

# Dogs: New Race and Class Features

Endlessly variable, constantly adaptable, dogs have been shaped by their entwined history with other races until little trace of their wild ancestry remains — although all dogs still think of themselves as wolves, to some extent. Dogs are inexhaustible sources of energy, devotion, and love. When a dog makes a friend, it has made a friend forever. Nothing can break that bond; and a dog defends its companions against anything and then licks their faces afterwards, just to remind them that they're definitely still friends. They might have forgotten in the five minutes between being rescued and being licked, after all. Better safe than sorry.

## Loyal and True

Dogs are naturally loyal to those they consider part of their pack (see...they're still kind of wolves!) Dog companions are excellent guards and amazing hunters — so they've been trusted companions for millennia. Whether they have been at the side of a half-orc ranger, calmly stalking a moose, or helping an elven wizard select the right herb for a magical brew, dogs have always been there to help. It's in their nature. While they can be ferocious fighters when cornered, dogs are usually kindly creatures. They are fiercely protective and devoted to helping those they have chosen as their kin. That's the big thing about dogs; they choose who they love very quickly and it takes an awful lot to change their minds.

## Who's a Good Dog?

Dogs have the capacity to make their homes almost anywhere they choose, but the most common places they are found is within the settlements of other races, acting in a wide range of roles. A dog who has been awakened tends to remain closely linked with their adopted society, taking on a new job but behaving in much the same way and with much the same group of friends (though new ones are always very, very welcome!). A dog's sense of home is usually defined by the company around them rather than a place, and dogs are comfortable travelling widely as long as they have the constancy of friendship.

## A Nose for Adventure

Dogs gifted with unusual intelligence seek adventure for many reasons. Their instinctive urge to support and assist, coupled with the ability to reflect on the world in deep terms can be more than enough to lead a dog from the warmth of a home into the wider world.





# Canine Traits

All dogs begin with the following traits:

🐾 **Ability score increase:**

Your Charisma score increases by 1.

🐾 **Age:**

Dogs reach maturity around 18 months and usually live between 10 and 15 years.

🐾 **Alignment:**

Dogs tend towards good alignments due to their natural urge to be helpful, but there are exceptions to this.

🐾 **Size:**

Dogs vary in height and length enormously. Your size is dependent on your subrace, see below.

🐾 **Speed:**

Your base walking speed is 30 feet.

🐾 **Languages:**

You can speak and read Common, Canine, and one other language of your choice. Canine is a special language known only to dogs and the very few taught its subtleties. It relies on a combination of bark, scent, and gesture.

🐾 **Keen Senses:**

Dogs have advantage on Perception checks based on smell or hearing and disadvantage on Perception checks which depend on colour recognition.

🐾 **Worse than the Bark:**

You have a natural Bite attack. You are proficient with this attack and it counts as both a weapon attack and an unarmed attack. This attack does 1d6 + your strength modifier damage. This increases to 1d8 + your strength modifier at level 5, and 1d10 + your strength modifier at level 10.

🐾 **Many Breeds, Many Forms:**

Dogs are highly diverse. Choose one of the following subraces to reflect your chosen breeding and select one breed ability from the list below. You may only choose one such ability.

## Canine Sizes

### Big Dog

Big dogs are the strongest and most physically imposing animals in the canine family. Mastiffs, St. Bernard's, and Alsations all fall into this size of breed.

🐾 **Size**

Medium.

🐾 **Ability score increase**

Constitution score increases by 1.

### Regular Dog

Regular dogs may be the most common sized dogs and tend to be known for energy and hale sturdiness. This includes Spaniels, Bulldogs, and many crossbreeds.

🐾 **Size**

Medium.

🐾 **Ability score increase**

Strength score increases by 1.

### Lap Dog

Tiny of body but giant of heart, lap dogs are known for nimble movement and fearless attitude. This category includes Chihuahuas, Terriers, and Maltese.

🐾 **Size**

Small.

🐾 **Ability score increase**

Dexterity score increases by 1.





# Breed Abilities

## 🐾 Assistance Dog

You are gifted at guiding others. You can nominate a creature within five feet of you as a bonus action. That creature may make their next Perception check or save at advantage.

## 🐾 At Their Heels

You are skilled in harrying your opponent no matter what. When a target provokes an opportunity attack from you, if you hit then you may also move up to half your movement speed towards your foe.

## 🐾 Bloodhound

You are a master of tracking. You have advantage on Wisdom (Survival) checks on rolls related to tracking a target using scent.

## 🐾 Catch and Fetch

You've played *a lot* of fetch and you could pluck a stick out of the air in a thunderstorm. You can use your reaction to reduce the damage from a ranged weapon attack by 1d10 + your Dexterity modifier. If you reduce the damage to 0 in this way, you catch the weapon.

## 🐾 Round 'em Up!

You are a natural at herding creatures...even cats when necessary! When you hit a creature with an attack of opportunity, you may move that creature up to 10 feet in any direction before it resolves the rest of its movement.

## 🐾 Comforting Companion

Whether it's letting them stroke your fur, or you giving them a lick on the face...you just make people feel better. When you share an entire short or long rest with up to six creatures you choose within 30 feet of you, each regains additional hit points equal to your level.

## 🐾 Digger

You just have to dig! You have advantage on ability checks for digging. In combat, if you are in an environment which can be dug into by your paws, you may take an action to go prone and gain half cover.

## 🐾 Dogged Persistence

You possess boundless energy and determination. When you take damage, you can use your reaction to gain resistance to all of the triggering damage. After you use this ability, you can't use it again until you complete a short or long rest.



### 🐾 Faithful Friend

You are able to aid those around you just by your presence. Once per long rest, when an ally within 30ft fails a saving throw, ability check, or attack roll, you may use your reaction to allow them to attempt the roll again.

### 🐾 Grabbing Bite

You have a strong and powerful mouth and neck. When you succeed in hitting a creature of your size or smaller with your Bite attack you may declare it is grappled. If you do so, the grappled creature only takes half damage but cannot move until it has freed itself.

### 🐾 Guard Dog

You are gifted at reacting to attacks on your companions. If an ally is hit by an attack within 5 feet of you, you may make an attack against the attacker as your reaction for your turn.

### 🐾 Hunting Hound

You are a natural at seeking the quarry of your allies. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

### 🐾 Incessant Barking

You have a bark that is hard to ignore, driving foes to distraction. Once per long rest you may affect all enemy creatures within 15 feet. Targets must succeed on a Wisdom saving throw ( $DC = 10 + \text{Wisdom modifier}$ ) or immediately move 10 feet away from you. If a creature cannot move 10ft away, it is stunned for 1d3 turns.

### 🐾 Old Dog, New Trick

Choose one skill and gain proficiency in it.

### 🐾 Retriever

Some species might forget where they left things. Not you. You can find just about anything. You gain advantage on Intelligence (Investigation) checks.

### 🐾 Shake It Off

It's not in a dog's nature to feel sorry for itself. You can get through just about anything! Once per long rest, you make take advantage on any saving throw to end a condition currently affecting you.

### 🐾 Snow Dog

You are naturally adapted to cold weather, and freezing climates. As a result you have resistance to cold damage.

### 🐾 Sprinter

You are built for bursts of impressive speed. Increase your base move by 10 feet. When you use the Dash action, you can ignore the first opportunity attack you would provoke.

### 🐾 The Eyes Have It

You are just the cutest. You have advantage on any Charisma based ability checks.

### 🐾 Thick Coat

Your thick and glossy fur is a natural defence. You have an armour class of  $12 + \text{your Dexterity modifier}$  when not wearing armour.

### 🐾 Upright and Alert

You can never be surprised. If your party is surprised, you will act normally in initiative order.





# New Background: Awakened Dogs

*You woke up, or you were woken up. And you knew things were going to be different. After a walk. And a good wag of the tail. And maybe a run. Then, then, things were different. Because now you could talk! And think! And go for walks! Well...no, you could always do that. But now you could do it better because you could talk about it. You're not exactly sure how you got like this but it doesn't really matter, does it? No. There're far more important things to worry about now. Like...where did you leave your food? And what kind of adventures are you going to get into now? Because you've suddenly realised just how big the world is and how much of it you want to see!*

As an awakened dog, you have determined that the life of a mute companion and pet is not for you. The one place in this world where the unique and extraordinary have a chance to realise their ambition and seek answers is the path of adventure, compelling you out into the wider world.

You still retain a deeply held desire to be of use and benefit to those around you. Now, equipped with a perspective on the world few of your kind ever possess, you have set your paws on an incredible journey...

## Awakened Dogs

You woke up one day and knew immediately you were different. Yes, you could still wag your tail. Yes, you could still deafen anyone you fancied by barking *really* loudly. But you suddenly found that your mouth was able to form new shapes...shapes that meant the words you'd always had to settle for merely responding to could now be said out loud! It made getting fed a lot easier, that's for certain. But you also began to dream of different things...wanderlust filled your brain. Curiosity for things other than new smells and new places to dig couldn't be put off for long. What was out there? What was waiting to be found? You wanted to know, in a way you never had before. And so you set out, into the world, to find a new life, new friends and companions. To start your life as an awakened dog. Still a dog, of course, but now, with a little bit extra.





# Suggested Characteristics

You're a dog, and just as a dog owner is shaped by their pet, you've been shaped by the people and creatures you've met. Your personality is a tapestry, composed of bits and pieces of those you've known and loved. Your bonds with those people or favourite objects you have always treasured are unbreakable and are your deepest and most abiding. Your flaws may be related to being overprotective to the point of jealousy, or a deeply buried resentment at the way dogs have been treated by some unsavoury aspects of society, which conflicts with your other drives and emotions.

**Skill Proficiencies:** Insight, Persuasion.

**Tool Proficiencies:** None.

**Languages:** Any one of player's choice.

**Feature:** You can use the vast and often disregarded population of dogs that is found throughout society to your advantage. You are always aware of the local canine population and can seek information about the locality and goings on from the many dogs you encounter. By sniffing popular places and scents, you can instantly learn limited information about a place such as quality of water and food supplies, population levels, general mood and atmosphere. Furthermore, you can usually find a friendly local dog who can help you seek safe and welcoming accommodation, food, and shelter.

**Equipment:** An object relating to your awakening (such as the worn scroll you slept under as a puppy or a locket with the image of the family you were born to), well chewed toy, and a collar pouch containing 15 gp.





## Personality Trait

- 🐾 I tend to the dramatic, as a creature of impulse I have few middle gears and often narrate my circumstances with great flair and florid expression.
- 🐾 I dislike conflict and try to be a calming mediator, seeking common ground in conflict.
- 🐾 I have a tendency to diffuse tension with humour and love doing silly tricks to make people like me.
- 🐾 When in a new place, I have a need to... establish my ownership...
- 🐾 I am the one who charges into every situation with gusto, rarely stopping to think about consequences.
- 🐾 I get bored easily if I'm not the centre of attention.
- 🐾 I love to play more than anything, be it racing around with children or more cerebral fare.
- 🐾 I'm constantly delighted by fooling people into thinking I'm a normal dog, and I'm not against using this to my advantage.

## Ideal

- 🐾 **Selflessness.** I believe in self-sacrifice and unhesitating action to improve the lives of others.
- 🐾 **Aid.** My skills are a gift to the world, and I must assist in endeavours where I can be of use.
- 🐾 **Family.** Nothing is more important than the people we love. I'd do anything to keep family together.
- 🐾 **Comfort.** I cannot stand to see a creature in pain, and will act within my power to provide succour and lift spirits.
- 🐾 **Knowledge.** I have a unique gift and perspective, and I must share that, and further my knowledge of the world so maybe more like me can follow.
- 🐾 **Change.** My enhanced understanding of the world shows me many injustices. I have a deep desire to enact change within the world order, one day at a time.





## Bond

- 🐾 The magical writings of my lost master gave me this gift, now I bear them to the place they must be laid.
- 🐾 The one who did this to me did not expect me to escape. But my return will be even more shocking.
- 🐾 When the one who made me this way set off on their long quest, they were ignorant of what they had given me. I will find them and together we will achieve greatness.
- 🐾 I made a promise that the child I knew as a pup would always be safe. I work towards that still.
- 🐾 This object may look like junk, but it is the last tie to a lost past. One day I will return that past to the world.
- 🐾 There are others like me, for I am their kin. I will seek them out no matter what.

## Flaw

- 🐾 I cannot escape the loneliness I feel as a singular intelligence among animals and long to meet another like myself.
- 🐾 Deep down, I am angry at the way my species is treated, and I am easily offended by condescending attitudes or perceived cruelties.
- 🐾 I fear losing my companions and so I can react to strangers with mistrust and even aggression.
- 🐾 I regard myself as a superior version of my kind, and I am prone to forcing non sentient dogs into submission.
- 🐾 I've never let go of my basic instincts and can be the cause of social awkwardness with my canine behaviour.
- 🐾 My willingness to trust and follow people, even strangers, means I am easily led into compromising scenarios.









# Class Options

The following gives a brief overview of how the dog-versions of the individual classes manifest themselves and provides unique class features. A player may substitute one or more of the features listed here for any standard features.

## Barbarian

Lean, inured to the hardship of the wilds; barbarian dogs are resilient and resolute. They are formidable fighters, absolutely determined to bring their enemy down, whatever the cost and however hard the task might be. These dogs are often loners, hunting through the trackless wastes for whatever it is they seek, but when they join a pack or a group they are committed for life.

At **1st level**, you may take the following ability in addition to your standard starting abilities:

### ***Alpha of the Pack***

Your howling fury establishes you as master of the hunt; you can bring down any quarry! Once per round, if you have moved 20 feet or more to engage an enemy, your melee attack delivers an extra 1d6 damage. This increases to 1d8 damage at 6th level and 1d10 damage at 12th level.

At **7th level**, instead of *Feral Instinct*, you may take the following ability:

### ***Grim Resistance***

You've been through the fire. Or the ice. Or whatever. You've been through something and come out the other side that little bit tougher. You may choose one form of damage; you gain resistance against that form of damage.

At **15th level**, instead of *Persistent Rage*, you may take the following ability.

### ***Savage Howl***

Your rages are accompanied by feral howls that inflame the blood of your allies and drive them forward, an echo of ancient hunting packs. Each turn while you are raging, if you hit with at least one attack, you may nominate one ally within 30 feet of you. That ally receives a 1d10 bonus to its next damage roll. You may nominate the same or a different ally each round.





## Bard

Dogs cannot help but attempt to raise the spirits of those around them. It is something they do constantly, naturally, just by being there. The bard is, in some respects, the dog's ideal role. What dog doesn't love lifting up their head and barking in joy? Or greeting their friends with a frenzied yapping? Well, fortunately, the dog bard is slightly more tuneful than some of the barking, but the meaning behind the songs is much the same as the intention behind the barking. It's about friends, love, and protection. Like dogs, really.

Instead of taking one of the standard Bardic College paths, you may instead choose to become a Bard of Amity at **3rd level**.

### ***Bard of Amity***

You are untrained, you never attended a college, sitting at the feet of a master. You learned everything yourself — travelling from town to town, from an inn to a field, to a campfire, to a caravan. Everything you saw taught you more about helping those you grew to love and you've become a beacon of friendship, hope, and decency. That's what being a Bardic dog is about, concentrating your inner goodness into something that touches the hearts of others... inspiring them to be more and better than they were before.

### ***Bonus Proficiency***

When you become a Bard of Amity at **3rd level**, you gain proficiency in one new skill and in Constitution tests and saves.

### ***With a Little Help for Your Friends***

Also at 3rd level, a creature who uses your Bardic Inspiration die to make a successful roll may, as a bonus action, pass the Bardic Inspiration die to an ally within 30 feet. The recipient must use the inspiration die on their next attack roll, ability check, or saving throw. The die cannot be passed again that turn. In addition, the Bardic Inspiration die can be used to reduce damage suffered by the number of hit points shown on the die.

### ***Howling Melody***

At 6th level, you may cast the spells *Charm Person* and *Dissonant Whispers* once per short rest without spending a spell slot. You do not need to prepare these spells.

### ***And I'll Scratch Yours***

At 14th level, whenever a player character is reduced to 0 hit points within 10 feet of you, they may make a Constitution save. On a success, they immediately regain 1 hit dice of health and may act as normal. This ability may be used once per long rest.





## Cleric

Faith. It defines dogs of all breeds and sizes, whether awakened or not. Whether awakened or not. The dog in the home has faith that its master will return. The awakened dog believes in their companions, that they have its back, and that they'll always be there to help. Religious belief, therefore, came quickly and easily to awakened dogs. Their questing minds soon found gods, or aspects of the gods, they wished to worship. Dog clerics are committed to their god, the Good Mother, in all her aspects, but they are not zealots. They're deeply committed to the tenets of the Good Mother but only so far as their belief aids and comforts those who require such things. For a dog, the compassion and aid which their belief in the Good Mother offers is the true purpose of their faith.

Canine clerics may choose to follow the Companion Domain, rather than one of the standard Domains.

### **Companion Domain**

Dogs that find their way into the worship of deities usually do so out of a desire to protect and aid others. Consequently, they are drawn to pantheons whose ethos is one of protection, friendship, and family. For such dogs, being stalwart friends and faithful companions is more than a cause; it is a calling from a higher realm. Some dogs who follow this path imagine canine deities sitting at the sides of the principal gods. An example of such deities is the Good Mother, the principle locus for awakened canine's faith and belief.

### **Companionship Domain Spells**

- 🐾 **1st level:** Guiding Bolt, Healing Word
- 🐾 **3rd level:** Aid, Calm Emotions
- 🐾 **5th level:** Beacon of Hope, Mass Healing Word
- 🐾 **7th level:** Death Ward, Locate Creature
- 🐾 **9th level:** Geas, Greater Restoration

### **Aspect of the Amicable**

When you choose this Domain at **1st level**, you gain advantage on all Charisma based checks.

### **Channel Divinity: Invoke Companionship**

Starting at 2nd level, you can use your Channel Divinity to reaffirm your allies' bonds.

As an action, you present your Holy Symbol and evoke a positive energy which can heal and stir your allies. Choose any number of creatures within 30 feet. Each creature affected may gain temporary hit points equal to your cleric level.

### **Channel Divinity: Lifted Spirits**

At 6th level, you can inspire an ally to face down impossible odds and press on in the face of adversity.

As an action, you present your Holy Symbol and nominate one creature within 30 feet. It gains advantage on a saving throw type of your choosing. This effect lasts for one minute.

### **Divine Bite**

At 8th level, you gain the ability to infuse your Bite attacks with the combined strength of your allies. Once in each of your turns, when you hit a creature with a Bite attack, you can cause the attack to deal an additional 1d8 piercing damage. When you reach 14th level, the extra damage increases to 2d8.

### **Leader of the Pack**

At 17th level, you gain the ability to command other animals. Twice per long rest, you may use take a bonus action on your turn to dictate to one creature what they will do in their next turn.





## Druid

The natural joyousness of dogs means that many gravitate towards the mysteries of druidism, learning to harness their boundless enthusiasm and delight in the falling of leaves, the scent of grass, and the activities of small animals. Dogs must study hard to become druids; their sheer love and enthusiasm for the world around them making them impatient with the slow and deliberate ways of the druid — why spend so long learning to commune with the roots of a tree and hear their answers in the shuffle of leaves, when you could go dig them up? But for those dogs who can restrain their passion, druidism is a natural fit, harnessing their innate love for the wild to protect and watch over all living things.

At **6th level**, in place of your circle ability, you may take the following ability:

### *Nature's Own*

Animals know you as a friend and help you when called upon. You may take Animal Messenger as a Cantrip.

At **10th level**, in place of your circle ability, you may take the following ability:

### *Kin of the Wild*

Nature knows you as one of its children, awakened perhaps, but still an animal in your essence. It seeks to protect you against the forces which assail you on your adventures. You may choose two types of damage and become resistant to them. You are also immune to poison damage.

At **14th level**, in place of your circle ability, you may take the following ability:

### *Bond of the Wildblood*

You can call upon the aid of nearby creatures. Once per long rest you can issue a cry for assistance, calling nearby companions to your side. The DM will determine the exact creature that responds as is suitable for the environment you are in and this ability may not work if no living creatures are present. A group of 1d6 creatures of the Beast subtype appear within two turns of the cry. The CR of the summoned creatures is equal to your Wild Shape form Max. CR, halved and rounded down. Summoned creatures will aid you and fight for you as a friendly NPC might. Once the combat is complete, or the task they are needed for is complete, they run off.





## Fighter

Do not come between a dog and its companions; there are few things more dangerous and more formidable than a canine whose friends are being threatened. Such is the motivation of the fighter. Skilled in all forms of combat, the fighter makes sure that those they love are guarded, shielded, defended. Whatever threats they might face, the fighter is ready for them and more than a match. Dog fighters use their endless energy to push their foes back, forcing them onto the defensive and ensuring that the fight lasts no longer than it has too.

At **2nd level**, in place of *Action Surge*, you may take the following ability:

### ***Fangs of the Wolf***

Whenever you score a critical hit with your chosen weapon, you may make a free bonus attack with your Bite.

At **9th level**, in place of *Indomitable*, you may take the following ability:

### ***Pack Fighter***

You have become adept at aiding your allies when fighting in close formation with them. Once per short rest, allies who remain within 10 feet of you gain a +2 AC bonus for one minute.





## Monk

Stillness. Poise. Tranquility. None of these things are natural canine conditions are special and a little different, often large creatures who can seem ungainly from afar. Their intensive training and focus, however, makes their movements sinuous, flowing from one position to another. A dog's intense commitment to their friends and to those they love also makes their ki exceedingly strong. Those dogs who dedicate themselves to the path of the monk quickly learn to channel their species' natural enthusiasm into a new and different kind of focus. Fast of thought and paw, the dog monk is a skilled fighter and a philosopher.

Instead of one of the standard monk traditions, you may take the following:

### ***Way of the Striking Tail***

You are a follower of the martial path created, so they say, by the first martial arts master's canine friend. That dog, faithful and clever, recognised that she could not imitate her master's every movement because she had four paws. Something else was required. Thus was born the Way of the Striking Tail. This unique martial art is specifically designed for the canine form, making the most of their speed, balance, and strong jaws. Those who become initiates of the Striking Tail often become healers at temples and shrines, or else travel abroad, teaching the Striking Tail path to those who seek them out.

### ***The Pack Is Many, the Pack Is One.***

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend 3 ki points to cast *Healing Word*, *Purify Food and Drink*, or *Sanctuary* without material components. Additionally, you gain Mage Hand as a cantrip, if you didn't know it already.

### ***Four-Paw Strike***

At 6th level, you gain the ability to launch the famous 'four-paw strike'. When making an attack, you may spend 2 ki points to turn make four unarmed attacks as a bonus action.

### ***The Wisdom of Playfulness***

At 11th level, you are able to channel the positive attitude of dogs and their delight at the world, projecting this to those around you. Once per long rest, as an action choose to receive the benefit of one of the below effects. Spend 1 ki point per additional creature within 30 feet you wish for it to effect.

- 🐾 Laughing at danger. For one hour, you have resistance to a specified damage type.
- 🐾 The folly of fear. For one hour, you are immune to fear effects.
- 🐾 Irrepressible joy. For one hour, you have advantage on all Intelligence, Wisdom, and Charisma saving throws.

### ***Balance of the Tail***

At 17th level, you are able to achieve both external balance and internal balance, turning aside all negative forces which would seek to afflict you. You may spend 5 ki points to cast a *Globe of Invulnerability* around yourself, as though it were a 7th-level spell.





## Paladin

As anyone fortunate enough to have a dog as a companion knows, there are no truer and more devoted friends in the world. Dogs who become paladins deliberately cultivate this part of their nature, seeking to become a friend to the world, to any in need — to extend the canine gift for friendship to any who might require it. There is no limit to the paladin's devotion, or to the lengths they'll go to protect those who have sought shelter with them. The paladin dog is a warrior for everything that is good in the world — true, loyal, and just. But they still like to have their fur ruffled. And scratches.

At **1st level**, you may take the following ability in addition to your standard starting abilities:

### ***Bark of Protection***

You give voice to your hatred of evil, in the form of a powerful bark. Any evil creatures within 10 feet make their next attack at disadvantage. You can use this ability once + your Charisma modifier, per long rest.

At **4th level**, in place of an ability score improvement, you may take the following bonus ability:

### ***Devoted to the Pack***

You never care or think only of yourself. When you use your Channel Divinity feature, in addition to your chosen effect, one friendly creature you nominate within 30 feet is encouraged for one minute, becoming immune to fear.

At **14th level**, in place of *Cleansing Touch*, you can take the following ability:

### ***Loyalty to the Last***

Death is no obstacle when it comes to helping a friend. If a friendly creature within 20 feet of you is reduced to 0 hit points, you may use your reaction to use your Lay on Hands as a ranged ability. You may use this ability twice per long rest.





## Ranger

Bounding through the wild, hunting one moment, joyously rolling in piles of leaves the next, the Ranger is a natural fit for almost any dog. With an acute sense of smell, a canine ranger possesses almost unparalleled tracking abilities, able to detect a lost friend or a deadly enemy from miles away. Despite their reputation for full-hearted bounding, dogs can also move with exceptional stealth — prowling through the undergrowth, the ranger is a master of movement and the hunt. What dog doesn't love chasing things?

At **3rd level**, in place of *Primeval Awareness*, you may take the following ability:

### *Scent on the Wind*

Your sense of smell has become so acute that you can pick up the trace of an enemy creature with ease. You can detect the scent and location of any enemy creature within 1 mile, on a successful DC 14 Wisdom (Perception) check.

At **8th level**, in place of *Land's Stride*, you may take the following ability:

### *Guide the Pack*

You show your companions how to move as you do, making them almost as skilled in the wilderness as you are. You gain the following benefits:

- 🐾 Your group can move stealthily at normal pace.
- 🐾 When any member of your group forages, they find twice as much food as they normally would.
- 🐾 If you forage for food alone, you find four times as much food as you normally would.
- 🐾 When tracking other creatures, you can not only learn their exact number, size, and how long ago they passed, but also their alignment and level.

At **14th level**, in place of *Vanish*, you may take the following ability:

### *Apex Predator*

Once per short rest, when you reduce a target to 0 hit points, you grant up to three creatures within 30 feet of you advantage on their next attack. You also gain advantage on your first attack against your next target.





## Rogue

Dogs are many things but, it must be said, rarely quiet. That's why there aren't a huge number of dog rogues. Those you do find are usually smaller, quicker, and more cunning. The kind of dogs you don't notice until they're chewing your ankle. Those kind of dogs...exactly. They're never quite what you expect them to be, or hope they are. They scamper between your legs, up on to a chair and are gone, out the window. All told, useful skills for a thief. Experts in hiding and more than happy to sink their teeth into the wrist of someone threatening them, canine rogues might be rare but that just makes them more special.

At **2nd level**, in place of *Cunning Action*, you may take the following ability:

### ***Silent Paws***

When making a dash move during your turn, you may make a bonus hide action at the end of it.

At **5th level**, in place of *Uncanny Dodge*, you may take the following ability:

### ***Shadow Paw Rogue***

Moving with incredible speed, you are impossible to pin down. If you make a successful Sneak Attack, you may choose to move up to 10 feet as a free action. This movement does not provoke opportunity attacks.

At **11th level**, in place of *Reliable Talent*, you may take the following ability:

### ***Ankle Cutter***

Once per long rest, when you make a successful attack against a target, your target's speed is reduced to 0 until they pass a Constitution saving throw at the end of one of their turns. The DC for this is 8 + your proficiency bonus + your Dexterity modifier.





## Sorcerer

Charisma? Check. A deep well of inner love and power? Check. A loveable face? Check. Technically, that last one isn't a key element of both dogs and sorcerers, but the point stands. Dogs have a lot that makes them ideal natural sorcerers. They are creatures capable of drawing on deep reserves of natural energy, energy which can become something more, something magical. Of course, such reserves of power drives dog sorcerers out of the comfortable life and into the adventuring one. But they're perfect companions, if you're lucky enough to have one at your side.

Dog Sorcerers must take the Wild Magic bloodline.

At **1st level**, you may take the following ability in addition to your standard starting abilities:

### ***Buried in the Veil***

Once per long rest, you may 'bury' an object of no more than 1 cubic foot in size as an action. It passes beyond the material plane. You may 'retrieve' it at any time as a bonus action. You may bury a number of objects in total equal to your Charisma modifier.

At **6th level**, instead of *Bend Luck*, you may take the following ability:

### ***Supportive Spell***

When you cast a spell which successfully affects an enemy creature, you may spend a sorcery point to give a friendly creature you choose within 15 feet of you advantage on their next roll against the target.

At **14th level**, instead of *Controlled Chaos*, you may take the following ability:

### ***Relentless Energy***

You are never tired; when suffering a level of exhaustion, you always experience the adverse effects of the level below (so when you gain your first level of exhaustion, you suffer no ill effects). In addition, whenever you cast a healing spell on a companion, you also regain hit points equal to your Charisma modifier + your Proficiency bonus.





## Warlock

Dogs aren't prone to making pacts with forbidden creatures. But they can be forced into one. A dog's inherent loyalty to their friends and companions means that, when faced with difficult circumstances, a dog prefers to sacrifice part of itself rather than see their friend hurt. And the Archfey is always prepared to listen to the pleas of a good dog.

A dog warlock must take the Archfey pact.

At **1st level**, you may take the following ability in addition to your standard starting abilities:

### ***Fey Friend***

You can call upon the Hunting Packs of your Patron. You may use *Find Familiar* once per long rest without requiring material components, summoning a creature equal to your warlock level. Regardless of the creature type you summon, its appearance is a smaller version of your own canine appearance, although it retains the abilities of the creature type you call upon.

At **10th level**, in place of *Beguiling Defenses*, you may take the following ability:

### ***Netherhound Companion (requires Fey Friend)***

Your Patron has gifted you a fully formed hunting companion to join the hunt. You may call upon this companion twice per long rest. The summoned companion follows the same rules and behaviours as the Channel Divinity effect, *Invoke Duplicity*, and may cast your spells and Eldritch Invocations.

At **14th level**, in place of *Dark Delirium*, you may take the following ability:

### ***Obey!***

You are capable of exerting great control over even the most recalcitrant of subjects. You may cast the spell *Dominare Person* twice per long rest without expending a spell slot.





## Wizard

Books filled with paw prints, and dog-eared pages (pun very much intended) are all the hallmarks of a canine wizard. Dogs are very good at paying attention, especially to those they build a close relationship with, and what's closer than the connection between a master wizard and their apprentice? As a result, there are a surprising number of dogs walking around clad in midnight blue robes, with heavy grimoires attached to their sides and pointy hats mounted on their heads. A few people laugh at the idea. But a fireball usually deals with that, quite effectively.

At **1st level**, you may take the following ability as well as your starting class features:

### ***Wiser Than You Look***

You may take the spell *Detect Good and Evil* as a bonus cantrip.

At **10th level**, you may take the following ability, replacing the ability of corresponding level from your School features:

### ***Familiar Friends***

Your natural affinity with the creatures of the world makes summoning familiars far easier for you than most. You may prepare the *Find Familiar* spell without a spellbook. Also, reduce the casting time of *Find Familiar* to 1 minute and the cost of materials consumed to 1 gp. The summoned creature remains on this plane for one hour.





