



URSIDON

Ursidon are massive, bear-like Humanoids that can sometimes be confused with those suffering from werebear lycanthropy. But contrary to popular belief, Ursidon are not cursed Humanoids who go savage based on the position of celestial bodies. These bear-like people live in the various wildlands of the world, often sticking to their own kind, the Polar Ursidon to the far north or the Grizzled Ursidon that inhabit the various forests.

There are four primary Ursidon Heritages, Dark, Grizzled, Kaidok, and Polar, though other heritages are known to exist on the world of Titan, but are less common.

DARK URSIDON

The dark ursidon are identified from their entirely black coat that covers them. On average, they are smaller in stature than other ursidon but can hunt in trees, as well as the ground. Nowhere in a forest is safe from the Black Ursidon, and their knack for ingenuity and creativity has left them as one of the largest existing clans of ursidon.

GRIZZLED URSIDON

Grizzled ursidon are known throughout the wild forest lands and temperate climates. They are known for their distinguishable brown fur and love of salmon. They can often be found by rivers fishing either with tools or simply plunging their mouths beneath the surface.

KAIKOK URSIDON

The Kaidok are the largest of all ursidon and use their massive size to ingest incredible amounts of anything they can find. Defined as opportunistic eaters, Kaidok ursidon attain their stature from simply engorging on everything around them and turning it into a thick, protective layer.

POLAR URSIDON

Polar ursidon exist in the northern poles of the world and typically stay to themselves being more solitary than social. This solitude has resulted in incredible heartiness and the ability to hunt in areas most others would freeze in. They are adept swimmers and just as agile and reliable a hunter beneath the ice, as they are above it.





DARK URSIDON TRAITS

Creature Type: Beast and Humanoid
Size: Medium (about 6–8 feet tall)
Speed: 30 feet walking, 30 feet climbing

As a Dark Ursidon, you have the following special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Mighty Claw. You can use your claws to make Unarmed Strikes. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning or Slashing damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Powerfully Built. You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

Dark Ursidon Ingenuity. Your ingenuity makes you a more capable hunter than other Ursidon. You have Expertise in the Survival skill and a set of Artisan Tools, Tinker's Tools, or Thieves' Tools (choose when you choose this species).

GRIZZLED URSIDON TRAITS

Creature Type: Beast and Humanoid
Size: Medium (about 6–8 feet tall)
Speed: 30 feet walking

As a Grizzled Ursidon, you have the following special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Mighty Claw. You can use your claws to make Unarmed Strikes. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning or Slashing damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Powerfully Built. You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

Hibernate. Your ability to enter a deep slumber helps you restore yourself for the next day. When you finish a Long Rest you can remove two levels of Exhaustion, instead of than one and gain Temporary Hit Points equal to your character level.

Smokey Past. The intrusion of other, more industrious, species has made wildfires are all too common. Your people have adapted to such things over the centuries. You have Resistance to Fire damage.





Kaidok Ursidon Traits

Creature Type: Beast and Humanoid
Size: Medium (about 6–8 feet tall)
Speed: 30 feet walking

As a Kaidok Ursidon, you have the following special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Mighty Claw. You can use your claws to make Unarmed Strikes. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning or Slashing damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Powerfully Built. You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

Incredible Might. Your size makes you more powerful than most other ursidons and your claws are an even more powerful weapon than most. You have Advantage on all Strength checks and, once per turn, an Unarmed Strike you make that deals damage deals additional damage equal to half your Proficiency Bonus.

Kaidok Heartiness. Your large size leaves you heartier than even the heartiest of ursidon. Your Hit Point maximum increases by 1, and it increases by 1 again whenever you gain a level.

Polar Ursidon Traits

Creature Type: Beast and Humanoid
Size: Medium (about 6–8 feet tall)
Speed: 30 feet walking, 30 feet swimming

As a Polar Ursidon, you have the following special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Mighty Claw. You can use your claws to make Unarmed Strikes. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning or Slashing damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Powerfully Built. You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

Built for Ice. Your Ursidon body has been built to survive on top of the ice shelves and to hunt under the frigid depths of the polar oceans. You have Resistance to Cold damage and ignore the effects of Difficult Terrain caused by ice and snow.

