

# Project GENEBOUNDED

A Mini-Sourcebook for the  
Psi-Watch Campaign Setting

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GAMES

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3.5 SYSTEM COMPATIBLE

# Project: Genehound

A Psi-Watch Campaign Sourcebooks

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Requires the Use of the  
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The Joint Chiefs of Staff approved the “Genehound” early in 1980, making this the first official ‘black program’ of the Reagan presidency. Project Genehound was intended as a substitute for the then mothballed “Watchtower” series of mutant-hunting combat robots. However, the Genehound Project’s first’s successful ‘pups’ didn’t enter service until the first Gulf War, at a time when human/mutant relations had warmed considerably. The psi-capable, intelligent canine humanoids never became the mutant hunters Ronald Reagan intended them to be; instead the artificial Genehound species had a chance to become something better.

## **Project: Genehound**

The Genehound program’s goal was to create a genetically engineered super-soldier by mixing human and canine DNA. The intent was to create soldiers with the intelligence, flexibility and imagination of human troops, but the strength, ferocity and tracking ability of military working dogs. Though it took more than a decade, and more than 3 billion dollars redirected from the SDI budget, Project: Genehound succeeded beyond anyone’s wildest imagination.

The Genehound species had all the expected physical gifts, in addition to several unexpected psi-abilities. These beneficial mutations are fundamentally similar to the small, scattered ‘Challenger’ subspecies, leading many meta-physicians and conspiracy theorists alike to wonder if the Challenger shuttle disaster in 1986 wasn’t somehow connected to Project: Genehound.

Project: Genehound was initially headquartered in Chicago, which had been host to a variety of secret gene-labs and government gene labs since the early 1940s. The project’s first scientists were headquartered in deep bunkers beneath the Sears Tower.

## **Chicago’s Other Black Projects**

Chicago has been the heart of the American military’s secret genetic engineering experiments and psionic conspiracies since the 1940s. Many of the top



scientists working on Project: Genehound were veterans of other super soldier experiments. Cross fertilization and personnel transfers were extremely common, especially throughout the early 1990s. If you were a military scientist working in Chicago during the 1990s, your job description was pretty much ‘What off the books, highly unethical and definitely poorly thought out super soldier program am I reporting for duty with this week?’”

## Clock W.O.R.K.S

(Weaponized Organic/Robotic Kill Systems)

Clock W.O.R.K.S. had been trying since the early 1960s to produce stable AI intelligences and cyber-assassins for Puzzle Ops. Their research took two divergent paths, with one lab (operating out of NORAD) working to create genius-grade AI to serve as strategic controllers/advisors for the US military. The Chicago Clock W.O.R.K.S. campus focused on cybernetic enhancement and combat robotics.

Clock W.O.R.K.S. often created Synthetic Heroes of several different design schemes (*Synthetic Heroes I-II, Otherverse Games, 2012*), from deep cover infiltration androids to hulking combat ‘borgs. Clock W.O.R.K.S. was headquartered in the Sears Tower, disguised as a software firm. Clock W.O.R.K.S. could expect support from the Genehound researchers (and supersoliders) stationed more than a hundred stories beneath their feet, and vice versa, making the Sears Tower one of the most (secretly) secure sites in the Central USA.

## NIGHTOWL

Project NIGHTOWL began operating out of “The Brewery” formerly one of Al Capone’s captured beer breweries, during the early 1950s. NIGHTOWL was intended to create nocturnal commandos and special operation troops based on vampire DNA. (These guys actually ended up creating the Vampiric Superhuman enhancement protocol, described in Powered Hero Evolution).

## Zoo Squads I-XI

The Zoo Squad program started as an adjunct to Project: Genehound, but ended up stealing funding and glory away from the fledgling Genehound program when it produced better and faster results. While Genehound concentrated on uplifting various breeds of dog or wolf, the various Zoo Squads experimented with virtually every animal genome on earth, and ended up producing anthro mutants with most of them.

Zoo Squad members are built using the Fursona system (*Fursona I-III, Otherverse Games, 2011-2012*) and given elite military training and top secret clearances. All Zoo Squad anthros gain the Psionic subtype. Since Zoo Squad began operating, in early 1983, it has fielded several squads. Each squad is comprised of 3-7 anthros and a human ‘handler’. These squads tend to be fluid, with anthros joining them or transferring to new squads as the missions demand. Replacements due to death are common, as the lightly equipped Zoo Squad members are considered expendable, first-strike agents for both Psi-Watch and Puzzle Ops. Several Genehounds have joined Zoo Squads, especially Squad IV, otherwise known as “The Iron Fangs”

All Zoo Squads are headquartered out of the Eastman Veterinary Research College, a military genelab disguised as a post-graduate campus. Situated on the waterfront, specially designed fog generators cover Zoo Squad VTOLs “Peregrines” as they deploy from the EVRC on missions.

## Appearance and Psychology

While their appearance varies wildly among different canine breeds, all Genehounds share basic physical similarities. Genehounds have anatomies similar to Canis Major anthros (*Fursona*), and the two species are often interfertile. Genehounds are fit and muscular humanoids with a dog-like head set low on their shoulders. They have a dog-like pelt covering almost their entire bodies, except for the centers of their palms and their genitals. Depending on breed, their pelts can be long and silky, bristly, or short and thickly curled. Coloration is similarly variable.

Genehounds usually walk upright, but most drop to all fours when they need an extra burst of speed. Few favor heavy, confining armor, with most members of the species wearing as little as their human handlers will let them get away with. As many genehounds are veterans of long, difficult service, scars and bionic prosthesis are common.

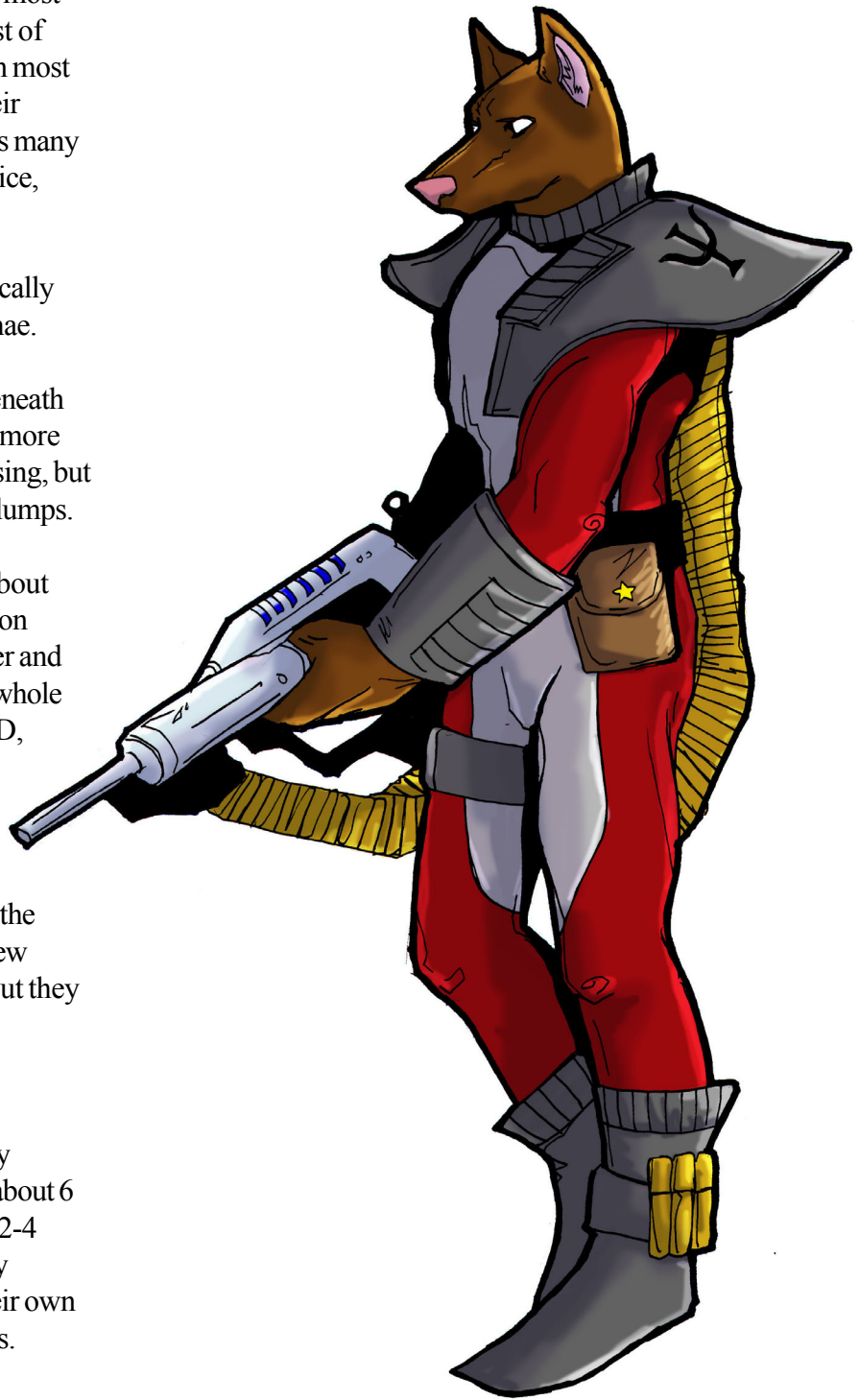
Female Genehounds have been genetically engineered to have a pair of humanlike mammae. They also have a pair of nursing teats on the abdomen, which are normally unnoticeable beneath their pelt. These smaller breasts may become more noticeable when the female is pregnant or nursing, but never become much larger than marble-sized lumps.

Unlike humans, who tend to obsess about such scarring injuries or fall victim to after action trauma, Genehounds accept their new polymer and titanium limbs fairly calmly. Genehounds as a whole see a lot of action, but rarely suffer from PTSD, combat fear or self doubt. Born with a fundamentally pack-based psychology, Genehounds consider themselves part of the human (and American packs). They respond well to military discipline, and follow the orders of their human handlers instinctively. Few Genehounds ever aspire to leadership roles, but they make excellent followers.

## Reproduction

Genehounds reproduce in the ordinary mammalian fashion, with pregnancies lasting about 6 months and ending with the birth of a litter of 2-4 Genehound pups. Genehounds are genetically programmed for heterosexual attraction to their own species alone, to maximize breeding prospects. Homosexual Genehounds are fairly rare.

Some Genehounds have discovered their attraction to other anthro species, particularly other canine mutates (and, more vexingly, to a few breeds of feline anthro). For a loyal Genehound soldier, discovering a lust for a cat anthro is one of the few situations that can bring on a bout of introspection.



Genehounds mature much faster than a human, reaching full size and reproductive maturity at about 4 years old. Using best-guess metabolic projections, project scientists estimate that Genedogs have a natural lifespan of between 35-40 years.

## Names

Genehounds have simple names, similar to those given to ordinary working dogs. A Genehound's name, birthdate, ID number and branch of service are tattooed at multiple points upon the super soldier's body: on the sternum, on the leather palm of the right palm, and on the heel of the right foot.

## In Psi-Watch

The majority of all Genehounds serve the American military, with most Over the years, a few Genehounds have gone rouge, and others have been born outside military control. In 1994, an off-site breeding kennel in Virginia was breached, and unknown forces kidnapped 17 Genehound pups, most under a week old, and slaughtered their human breeders/handlers. While most of the Genehounds remain unaccounted for, a handful have been spotted as psi-capable mercenaries in Iraq and South America.

## In Otherverse America

Genehounds were never commissioned in Otherverse America, at least not on any large scale. They may be a secret, disavowed project within the Patriot Medical complex at Atlanta, GA, doing the crumbling Fed-Gov's dirty work. In this case, there are probably less than a hundred Genehounds alive, most of which are Fed-Gov aligned.

If you decide instead that the Genehounds are a more numerous species, with a more established history, they are likely Sanger Genomics creations. Freed by the 2053 Supreme Court decision, they will have established their own small ethnic neighborhoods across America, and at least began establishing their own culture. Most freed Genehounds would gravitate to the US military, becoming loyal APEX troops. Genehounds are rarely found among other factions, and the image of a canine supersoldier wearing the iconic blue and white armor of an APEX officer has become one of the defining images of the modern Federal military.

Genehounds in Otherverse America are best described as violent rivals for the Covenant's Ubasti. Both species are uplifted animals programmed by both genetics and early conditioning for loyalty to their faction: Federal America in the case of Genehounds, and the Choicer Nation in the case of Ubasti. The severe anatomical differences between the two uplifted species mean that reproduction and romance between Ubasti and Genehounds are not possible. Since their nations are allies (at least nominally), lethal conflicts between the two species are rare, but that doesn't stop Genehounds and Ubasti from competing fiercely. Non-lethal brawls and battles of dominance are common, and often sideline would be alphas from both species.

## In Galaxy Command

Genehounds (known as Dogstars in this reality) were uplifted from ordinary canines by some unknown but benevolent race of alien intelligences sometime in the 24<sup>th</sup> Century. Since their creation, they have worked alongside ordinary humans as they formed Galaxy Command and took their place among the great galactic powers. Today, brave Dogstar astronauts serve aboard virtually every Galaxy Command vessel.

In a campaign incorporating Dogstars, the alien uplift that created the race has had other effects. All dogs, even ordinary dogs, now born on Earth or its nearest, Solar colonies are now sentient. Ordinary dogs have an Intelligence score of 5-6 (about equal to a human child), and gain the ability to speak one or two Earth languages of choice.

## In Black Tokyo

Where Black Japan is obsessed with cat girls, American pervert-mages and genecutters have always been 'dog-people'. Genehounds in a Black Tokyo campaign are likely a product of an American puppy farm. They remain as patriotic and militaristic as their Psi-Watch counterparts, with most serving openly with the nation's police forces. Many come to Tokyo on long term detached duty with Chrysanthemum Seven or Tokyo PD, where they will learn ancient, oni-hunting secrets to take back to their allies in the USA.



Of course, more than a few return to the US as obsessed with cat girls and kitsune as any Japanese otaku.

## Genehound Racial Traits

### Size and Type

Genehounds are Medium Monstrous Humanoids with the Anthro subtype (described fully in Fursona). They also have the Psionic subtype. As Monstrous Humanoids, they are immune effects with specifically target humanoids, such as *charm person*.

Genehounds have a base landspeed of 30 ft, when moving in bipedal fashion. Their height and weight is within human norms.

### Ability Score Modifiers

**+2 STR, +2 INT, -2 WIS.** Genehounds are incredibly strong and have keen senses, backed up by a lifetime of military training. However, they are not designed, or expected to be, as intelligent as humans. Most Genehounds look to their human handlers for tactical planning.

### Languages

Genehounds begin play speaking and literate in one language, usually English.

**Enhanced Senses (EX):** Genehounds possess the *lowlight vision* special quality and gain the *scent* special quality.

The parts of a Genehound's brain that perceive Psionic energy is located in the olfactory center. Genehounds have the innate ability to sense the presence of Psionic creatures, which expresses as a distinctive, instantly recognizable scent. Genehounds automatically sense the presence of any creature with the Psionic subtype who comes within 30 ft, and receive a +4 racial bonus on Survival checks to track Psionic creatures by scent.

Genehounds can 'smell' Psionic creatures without physical form, such as astral bodies, intangible superhumans, ghosts and disembodied intelligences such as Steamers. In this case they don't really smell, in the bio-chemical sense, though they perceive the sensation as a scent.

**Armor Proficiency (EX):** Genehounds receive Light and Medium Armor Proficiency as racial bonus feats. However, their handlers usually keep them lightly equipped, and most Genehounds find heavy armor too uncomfortable to wear.

Genehounds can never gain Heavy Armor Proficiency, and while they can operate powered armor, Genehounds are not comfortable, nor especially proficient at mechanized combat. They suffer a -2 penalty on all attack rolls, skill checks and saving throws while piloting any form of powered armor.

**Weapon Proficiency (EX):** All Genehounds are proficient with Simple and Martial Weapons. Their human handlers prefer that Genehounds are lightly equipped, meaning that the hybrids usually are usually close combat experts. Relatively few ever bother to gain any weapons training more advanced than basic Personal Firearms Proficiency.

**Lope (EX):** Genehounds prefer to drop to all fours when running or chasing. When running on all fours, a Genehound's base land speed is 40 ft. The Genehound cannot be holding or carrying anything in its lands to lope.

**Restricted Starting Occupation (EX):** Genehounds are restricted to the following Starting Occupations.

*D20 Modern and D20 Future:* Astronaut Trainee, Law Enforcement, Military.

*Psi-Watch:* Failed Candidate, Tube-Grown, Time Crosser

*Galaxy Command:* Academy Cadet, Space Trucker

*Othervers America:* Manifester

### One Dog, One Power

If you are using the variant "Favored Power" rule from One Planet, One Power (Othervers Games, 2012), then Genehounds have the Tracer Powered Hero talent tree as their favored superpower.

## Breed

The Genehound species incredibly diverse, as project geneticists uplifted dogs from hundreds of different breeds, from purebred working dogs to mutts pulled off the streets, in search of the perfect soldier. At character creation, select (or randomly roll) one breed for the Genehound. Breed determines the hybrid's bonus feat and racial skill bonuses (if any), as well as a few other physical and mental qualities. All animals selected for uplift were larger, more aggressive breeds, so unfortunately there are no Chihuahua, rat terrier or purse dog Genehounds....or if there are, they are unique creatures for local gamemasters to build.

D10 Roll	Random Genehound Breed	D10 Roll	Random Genehound Breed
1	Akita	6	Greyhound
2	Bulldog	7	Husky
3	Doberman Pinscher	8	Retriever
4	German Shepherd	9	Pit Bull Terrier
5	Great Dane	10	Wolfhound

## Akita

The Akita breed originated in Northern Japan, where they served as vicious and aggressive hunting dogs, and took their name from the Akita Prefecture. These (relatively) small but powerful hybrids have russet fur.

Most Akita Genehounds have a fascination with the weapons and martial arts of their ancestral homeland, and look forward to deploying to Japan one day.



**Racial Bonus Feat:** Power Attack. Akita are aggressive and decisive fighters.

**Racial Skills:** Akita Genehounds are nimble and receive a +2 racial bonus on Jump (Acrobatics) checks. They can speak and are literate in Japanese.

## Bulldog

These bull-necked, jowly mutants are known for strength and ferocity. As the bulldog has long been a Marine Corps mascot, Bulldog Genehounds are often assigned a life of service in the USMC. Working in close-knit and mostly human units, these Genehounds are treated better than most of their species. To the Marines they serve with, Bulldog Genehounds are not genetically engineered shocktroops- they are fellow marines.

**Racial Bonus Feats:** Hardworking and robust Bulldog Genehounds receive Endurance and Toughness as racial bonus feats.

**Racial Skills:** Bulldog Genehounds are trained to serve as amphibious warfare experts, and receive a +2 racial bonus on Climb checks.

## Doberman Pinscher

Doberman Genehounds are disciplined working mutants. They may not have keenest noses in the animal world, but they can learn to use their senses to an extreme that most other Genehounds can't even imagine. Dobermans are often assigned to duty with American police forces, US Customs, or Homeland Security, while some veteran Doberman Genehounds are assigned to VIP protection or bounty hunting.

**Working Scent (EX):** Doberman Pinschers have senses so keen they can be trained to sniff out a particular substance or hazard. Select one of the following substances/items from the list below. When the Doberman Genehound merely passes within 30 ft of a concealed or disguised object, they may make a Search (Perception) check as if they were actively searching for it.

- Explosives (Dynamite, C4, Amonium Nitrate, ect)
- Firearms (any gunpowder based firearm)
- Drugs (Cocaine, heroin, marijuana, ect)
- Disguised or concealed members of one of the following species: Blooded Ghost, Mutants.

**Racial Bonus Feat:** Doberman Pinschers have keen eyes and ears, and receive Alertness as a racial bonus feat.

## German Shepherd

These aggressive and lethal hybrids have an air of arrogance and professionalism. German Shepherd hybrids are much more intelligent than the norm, and often become 'handlers' themselves, leading squads of lower-ranked Genehounds.

**Ability Score Modifiers:** German Shepherds do not suffer a racial penalty to their INT scores.

**Racial Skills:** German Shepherd mutates are perceptive, and receive a +2 racial bonus on Spot (Perception) and Search checks.

## Great Dane

Great Danes are hulking, strong but surprisingly good natured Genehounds. They lack the killer instinct that makes other breeds such great fighters, and are usually assigned as a squad's heavy gunner. Some of the strongest Great Dane Genehounds can fire an M-60 one handed. . . . And usually do.

**Ability Score Modifiers:** +2 STR. Great Dane Genehounds are even stronger than most other members of this physically fit engineered species.

**Racial Bonus Feat:** Personal Firearms Proficiency and select Exotic Firearms Proficiency in one weapon of choice. Great Danes are extremely familiar with guns- the larger caliber the better.

## Greyhound

These Genehounds are sleek, slender and hyperactive. They are in constant motion, and even when their bodies are still, their eyes and high, alert ears are constantly at high alert. Greyhound Genehounds are often deployed as scouts, special operations assassins and trailblazers.

**Improved Base Land Speed:** Greyhounds have a base land speed of 40 ft when bipedal and 50 ft when using their Lope racial trait.

**Altered Ability Scores:** +2 STR, +2 DEX, -2 CON. Greyhound mutants are fit and fast, but not as healthy as other canine hybrids. These ability score modifiers replace the typical Genehound ability score modifiers.

**Racial Bonus Feat:** Greyhounds receive Run as a racial bonus feat.



## Husky

Alaskan and Siberian Huskies are specially bred for strength, endurance and a preference for frigid environments. These canine-human hybrids are especially massive, most standing nearly seven foot tall, and weighing a hundred pounds more than a human soldier in full gear.

**Additional Ability Score Modifier:** +2 STR. Husky Genehounds are basically furry tanks.

**Cold Resistance 2.** Husky Genehounds are better able to survive cold weather than most mutants.

**Racial Skills:** Husky Genehounds receive a +2 racial bonus to Survival checks in any cold desert or cold forest terrain.

## Pit Bull Terrier

One of the most aggressive breed of Genehounds, Pitbull mutants are usually trained as close combat specialists. They are not stealthy assassins- instead, a single Pitbull Genehound is given the nastiest bladed weapons she can carry, sent into an enemy strong hold, and told her mission objective



is to paint the walls in blood. Usually, the mission goes precisely as planned.

**Racial Bonus Feat:** Pitbull Genehounds receive Weapon Focus for one kind of bladed melee weapon of choice.

**Racial Skills:** Pitbull Genehounds are among the most intense of all Genehound hybrids, and receive a +2 racial bonus on Intimidate checks. They also act decisively, and receive a +1 racial bonus on Initiative checks.

## Retriever

Various Retriever breeds make up the bulk of the Genehound race, including longer haired Golden Retrievers and shorter haired Labradors. These are the standard by which other Genehounds are measured- competent, loyal and fairly personable uplifted canines who can be trained in a variety of rolls.

**Skilled (EX):** Like humans, Retriever Genehounds receive four (4) bonus skill ranks at first level, and an additional skill rank each successive level (or one extra skill rank per level in the *Pathfinder Roleplaying Game*).

**Racial Bonus Feat:** Retriever Genehounds may choose any single skill-enhancing feat (such as Alertness or Deceptive) or any saving throw feat (such as Lightning Reflexes) as a racial bonus feat.

## Wolfhound

Powerfully built mutants canines, Wolfhound Genehounds are large and robust but rarely make good trackers. Wolfhounds are usually trained as infantry or heavy weapons specialists, rather than scouts.

**Modified Senses:** Wolfhounds do not possess scent, though they retain their ability to 'smell' Psionics.

**Additional Ability Score Modifiers:** +1 STR, +1 CON.

**Racial Bonus Feats:** Heavy Armor Proficiency, Personal Armor Proficiency. Unlike other Genehounds, Wolfhound Hybrids are comfortable with heavy armor and prefer fighting with an M-16 rather than claws or K-bars.

**Racial Skills:** As instinctive soldiers, Wolfhounds receive a +2 to Knowledge (tactics) checks.

## Starting Talents for Genehounds

The following starting talents help capture the feel of life in a Genehound 'kennel', and modify their allowable starting occupations in several ways. Genehound characters can select one of these starting talents at character creation, or any other allowable starting talent.

### Animalistic Talents

**Prerequisite:** Genehound

*Requires the Use of Fursona: The Definitive Guide to Creating Anthropomorphic Characters, Otherverse Games, 2012*

You have expanded animalistic traits. You gain three (3) Build Points with which to purchase additional racial traits. You are considered to be a member of the Canis Major order for determining which abilities are favored.

### Biter

**Prerequisite:** Genehound (Bulldog, Doberman Pinscher, German Shepherd, Pit Bull Terrier, Wolfhound breeds only)

You've learned to incorporate viscous bites into your custom-designed brand of 'dog fu'. You gain a Bite (1d4+ ½ STR modifier slashing) as a secondary natural attack. You are considered armed and proficient when attacking with a bite, which may be used in a grapple.

### Gulf War Veteran

**Prerequisite:** Military or Tube-Grown Starting Occupation

You fought in the first Gulf War, against Saddam Hussein's genetically engineered kill-squads. Your experiences in Kuwait have hardened you, and made you a better desert-ops soldier. You receive a +1 bonus on Spot (Perception) checks in the desert, and a +2 bonus on FORT Saves made to resist thirst or heat exhaustion.

### Keen Nose

**Prerequisite:** Genehound

Your snout is keener than normal, even for your uplifted species. You receive a +4 bonus on Survival checks to track by scent (and scent based Perception checks).

### Knife Dodger

**Prerequisite:** Genehound, Dodge feat

Your years of training in close quarter battle techniques serves you well in a knife fight. You receive an additional +1 dodge bonus to Defense when using the Dodge feat against an opponent wielding any one handed knife.

### Knife Fighter

**Prerequisite:** Genehound, Base Attack Bonus +1

You know how to kill with a knife, and have memorized all the kill-spots on a humanoid body. When fighting with any one handed knife, you may increase its damage dice one step (1d4 becomes 1d6 and so on). This is a function of your elite training, not any property inherent to the knife itself.

### Obedient

**Prerequisite:** Genehound

You work well with humans, and prefer taking orders from your handler to thinking for yourself. You receive a +3 bonus on a successful aid another action taken by an allied human character.

### Rogue 17

**Prerequisite:** Genehound

You may be one of the 17 missing Genehound pups kidnapped from a special, high security Kennel in Virginia (or at least one of your parents were). You grew up freer, and harder than ordinary Genehounds, and tend to look down on the USA's tame 'bait'.

You add the following starting occupations to your available list.

*D20 Modern and Future:* Adventurer, Criminal, Gladiator, Outcast

*Otherverse America:* Any Lifer specific.

*Psi-Watch:* Meta-Ganger, Mutant Hunter, Nightflight Citizen.

In addition, you know how 'tame' Genehounds think, but they can never really understand you the same way. You receive a +1 insight bonus on melee attack and damage rolls made against other Genehounds.

### Wetworks

**Prerequisite:** Genehound, Military or Psi-Watch specific starting occupation, Weapon Focus (knife)



You know how to twist the blade at the moment of impact, ripping open massive, gushing wounds that simply do not close. Any wound you inflict with a knife continues to bleed for 1d4 rounds, inflicting an additional point of damage each round. If the target receives a DC 15 Treat Injury (Heal) check or any amount of magical or psionic healing, the effect ends automatically.

## Simulated Realities & VR Kennels

Since most Genehounds are military-grown, many are decanted as mature specimens from cloning tubes, and programmed with false memories and tactical training rather than being born normally.

### Starting Occupation: Tube-Grown

The character is a recently decanted clone soldier. He or she was grown to physical maturity and educated via memory implants, virtual reality and psionic methods while gestating. The character might only be a few days old when the campaign begins, but is as knowledgeable as any other teenager.

Of course, no VR training program can be as comprehensive as real experience, so the Tubegrown hero probably is missing a few pieces of information, which may be comic or tragic. Many Tubegrown struggle with the strange memories implanted in them during their often surreal training scenarios.

**Prerequisites:** Age 14+ (apparent physical age)

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Acrobatics, Climb, Computers, Demolitions, Disable Device, Drive, Knowledge (tactics or history), Pilot, Stealth

**Bonus Feat:** Select any two of the following: Advanced Firearms Proficiency, Armor Proficiency (light or medium), Assault Clone, Combat Martial Arts, Combat Reflexes, Endurance, Personal Firearms Proficiency, Power Attack, Run or Toughness. Alternatively, the character may select any Psionic Precursor he meets the prerequisites for.

**Wealth Bonus Increase:** +0

**Reputation Bonus Increase:** +0

## Variant Tube-Training Scenarios

The false realities described below represent some of the largest, most active VR training systems. Many Genehounds were ‘born into’ either the Anthill or Tindalos battle simulations.

### Children of the Anthill

If you choose to create an Antfarm-bred clone soldier, you can. All children of the Anthill share the Tube-Grown starting occupation with the following minor modifications.

In addition to English (or another native tongue), the children of the Antfarm are proficient in an artificial language used in the VR simulation. There are two dialects of “Paralee”: Paralee-Alpha is similar to English and is spoken by the Blue Force soldiers. The simulation’s Blue Force is modeled upon Cold War-era NATO. Paralee-Omega is Russian/Germanic coined language spoken by Red Force, an ‘opposing force’ modeled on the now defunct Warsaw pact.

All Children of the Antfarm are either Red or Blue Force. The two factions are trained to despise each other. Antfarm children receive a +1 morale bonus on attack and damage rolls against Tube-Grown children from the opposing force. Antfarm children can never use the Aid Another action to assist an Antfarm clone from the opposing faction.

#### Anthill Tactical Training (General)

You were trained in the Virtual Reality simulation codenamed ‘Antfarm’. Force-grown to physical adulthood, your electronic childhood occurred in a surreal VR world that made deadly warfare into a colorful game. You survived hundreds of VR missions and were eventually allowed to awaken into the real world.

**Prerequisite:** Tube-grown starting occupation, character level first only, Knowledge (tactics) 4 ranks

**Benefit:** You are a master of technical warfare, with extensive training but little real world experience. Once per day, you may substitute your ranks in Knowledge tactics for your Base Attack Bonus. Once you activate this feat as a free action on your turn, the benefit remains in place for a number of rounds equal to your INT modifier.

## The Hounds of Tindalos

If you choose to create an Antfarm-bred Genehound, you can. All 'Hounds of Tindalos' share the Tube-Grown starting occupation with the following minor modifications.

The Tindalos simulation is an endless, seedy and dangerous urban hellscape. Within this simulated reality, VR-trained Hounds peruse electronic versions of the nation's worse threats, stalking and killing the FBI's 10 Most Wanted over and over and over again.

In addition to English, Hounds of Tindalos can speak and are literate in Spanish, Mandarin Chinese and Farsi- the languages of the city.

### Tindalos Tactical Training (General)

You were trained in the "Tindalos" VR simulation, and are a specially combat trained "Hound of Tindalos". Named for one of horror author HP Lovecraft's most indomitable monsters, the Tindalos reality cruelly prepared you to stalk and kill the most wanted psi-criminals in the world.

**Prerequisite:** Genehound (Doberman Pinscher, Retriever, Pitbull Terrier breeds only), Tube-Grown starting occupation, character level first only.

**Benefit:** At the beginning of each game session, you can designate a specific 'pursuit asset', a target to be hunted. This can be any specific character known to you, but is usually a criminal, terrorist, or other threat to American security. Any action points spent during an encounter with your pursuit asset, for any reason, are returned to you if the pursuit asset is slain during the encounter.

## Additional Games

Check out these best selling Otherverse Games sourcebooks if you enjoyed Project Genehound.

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