**DnD 5e Term – *Pugmire Equivalent***

Appearance – *Family*

Armor Class (AC) – *Defense*

Arrows, Bolts, Bullets – *Ammunition*

Class *– Calling*

Copper, Silver, Gold – *Few, Some, Many Plastic Coins*

Critical Success – *Triumph*

Darkvision – *Divided back into Low-Light & Darkvision like 3.5e*

Dungeon Master (DM) - *Guide*

Feats – *Tricks*

Fire (Damage Type) – *Heat*

Frightened (Condition) – *Scared*

Health (HP) – *Stamina*

Inspiration – *Fortune (Shared points, start 2)*

Long Rest – *Sleep*

Poisoned (Condition) - *Sickly*

Race – *Breed*

Short Rest – *Rest*

Speed – *Same, but all dogs have option to run 2 or 4 legged*

Breed *- Companions, Fettles, Herders, Pointers, Runners, Workers, Mutt*

Calling – *Artisan (Arcane), Guardians (Tank), Hunters (Ranger), Ratters (Rogue), Shepherds (Divine), Strays (Barbarian)*

Man – *Also known as “Old Ones”, a generic term for humanity of old rather than a gender. The monosyllabic nature fits nicely with existing phrases such as “For the love of Man”, “Thank Man”*

People – *Uplifted species such as dogs, cats, badgers, rats, and lizards. Animals refers to those lacking intelligence and would be an insult.*

Plastic – *Currency, the mysterious material left behind by man*

**Skills**

DnD 5e

**Strength Based**

Athletics

**Dexterity Based**

Acrobatics

Sleight of Hand

Stealth

**Constitution Based**

*None*

**Intelligence Based**

Arcana

History

Investigation

Nature

Religion

**Wisdom Based**

Animal Handling

Insight

Medicine

Perception

Survival

**Charisma Based**

Deception

Intimidation

Performance

Persuasion

Pugmire

**Strength Based**

Intimidate

**Dexterity Based**

Balance

Sneak

Steal

**Constitution Based**

Traverse

**Intelligence Based**

Know Arcana

Know Culture

Know History

Know Nature

Know Religion

**Wisdom Based**

Handle Animal

Heal

Notice

Search

Sense Motive

Survive

**Charisma Based**

Bluff

Perform

Persuade

Pugmire Differences

**Initiative** – Determine who goes first as usual. There is not an established combat order though based on this roll. Once a player acts, they choose who goes next until everybody has gone. The player who goes last in a round may select anybody to begin the second round including themselves.

**Conditions –** Anosmic (Can’t Smell), Confused, Possessed (Supernatural)

THE CODE OF MAN

BE A GOOD DOG

OBEY THE MASTER

BITE ONLY THOSE WHO ENDANGER YOU

DEFEND YOUR HOME

STAY LOYAL TO THOSE THAT ARE TRUE

PROTECT ALL FROM THE UNSEEN

FETCH WHAT HAS BEEN LEFT BEHIND

DOG INSULTS

CHEW TOY

CUR

KITTY-LOVER

SCAT (SWEAR)

THINKING WITH YOUR TAIL