

CORGYN

Fven in war time the Corgyn never seemed to falter from their ever positive outlook on life. When their land was decimated by “The War in the West” nearly a millennia ago, they simply took their homes elsewhere. Nowadays you can find the Corgyn everywhere, be it integrated into the society of locales or as part of a group of traveling nomads. The origins of the Corgyn are apocryphal at best, though some historians believe the Corgyn are of Fey origin, however, evidence supporting this claim seems to be inconclusive and contested.

LOYAL AND DETERMINED

The Corgyn typically live in small nomadic groups, with tightly knitted interpersonal bonds. The Corgyn are driven by a strong sense of honor and loyalty to their kind and those who they deem as companions, and their unfaltering sense of duty means that having a Corgyn as an ally is a sure sign you will never face a foe alone.

Corgyn Societies are typically patriarchal, being led by the wisest of the group, as opposed to the most physically fit as would be seen in other canine species. Their colour varies from the standard fawn colour to the less common “Cardigan” pattern.

SMALL BUT EVER CURIOUS

Corgyn are an energetic race of canine-like beings. Typically, they reflect smaller dog breeds, as they better fit the whimsical nature of faerie. Oddly enough, their name is a misnomer. While they live in the realms of faerie, they aren't true fae, but rather one of many kinds of animals uplifted by fae magic.

Few Corgyn are the adventurous sort, save for the rare few, as most tend to stay within their realms. This is either out of a fearful need for protection or phobia of the outside world.

Those who wander away from their home realms do so to learn about the many worlds around them. To these lone strangers, the world is full of new sights, sounds, and even smells! For Corgyn, this new life is one full of excitement wherever they go.

UNSETTLING ORIGINS

Corgyn were created by the Fae to be used as slaves and essentially toys by the whimsical creatures. This dark and troubling past affects all Corgyns, whom keep it as a dark secret, rarely discussing it amongst themselves. Their origins are rarely known by the members of other races, and bringing up the subject with a Corgyn would receive an uncharacteristic frown and a brick wall of silence.



CORGYN TRAITS:

Your Corgyn character has a number of traits suited to their Canine-Fey heritage.

Ability Score Increase: Your Charisma Score increases by 2

Age: Corgyn typically reach maturity at age 10. On average Corgyn typically live to ages between 70 and 90 years of age.

Alignment: Loyal to a fault Corgyn are almost always Good aligned. Their allegiance lies not with the laws of the land, but with those who they trust and care for, as such Corgyn typically lean towards the softer sides of chaos.

Size: Corgyn are typically short, averaging around 3ft tall and 80lbs. each. Your size is Small.

Movement: Your base walking speed is 25 feet.

Darkvision: Due to the natural occurrence of the Tapetum Lucidum, Corgyn have their ability to see in the dark enhanced. 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 can't discern color in darkness, only shades of gray.

Corgyn Determination: While you are below half your maximum hit points (Rounded down) you may choose to gain advantage on your attack rolls for a short period. This affects a number of attack rolls equal to 1+[CON Modifier (Minimum 1)]. If you make no attacks within a turn this effect ends. This feat recharges after a long rest.

Corgyn Combat Training: You have proficiency with any weapon with the “light” property.

Languages: Common and one other language of your choice.

Bite. Corgyn, like their canine pseudo-brethren have sharp teeth. You have a bite attack, You can choose to add your strength or dexterity modifier to the attack roll and deal 1d4 + strength or dexterity modifier piercing damage.

Canine Senses: Corgyn have advantage on Wisdom (Perception) checks involving their sense of smell and can identify individuals or races they have smelled before by scent alone.

Bob and Weave: You may move through the space of any creature one size larger than you.

Sub-Race: For a Corgyn your profession is more than just your job, it dictates who are socially acceptable breeding partners. As such a Corgyn's societal role and their physiology are intertwined. Chose one of the following:

TRAVELER

A scholarly breed of Corgyn, these Corgyn believe experiencing events firsthand is far more exciting than reading about them. Though, of course, they love to read just as well. These Corgyn are usually defined by their refined and well-groomed appearance, complimented by a pair of spectacles, well earned after many nights of study by candlelight.

Ability Score Improvement. Your Intelligence Score increases by 1.

Historian. You are proficient in in History.

Bark Worse Than His Bite. You know the Minor Illusion cantrip. When you reach 3rd level, you can cast Thunderwave spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a Long Rest. Intelligence is your spellcasting ability for these spells.

SPOTTER

This sub-race of Corgyn make fantastic law-enforcement. Using their uncanny abilities to search and find anyone at a moment's notice. Leading their stronger companions to finish the job. Aside from their wet nose and darting eyes, they have a noticeable abundance of energy, more so visible than their other Corgyn brethren. Adventurous and constantly searching for new excitement to sniff out.

Ability Score Improvement. Your Wisdom Score increases by 1.

Like a Bloodhound, but Cuter. You are proficient in in Perception and Investigation.

WARRIOR

A smidge taller, stronger, and a lot scruffier than their Corgyn brethren, Warriors of the Corgyn people are valiant, brave, and strong, and ready to fight in the front-lines with any companions traveling with them. Practically defined by their marks of past experiences on the field of battle, whether it be a back-alley brawl against Tiamat. Once befriended by a Corgyn Warrior, it's friends for life.

Ability Score Improvement. Your Strength Score increases by 1.

Rough n' Tumble. You are proficient in in Athletics.

Way of the Warrior. You have proficiency in one Martial weapon of your choice that doesn't have the 'Heavy' property.

SCOUT

Stealing food right off the plate, like a thief in the night. This breed of Corgyn is most suited to working in the shadows. Aided by their quick fingers, and small size, these hounds of stealth are able-bodied Scouts, or even better thieves. Their tell-tale signs is usually their conspicuous aura, whether they've done anything or not.

Ability Score Improvement. Your Dexterity Score increases by 1.

Like a Thief In The Night. You are proficient in in Stealth and may Hide as a Bonus action if given sufficient cover by darkness or an object.

