

PETS OF THE FREE LANDS

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a supplement for



HOW TO USE THIS SUPPLEMENT

Humans are social creatures. We're pack animals, first, and foremost. We are friendly enough that, if an animal doesn't try to eat us first, we'll try to pet it, feed it and take it home with us. (It's worth noting that attempting to eat us is not necessarily a deal-breaker either!)

It's not surprising, then, that Domesticated Animals are a common sight throughout not just Cahokia, but the furthest corners of Makasing and beyond. There are a variety of tasks that animals can be trained to accomplish. Pets can be used to watch for intruders, guard the family, and, most commonly, just as a form of companionship.

What follows are a few examples of common pets, some uncommon ones, and a few wild animals that you may come across in Makasing, as well as an optional rule to help train your new companion!

Optional Rule: Tricks and Tasks

With enough time, dedication, and incentive, pets can be

taught to do certain tasks and follow simple gestures and phrases. It can be assumed that a domesticable animal, (common pet), may learn a number of tricks equal to its intelligence, as modified by any abilities it may have. Teaching them any of the tricks below will take a Husbandry Skill Check over Time, as adjudicated by your Story Guide.

- Sit/Stay - An animal who knows this will stay put.
- Come - Knowledge of this trick will cause the animal to come at the call of their name or other signal
- Distract - This animal can make a Perform check in an attempt to grab a crowd or person's attention.
- Steal - An animal with this trick, and hands or a beak can use Skulduggery (at SN 9) to steal from a target.
- Hide and Seek - This animal knows when to make a Stealth check and can distinguish between friend and foe.
- Attack/Guard - This animal can distinguish friend from foe, and can stand guard on its own, as well as attack or stop on command.

COMMON PETS

COMMON PETS

What Breed are they?: This represents a fairly standard “Working” dog that can be found in and around Cahokia. Other breeds are available later in this document. In our world, we might call them “Mutts”. Remember, in Makasing, “Breed Purity” isn’t such an issue. These are just your standard Good Doggos!

Dog:

Stats:

STR	2	INT	2	SPI	3
AGI	3	PER	4	CHA	3
END	3	WIS	1	WLL	2

Skills:

Athletics 5, Charm 4, Coercion 4, Language 5, Survival 4, Tracking 6, Unarmed Combat 5,

Abilities:

Bite: +1 to Unarmed Combat attacks (reflected in Skill totals)

Heightened Senses: Characters attempting to Surprise this creature make their Stealth rolls at +2 SN, while this creature makes Stealth checks to Surprise others at -2 SN.

Companionship: Even though they can not speak, most dogs can understand at least simple words and commands. Dogs, as fellow pack animals, are naturally more inclined to bond with people than some other creatures. They’re also more likely to develop a more familiar bond more quickly. The SN of any Husbandry Skill Checks over Time related to teaching them any gestures or tasks is thus reduced by 1. (In addition, if you are using the optional “Tricks and Tasks” rule put forth in this document, Dogs may learn a number of tricks up

COMMON PETS

to their Language, rather than their intelligence.)

Raccoon:

Stats:

STR 1 INT 2 SPI 1
AGI 3 PER 2 CHA 3
END 2 WIS 1 WLL 3

Skills:

Charm 3, Skullduggery 5, Stealth 6, Survival 4, Unarmed Combat 3

Abilities:

Bite: +1 to Unarmed Combat attacks (reflected in Skill totals)

Grabby Hands: Raccoons make all Skullduggery checks that deal with manual dexterity at -2 SN.

Squirrel:

Stats:

STR 1 INT 1 SPI 1
AGI 5 PER 3 CHA 2
END 2 WIS 1 WLL 3

Skills:

Stealth 7, Survival 5, Unarmed Combat 2

Abilities:

Bite:/Scratch +1 to Unarmed Combat attacks (reflected in Skill totals)

Sugar Glider:

Stats:

STR 1 INT 2 SPI 2
AGI 5 PER 2 CHA 3
END 1 WIS 1 WLL 2

Skills:

Investigation 3, Stealth 7, Skullduggery 4, Survival 5, Unarmed Combat 4

COMMON PETS

Abilities:

Bite:/Scratch +2 to Unarmed Combat attacks (reflected in Skill totals)

Glide: Sugar Gliders that make a Stealth Check at SN 9 can move silently while in the air.

Mountain Goat:

Stats:

STR 2 **INT** 1 **SPI** 2
AGI 3 **PER** 2 **CHA** 1
END 3 **WIS** 1 **WLL** 3

Skills:

Survival 5,
Unarmed Combat 4

Abilities:

Horns: +2 to Unarmed Combat attacks (reflected in Skill totals)

Cling: Goats are unimpeded by Rough Terrain from Rocky or Mountainous areas, but

remain impeded by other types of rough terrain.

Weasel:

Stats:

STR 1 **INT** 1 **SPI** 3
AGI 4 **PER** 3 **CHA** 3
END 2 **WIS** 1 **WLL** 2

Skills:

Stealth 6, Skullduggery 5,
Survival 4, Unarmed Combat 3

Abilities:

Bite:/Scratch +1 to Unarmed Combat attacks (reflected in Skill totals)

Thumbs: Weasels make all Skullduggery checks that deal with manual dexterity at -1 SN.

War Dance: Weasels able to move freely make Unarmed Combat checks at -1 SN

UNCOMMON PETS

UNCOMMON PETS

These are animals that can be found in and around the Free-lands. They are not typically domesticated, but humans ability to packbond are impressive. Though difficult, it would not be impossible.

Possum:

Stats:

STR 2 INT 2 SPI 1
AGI 3 PER 3 CHA 3
END 2 WIS 1 WLL 3

Skills:

Coercion 5, Stealth 5, Skulduggery 5, Survival 7, Unarmed Combat 3

Abilities:

Bite:/Scratch +2 to Unarmed Combat attacks (reflected in Skill totals)

Play Possum: The first time a

Possum is reduced to 0 Body per day, instead of immediately dying, Possums make a Stealth Check at SN 8. If they succeed, they instead go to 1 Body and Lie Still until the danger has passed.

Wolf:

Stats:

STR 3 INT 3 SPI 3
AGI 4 PER 4 CHA 2
END 3 WIS 1 WLL 3

Skills:

Athletics 5, Charm 4, Intimidation 5, Language 4, Stealth 5, Survival 5, Tracking 7, Unarmed Combat 5

Abilities:

Bite: +2 to Unarmed Combat attacks (reflected in Skill totals)

Heightened Senses: Characters attempting to Surprise this creature make their

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Stealth rolls at +2 SN, while this creature makes Stealth checks to Surprise others at -2 SN.

Lunge: Wolves make their First attack in a combat at -2 SN.

The Pack: Wild Wolves rarely travel alone. Usually when you see one, there's at least two more that you don't. If two or more wolves are focusing on the same target, they each make their Unarmed Combat Skill Checks at -1 SN.

Wild Streak: Wolves, unlike their domesticated counterparts, remain wild animals. Any Husbandry attempts to domesticate or train this animal is made at +2 SN. In addition, any Husbandry Skill Checks, (including SCOTs), that results in a Critical Failure will cause a Wolf to attack a nearby character, or make an attempt to bolt.

Coyote:

Stats:

STR 2 INT 3 SPI 3

AGI 4 PER 3 CHA 3

END 2 WIS 2 WLL 1

Skills:

Athletics 5, Charm 4, Coercion 4, Language 3, Skullduggery 5, Survival 5, Stealth 6, Tracking 5, Unarmed Combat 4

Bite: +2 to Unarmed Combat attacks (reflected in Skill totals)

Heightened Senses: Characters attempting to Surprise this creature make their Stealth rolls at +2 SN, while this creature makes Stealth checks to Surprise others at -2 SN.

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Fox:

Stats:

STR 2 **INT** 2 **SPI** 3
AGI 5 **PER** 3 **CHA** 2
END 2 **WIS** 3 **WLL** 1

Skills:

Athletics 5, Charm 6, Skullduggery 6, Survival 5, Stealth 7, Tracking 5, Unarmed Combat 3

Bite: +2 to Unarmed Combat attacks (reflected in Skill totals)

Heightened Senses: Characters attempting to Surprise this creature make their Stealth rolls at +2 SN, while this creature makes Stealth checks to Surprise others at -2 SN.

Wild Streak: Foxes are wild animals. Any Husbandry attempts to domesticate or train this animal is made at +2 SN. In addition, any Husbandry Skill Checks, (includ-

ing SCOTs), that results in a Critical Failure will cause a Wolf to attack a nearby character, or make an attempt to bolt.

Bobcat:

Stats:

STR 2 **INT** 1 **SPI** 1
AGI 4 **PER** 3 **CHA** 1
END 3 **WIS** 2 **WLL** 3

Skills:

Athletics 6, Coercion 5, Language 4, Stealth 7, Survival 5, Tracking 4, Unarmed Combat 5

Abilities:

Bite/Claw: +1 to Unarmed Combat attacks (reflected in Skill totals)

Heightened Senses: Characters attempting to Surprise this creature make their Stealth rolls at +2 SN, while this creature makes Stealth checks to Surprise others at

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-2 SN.

Wild Streak: Bobcats are wild animals. Any Husbandry attempts to domesticate or train this animal is made at +2 SN. In addition, any Husbandry Skill Checks, (including SCOTs), that results in a Critical Failure will cause a Wolf to attack a nearby character, or make an attempt to bolt.

Iishpíiwishke:

Stats:

STR 1 **INT** 2 **SPI** 3
AGI 4 **PER** 4 **CHA** 1
END 2 **WIS** 2 **WLL** 4

Skills:

Athletics 5, Charm 4, Language 4, Stealth 6, Survival 4, Unarmed Combat 4

Abilities:

Bite/Claw: +1 to Unarmed Combat attacks (reflected in

Skill totals)

Heightened Senses: Characters attempting to Surprise this creature make their Stealth rolls at +2 SN, while this creature makes Stealth checks to Surprise others at -2 SN.

Still Wild: Roughly translating as “Mountain Lion that’s like a Dog” in Apsaalooke, these animals are likely descended from bobcats or other native felids. They are similar to Housecats, save that they are slightly larger and less tamed. Any Husbandry attempts to domesticate or train this animal is made at +2 SN

INDIVIDUAL DOG BREEDS

Bear Dog:

Stats:

STR 2 **INT** 2 **SPI** 2
AGI 4 **PER** 3 **CHA** 3
END 2 **WIS** 2 **WLL** 1

Skills:

Athletics 5, Charm 4, Coercion 4, Language 4, Survival 4, Tracking 6, Unarmed Combat 4,

Abilities:

Bite: +1 to Unarmed Combat attacks (reflected in Skill totals)

Heightened Senses: Characters attempting to Surprise this creature make their Stealth rolls at +2 SN, while this creature makes Stealth checks to Surprise others at

-2 SN.

Companionship: Even though they can not speak, most dogs can understand at least simple words and commands. Dogs, as fellow pack animals, are naturally more inclined to bond with people than some other creatures. They're also more likely to develop a more familiar bond more quickly. The SN of any Husbandry Skill Checks over Time related to teaching them any gestures or tasks is thus reduced by 1. (In addition, if you are using the optional "Tricks and Tasks" rule put forth in this document, Dogs may learn a number of tricks up to their Language, rather than their intelligence.)

Brace: Small enough for two of these to be carried together in a sack, (although most modern hunters use a more comfortable carrier), Tahltan Bear Dogs hunt in pairs to bring down larger prey. If

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two or more Bear Dogs are focused on the same target, they each make their Unarmed Combat Skill Checks at -2 SN

Husky/Malamute/ Greenland Dog::

Stats:

STR 3 **INT** 3 **SPI** 3

AGI 3 **PER** 4 **CHA** 3

END 4 **WIS** 1 **WLL** 2

Skills:

Athletics 8, Coercion 4, Language 5, Survival 4, Tracking 6, Unarmed Combat 5,

Abilities:

Bite: +1 to Unarmed Combat attacks (reflected in Skill totals)

Heightened Senses: Characters attempting to Surprise this creature make their

Stealth rolls at +2 SN, while this creature makes Stealth checks to Surprise others at -2 SN.

Companionship: Even though they can not speak, most dogs can understand at least simple words and commands. Dogs, as fellow pack animals, are naturally more inclined to bond with people than some other creatures. They're also more likely to develop a more familiar bond more quickly. The SN of any Husbandry Skill Checks over Time related to teaching them any gestures or tasks is thus reduced by 1. (In addition, if you are using the optional "Tricks and Tasks" rule put forth in this document, Dogs may learn a number of tricks up to their Language, rather than their intelligence.)

Pull!: These working dogs make Endurance checks at -1 SN.

Double Coat: Northern

Breeds have double coats, and get a +1 to PD.

Troublemaker: These dogs are bred to be smart, capable, and able to work together to survive in harsh environments. They weren't exactly bred to follow orders. Husbandry attempts to train them are made at +1 SN. Even after they're trained, they must make a Spirit check at SN 7 or follow their nose into trouble if they're ever left to their own devices.

Teamwork: These animals are often kept in teams. If two or more of them are focusing on the same target, they each make their Unarmed Combat Skill Checks at -1 SN.

Sahtú Dog/Coydog:

Stats:

STR 2	INT 3	SPI 2
AGI 3	PER 3	CHA 3
END 2	WIS 1	WLL 1

Skills:

Athletics 5, Charm 4, Coercion 5, Language 5, Stealth 6, Survival 4, Skullduggery 5, Tracking 4 Unarmed Combat 5,

Abilities:

Bite: +1 to Unarmed Combat attacks (reflected in Skill totals)

Heightened Senses: Characters attempting to Surprise this creature make their Stealth rolls at +2 SN, while this creature makes Stealth checks to Surprise others at -2 SN.

Companionship: Even though they can not speak, most dogs can understand at least simple words and commands. Dogs, as fellow pack animals, are naturally more inclined to bond with people than some other creatures. They're also more likely to develop a more

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familiar bond more quickly. The SN of any Husbandry Skill Checks over Time related to teaching them any gestures or tasks is thus reduced by 1. (In addition, if you are using the optional “Tricks and Tasks” rule put forth in this document, Dogs may learn a number of tricks up to their Language, rather than their intelligence.)

Snowrunning: These dogs are unimpeded by rough terrain caused by Snow, though they may still be impeded by other forms of rough terrain.

Wolf Dog:

Stats:

STR	4	INT	3	SPI	3
AGI	3	PER	4	CHA	2
END	3	WIS	2	WLL	3

Skills:

Coercion 6, Survival 4, Tracking 6, Unarmed Com-

bat 6,

Abilities:

Bite: +1 to Unarmed Combat attacks (reflected in Skill totals)

Heightened Senses: Characters attempting to Surprise this creature make their Stealth rolls at +2 SN, while this creature makes Stealth checks to Surprise others at -2 SN.

Lunge: Wolfdogs make their first attack in a combat at -2 SN.

Tough Hide: This animal has a thick coat of fur, and a +1 PD.

(Note: This can also represent any Large or Giant breed dog. While Mastiffs, Irish Wolf-Hounds and other such breeds wouldn't have migrated from Europe, however it's not out of possibility that some tribes would breed

Larger Dogs for different purposes. While the Wolf Dog lacks Companionship, as it's between Two Worlds, these other breeds would not.)

Small Breed Dog:

Stats:

STR 1 **INT** 2 **SPI** 2

AGI 3 **PER** 4 **CHA** 3

END 2 **WIS** 1 **WLL** 2

Skills:

Language 5, Survival 4, Tracking 7 Unarmed Combat 3,

Abilities:

Bite: +1 to Unarmed Combat attacks (reflected in Skill totals)

Heightened Senses: Characters attempting to Surprise this creature make their Stealth rolls at +2 SN, while

this creature makes Stealth checks to Surprise others at -2 SN.

Companionship: Even though they can not speak, most dogs can understand at least simple words and commands. Dogs, as fellow pack animals, are naturally more inclined to bond with people than some other creatures. They're also more likely to develop a more familiar bond more quickly. The SN of any Husbandry Skill Checks over Time related to teaching them any gestures or tasks is thus reduced by 1. (In addition, if you are using the optional "Tricks and Tasks" rule put forth in this document, Dogs may learn a number of tricks up to their Language, rather than their intelligence.)

(Note: This represents a small terrier or other similar dog. The precursors to the Chihuahua are native to the Ezcan Empire, Azayang, or

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Abayang, but it's not out of the question that some would have been exported to a trade city.)

EXOTIC ANIMALS

Below are several distinct, potentially rare, or even legendary animals that players may run across in their travels across more far flung regions of the Freelands. Most of these won't make good pets, but players will be players!

Moose:

Stats:

STR 5 INT 1 SPI 3
AGI 3 PER 3 CHA 1
END 5 WIS 3 WLL 3

Skills:

Survival 5,
Unarmed Combat 9

Abilities:

Antlers: +2 to Unarmed Combat attacks (reflected in Skill totals)

Thick Hide: This animal adds +2 to it's PD

Heightened Senses: Characters attempting to Surprise this creature make their Stealth rolls at +2 SN, while this creature makes Stealth checks to Surprise others at -2 SN.

Pre-Columbian Horse:

Stats:

STR 3 INT 2 SPI 3
AGI 5 PER 3 CHA 3
END 4 WIS 1 WLL 2

Skills:

Athletics 7, Survival 4, Language 4, Unarmed Combat 6

Abilities:

Hoove: +1 to Unarmed Com-

EXOTIC ANIMALS

bat attacks (reflected in Skill totals)

Heightened Senses: Characters attempting to Surprise this creature make their Stealth rolls at +2 SN, while this creature makes Stealth checks to Surprise others at -2 SN.

Companionship: Even though they can not speak, most dogs can understand at least simple words and commands. Dogs, as fellow pack animals, are naturally more inclined to bond with people than some other creatures. They're also more likely to develop a more familiar bond more quickly. The SN of any Husbandry Skill Checks over Time related to teaching them any gestures or tasks is thus reduced by 1. (In addition, if you are using the optional "Tricks and Tasks" rule put forth in this document, Dogs may learn a number of tricks up to their Language, rather than their

intelligence.)

Crocodile:

Stats:

STR 3	INT 1	SPI 2
AGI 3	PER 2	CHA 1
END 5	WIS 1	WLL 4

Skills:

Athletics 7, Survival 6, Stealth 7, Unarmed Combat 9

Abilities:

Bite: +2 to Unarmed Combat attacks (reflected in Skill totals)

Tough Hide: These Dinosaurs have survived two extinction level events and their hide grants them +3 to PD

Death Roll: A Crocodile who lands a Bite may make their next Unarmed attack at -2 SN.

Aquatic Predator: Crocodiles are largely ambush predators,

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striking from the water at unsuspecting creatures. Outside of the water, Crocodiles suffer -2 to PD, Athletics, Survival and Stealth

Peccary:

Stats:

STR 2 INT 2 SPI 3
AGI 2 PER 2 CHA 3
END 3 WIS 2 WLL 3

Skills:

Survival 5, Unarmed Combat 3

Abilities:

Bite: +1 to Unarmed Combat attacks (reflected in Skill totals)

Wolverine:

Stats:

STR 3 INT 2 SPI 4
AGI 4 PER 3 CHA 3

END 4 WIS 2 WLL 4

Skills:

Athletics 6, Survival 5, Tracking 4, Unarmed Combat 7

Abilities:

Bite: +1 to Unarmed Combat attacks (reflected in Skill totals)

Heightened Senses: Characters attempting to Surprise this creature make their Stealth rolls at +2 SN, while this creature makes Stealth checks to Surprise others at -2 SN.

Frenzy: After a Wolverine takes any Body damage that does not kill them, they throw themselves at the nearest danger, gaining +2 to PD, Unarmed Combat and Body until the danger passes or they are slain. (No easy feat!)