

CORGIS IN SPACE



STARFINDER
COMPATIBLE


**Little Red
Goblin Games**

SPACE CORGIS!

CREDITS

-PRODUCER-

SCOTT GLADSTEIN

-DESIGNERS-

SCOTT GLADSTEIN, KIRK (THE CORGI)

-ART-

JACOB E. BLACKMON

-GRAPHIC DESIGN/LAYOUT-

SCOTT GLADSTEIN



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Questions? Comments? Contact us at:
ScottGladstein@littleredgoblingames.com
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SPACE CORGI

CR 1/3rd **XP** 135

N Small animal

Init +0; **Senses** low-light vision, blindsense (scent) 60 ft.; **Perception** +7

DEFENSE

HP 6

EAC 10; **KAC** 11

Fort +2; **Ref** +2; **Will** +2

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1 P)

STATISTICS

Str +1; **Dex** +0; **Con** +3; **Int** -5; **Wis** +0; **Cha** +0

Skills Acrobatics +7, Athletics +7, Perception +7, Sense Motive +3, Survival +3

Other abilities tracking, zero-g dog

SPECIAL ABILITIES

Tracking (Ex) The creature can use the Perception skill to perform the follow tracks task of the Survival skill with the listed sense.

Zero Gravity Dog (Ex) Space corgis get a +4 bonus on Acrobatics checks made to move in zero-g.

Corgis have made the jump to space! After many generations of their bread-loaf shaped bodies not dealing with zero gravity very well, someone had the bright idea of cross breeding them with a Dilaxian herding beast and this cleared the problem right up! Now these little balls of energy are zipping across the stars aboard starships (they even got some adorable head tentacles out of the mix!). Their constant shedding is an issue for ship maintenance and their alarming bark tends to scare many non-human races but their companionship is always worth it. These faithful, ever-snuggly, curious, fearless and energetic little stumpers are always ready for adventure, no matter where you find yourself!



GIANT TWO-HEADED ATTACK CORGI

CR 5 (**XP** 1,600)

N Large animal (magical)

Init +2; **Senses** low-light vision, blindsense 60 ft.;

Perception +16

DEFENSE

HP 65

EAC 17; **KAC** 18

Fort +6; **Ref** +6; **Will** +8

OFFENSE

Speed 40 ft.

Melee bite +12 (1d8+5 P)

Space 10 ft.; **Reach** 10 ft.

Offensive abilities trample

STATISTICS

Str +3; **Dex** +2; **Con** +5; **Int** -4; **Wis** +0; **Cha** +0

Skills Acrobatics +16, Athletics +16, Perception +16,

Sense Motive +11, Survival +11

Other abilities tracking, unflankable

SPECIAL ABILITIES

Two-Heads (Ex) A Giant Two-Headed Attack Corgi has a bite attack, it can make two bite attacks (and no other attacks) as a full action with a -3 penalty to each bite attack roll. This creature is also unable to be flanked.

Tracking (Ex) The creature can use the Perception skill to perform the follow tracks task of the Survival skill with the listed sense.

Trample (Ex) Ever get in the way of a corgi barreling down the stairs? Well that's an annoyance and this is an 800 pound corgi with two-heads and bony protrusions trying to get by. As a full action, the creature can move up to its speed and through the space of any creatures that are at least one size smaller than itself. The creature does not need to make an attack roll; each creature whose space it moves through takes damage. A target of a trample can attempt a Reflex save with the listed DC to take half damage; if it attempts the save, it can't make an attack of opportunity against the trampling creature due to the creature's movement. A creature can deal trample damage to a given target only once per round.

The fey thought it'd be *really* funny to take their ancestral mounts and turn them into 800 pound snuggle-beasts. These enchanted dogs are completely unaware that they are not 20 pound little herding dogs anymore and are instead two-headed beasts with two heads and bony ridges all across their body. They still want to cuddle, seek *all* the attention, want nothing more than to chase toys, and will barrel down hallways like a cannonball when someone says the word "treat". Unfortunately... this often ends up being deadly for those on the receiving end of their affection. Their two heads are unique as well: while both are adorable, each has a unique personality and mind. They share control over the body which is more than a little confusing for the poor pups. They generally live long, full, healthy, fulfilled lives at the side of powerful fey lords where they guard their mighty halls and ships from things like strong gusts of wind, small rodents, and the occasional adventurer.

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