

The Handler

If there's something the world is not in short supply of, it's wild animals. Cats, rats, lizards, and birds can be found all over lands. But far and away the most common and loyal of all the animals is the canine. Surviving into the Third Age of Earth, the ever-faithful dog is arguably the best companion a Handler could ever hope and dream for.

You have a nearly symbiotic and mutually dependent relationship with your loyal and trusting companion. You give him food and water and he will tear the jugular out of anyone you tell him to. Not a bad tradeoff!

But your pet is capable of more than just attacking your foes. He can scout and even track for you if you train him right. And there is no one better to cheer you up when you're feeling low.



Talents Unique to Handler Role

Bloodhound: You have trained your pet to be a very skilled tracker. Likely better than you.

Man's Best Friend: Your pet is trained to sacrifice himself in place of you at your explicit command.

Sic Em': You have trained your pet to be even more effective in physical combat situations.

MOVE

AGILITY (PRIMARY)

COMMAND PET

Your pet is worth more to you than just about any human. The bond between you is almost telepathic. You instinctively know what the animal wants, and it can always read your state of mind and will defend you against any threat, no matter how big. Use this play when you ask your pet to fight, scout, or track for you.

Pet Stats: Having a play rank of 1 means your pet will follow your every lead. It has a Strength & Agility based on type. You can use the pet in a few diverse ways:

Fighting: Your pet can Fight-Attack for you. Use your play rank in **Command Pet** and the **pet's Strength**. You can push the roll, but it will not grant MP and will risk damaging the pet's Strength. *This is an ongoing command that YOU must maintain during a conflict. The cost is 1 Action Point every round your pet attacks.*

Scouting: The pet can Scout for you. Use your play rank in **Command Pet** and **your Agility** score. You can push this roll normally. Although the pet and you can't speak to each other, you get a general sense of what it was able to observe if you gave them a clear command before sending them out. (*barking, squawks, etc...*)

Tracking: Your pet can track a person or a creature, even when there are no obvious tracks to follow. All you need is a fresh scent or some object that has been in possession of the prey recently. Use your play rank in **Command Pet** and **your Agility** score. You can push the roll, but it will not grant MP and will risk damaging the pet's Agility. If successful, your pet picks up the trail and can indicate in which direction the prey has gone. For every extra success you roll, you may ask one of the questions below.

- How far behind in hours are we?
- Is the prey wounded in any way?
- Is the prey alone or does it have company?

Give Sympathy: Your pet gives you all the sympathy you need to recover lost **Empathy**, just as your Anchor would normally do.

MUTANT & FERAL

HANDLER