



This is to certify that the character known as

earned the following in the adventure
HAIR OF THE DOG

Bite of the Dog

Lucktoppers "antidote" impacted you in an unforeseen way. For the next 5 modules that you play with this PC, you will do so as a dog (type of dog is up to you). You retain your class abilities with some exceptions: you do not have access to any of your items, you will gain the temporary benefit of a paw bands of protection +3 and a magical collar that allows you to communicate with people, but only if you share a common language. You cannot wield a weapon though you may still cast spells. You will gain a bite attack and 2 paw attacks. You are considered armed with those attacks and do not provoke attacks of opportunity for using them. The chance to hit with those attacks is BAB+Strength modifier and the damage is 1d4+1/2 strength modifier for the bite and 1d4 + strength modifier for the paws. Use 1 line for each module played

Module name _____
Module name _____
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After those 5 modules are played, you gain both the scent ability and the alertness feat representing skills learned as a dog. In the event that you already have the alertness feat, you may choose a new feat to replace that one.

Alternatively, you may spend 25 TUs to avoid having to spend the next 5 modules as a dog, but gain no benefits from having been a dog.

Value: Priceless Tradable: No
Caster Level: N/A Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
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