

CANISOVAN

All across the world of Titan, descendants of the first wolves adapted as they roamed across the new lands. Running across the Golden Fields to play with their comrades or climbing high into the mountains and evolving dense fur coats, these people are as diverse as can be while still sharing a common heritage. Canisovans take on the aspects of the canine breed they come from, whether that be the thin and speedy Greylings or the happy-go-lucky Corgonians.

Canisovans come in all shapes and sizes and it is said that gaining the trust and friendship of one means you have an ally for life.

CANISOVAN TRAITS

Creature Type: Beast and Humanoid

Size: Medium (about 4–5 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Canisovan, you have these special traits.

Bite. You can use your fanged maw to make Unarmed Strikes. When you hit with your Unarmed Strike and deal damage, you can deal Piercing damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Canisovan Training. You have proficiency in one skill or tool or your choice.

Keen Senses. You have Advantage on Wisdom (Perception) checks that rely on hearing or smell.

Canine Breed. Canisovans are highly diverse and each have their own unique abilities based on their breed. Choose one breed option from below.

BULLIAN

Gripping Bite. When you hit a creature with your Bite attack, you can use your Bonus Action to make an Unarmed Strike, using the Grapple option, against the same creature.

Protector. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your Reaction to impose Disadvantage on the attack roll.

CHIHUAHUAN

Unfrightened. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Afterlife Familiarity. Your ancestral and spiritual knowledge of the pathways beyond life, help guide you back to it. You have Advantage on Death Saving Throws.

CORGONIAN

Nimble Scoot. You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

Friendly Face. You have proficiency in the Persuasion skill.

GREYLING

Built for Speed. Your Speed increases by 5 feet.

Quick Sprint. You can use your Bonus Action to take the Dash action. You can use this trait a number of times equal to your Proficiency Bonus and regain all expended uses when you finish a Short or Long Rest.

HOUNDER

Bloodtracking. You always have the *Hunter's Mark* spell prepared and can cast it once without expending a spell slot. You can also cast the spell using any spell slots you have. Once you have cast this spell in this way, you cannot do so again until you finish a Long Rest.

Natural Tracker. You have proficiency in the Survival skill.

MASTIFFARIAN

Built to Carry. You don't have to spend extra movement to move an allied creature Grappled by you if the creature is your size or smaller.

Takedown. When you hit a creature with your Bite attack, you can use your Bonus Action to make an Unarmed Strike, using the Shove option, against the same creature to give them the Prone condition.

MOUNTAINEER

Built for Mountains. You have Resistance to Cold damage. You have Immunity to Hazards caused by being at high elevations.

Climber. You have Advantage on Strength (Athletics).

MUTTTLING

Flexible Training. You have proficiency in one skill or tool of your choice. You can also choose to add your Proficiency Bonus to your Initiative rolls instead of gaining proficiency in a skill or tool.

Mixed Heritage. Choose a feature listed in a different Canine Breed.

