

Canoids

These statistics describe a variety of sentient species across different settings who either were uplifted from, or share a similar evolutionary background to, dogs, wolves or other canines of Earth. Their ancestors were swift and hardy runners, adapted to chase and bring down large prey by pack tactics. Thus they retain strong emotions of personal loyalty and status. Canoids have large, sharp teeth backed by bone-crunching jaws.

Small Canoids: These variants arose from medium-sized domesticated dogs, jackals, the lighter varieties of wolves or similar creatures. They are called 'small' only in relation to similar species, as they compare well to the lower range of human body size. Small canoids are up to 1.5 metres tall. Their body shape ranges from lean and wiry to squat and pug-like. They are self-important creatures, constantly testing and pushing their status. The most physically fit of small canoids are lithe and active, with a swiftness few humans can match.

Large Canoids: These fierce and strong creatures descend from the equivalents of Pleistocene species of wolves, or from heavy dogs bred to tackle and bring down large animals. They are straightforward and determined in personality. Large canoids stand about 1.8 metres tall with rangy, powerful bodies.

Psionic Canoids: These breeds can be either small or large but distinguish themselves by their strong mental abilities. A psionic canoid species either replaces Athletics with Telepathy or Stamina with ESP as a free broad skill. A psionic canoid who is not a Mindwalker has a pool of PEPs equal to half his WIL score, rounded up.

Ability Score Limits

	Small	Large
STR	4-12	8-15
DEX	6-15	6-12
CON	6-12	6-14
INT	4-12	4-12
WIL	6-14	8-15
PER	4-14	6-13

Free Broad Skills

STR	Athletics
STR	Unarmed Attack
CON	Stamina
INT	Knowledge
WIL	Awareness
PER	Interaction

Special Abilities

Bite: A canoid can make an unarmed attack causing d6s/d4w/d4+1w damage. Unarmed attacks other than bites cause similar damage to those of humans.

Run: A canoid's Run and Sprint move rates increase by 25% from the base rates given by his STR and DEX scores.

The following special ability is appropriate for many Earth-derived canoids, though non-Earthly canoids might have different ancestral traits:

Scent: A canoid can make Awareness-*perception* and Investigate checks based on smell in situations where visual evidence is sparse or absent. For example, this negates the situation penalty imposed by tracking on hard ground, often allows *perception* checks where other species could only benefit from *intuition* and may provide more or different information than is available to other characters.