round 240 feet per action
Swim: 6.1 mph (max) 23 minutes 135 feet per round 33.5 feet per action
Maximum carrying weight: 150 lbs. Maximum lifting weight: 300 lbs.

History Notes

"Before the wave, I owned a little bar and grill on the edge of the main street. It was nothing special, but it's mine, bought from my uncle when he retired. On Tuesdays I always had a dinner special, usually based on whatever I could hunt on Sundays & Mondays, my days off. No one can cook deer, rabbit, turkey or pheasant like I do. You can probably imagine how important it is knowing how to hunt, dress, prepare and cook game animals these days."

"I was lucky when the wave hit; I was out on camping and hunting vacation when it struck, Banjo and I heard the news on the radio, and just stayed in the woods, waiting for it all to blow over. We stayed until the calls for help on the radio started. We saw a lot horrible things. Eventually we met Jordy, along with others and became one of the founding 'Arborists'."

"I've always been good with dogs and watched a lot of shows and videos about training them. Banjo made it easy however and is one of the best hunting dogs I've ever seen."

Relationship to specific teammates / survivors in the "Arbor Community"

"Pony" Occupation: Survivor Thoughts: I appreciate all the hard work you've done around Arbor, and I thank you for helping me build the kennels and fencing for the dogs I'm training.

"Lincoln" Occupation: Survivor Thoughts: I know that you've been honest about your past before the Wave and you've been a great asset to Arbor, but I still don't fully trust you.

Elliott Occupation: Survivor Thoughts: You're the life of the party and you always smell good, but I'm afraid that your gonna blow us all up one day with that chemistry lab of yours.

Banjo's Stats and Combat notes

Canines have an instinctual hatred of the undead and unless they are well trained to remain calm, they will whine, growl, and bark uncontrollably in the vicinity of the undead. Can sense zombies as supernatural beings up to 250 feet away, can smell the stench of the dead up to 1,500 feet away, double in warm conditions (65 degrees Fahrenheit/18 C or warmer), and double that range when there are 100 or more zombies clustered together as a group.

Alignment: Well trained and behaved, considered Principled or Scrupulous.

Attributes: Vary. Most are fast, strong and personable.

Average Speed: 30-35 mph (48 to 56), can run 30% faster for a short burst lasting 2 minutes.

Dogs are built for extended periods of running, although not as long as horses. Can maintain their average speed (the lower number) for up to four hours with minimal exhaustion. A burst of faster speed can only be maintained for a short period and can only be performed once every 20 minutes.

Hit Points: 20. S.D.C.: 30. Average Life Span: 8-10 years. P.P.E.: 4D6.

Natural Abilities: Nightvision 100 feet, Prowl 45%, track by smell 80%, swim 65%, leap 4 feet high and 6 feet across, and see Special Attacks.

Bite Damage: 2D4. Attacks per Melee: Three.

Bonuses: +2 on initiative, +2 strike, +3 dodge, +1 to entangle, and +2 to save versus Horror Factor.

Special Attacks: 1. *Pouncing, Leaping & Knockdown Attacks.* Dogs instinctively leap and bite at their prey. Has a 01-70% chance of knocking an individual down, +10% to knock down a Sloucher or Pattern Zombie. Victims knocked down lose initiative and two attacks and Banjo is on top of them, growling and holding them down (must fight to get the animal off) or biting if Banjo presses the attack. 2. *Grabbing Bite and Entangle Attack.* A grappling or entanglement attack, typically grabs hold of a sleeve (or pant leg) in its mouth, refuses to let go and pulls, jerks and tussles hard to keep the victim off balance and unable to run/flee/attack. The victim's combat bonuses are reduced by half, loses initiative and cannot run because he is dragging a dog that is fighting to resist him and hold him in place! Likewise, the victim performs skills with great difficulty, -40% skill penalty while the dog is yanking and shaking his captive, as well as growling menacingly the entire time. The dog can hold its grip for several minutes (1D6+6) without having to readjust its bite/grip.