



CANINEFOLK

Running across the wilds, caninefolk from the North embody a spirit of freedom and determination. Caninefolk are bipedal, with the characteristic short paws of the animal they resemble and fur in all shades of white and black. They share the keen smell and sense of loyalty of canine creatures and are full of energy, similar to an enthusiastic toddler.

Caninefolk are blessed with endless endurance, and they often find themselves outlasting many of their companions on their outings.

CANINEFOLK TRAITS

As a Caninefolk, you have the following racial traits.

Ability Score Increases When determining your character's ability scores, increase one of those scores by 2 and a different score by 1.

Creature Type. You are a Humanoid.

Languages Your character can speak, read, and write Common and Canine.

Size. You are Medium or Small. You choose the size when you gain this race.

Speed. Your walking speed is 35 feet.

Animal Instincts. Creatures do not gain advantage on attacks roll against you as a result of being hidden.

Canine Senses. You have proficiency in the Survival skill and have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Enhanced Sight. Your acute sense of smell complements your sight, allowing you to travel through darkness. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Fierce Loyalty. As part of a long rest, you can bond with a creature, sharing smells and stories. Afterwards, while you and that creature are conscious and within 30 feet of each other, you can add 1d4 to any ability check you make. You can bond to a single creature, and can only change bonded creature if the previous one dies.