

Wolfwere

Prime Requisite: STR, DEX
Requirements: max INT of 12
Hit Dice: d6
Maximum level: 9

lvl	XP	Title
1	0	Werebabe
2	2350	Werecub
3	4700	Wolfhetan
4	9400	Wolfgang
5	18800	Wolfdregil
6	37600	Scrutolf
7	75200	Great Wolfwere
8	150000	Giant wolfwere
9	300000	Grandfather Wolfwere

Wolfweres are wolves that learned how to shapeshift into humans. Only the oldest and wisest wolves can even hope to attempt the spell, and most will be killed by other animals, even those of their pack, before they can harness their skills. Changing into humans gives them intelligence and strength far above their peers, if they can learn to control it; however, they have a certain... **inhumanity** about them, which gives them a -1 to reaction rolls with humans, though a +1 to reaction rolls with canines (dogs, wolves, foxes, etc.). Wolfweres can speak common, as well as **speak animal languages**. They can **shapeshift** into a human and back into wolf form once per level per day. Their animal form carries over slightly, allowing them a **thick hide** with +1 AC. As a **friend of birds and beasts**, they can recognize animal body language and gain a +2 to all reaction rolls when encountering normal animals. Wolfweres can also take animals as henchmen. That recognition also allows them to **perceive intentions**, always knowing the exact reaction result of creatures he interacts with, even those lying or otherwise covering their reactions. Being **attuned to nature** and to the **rock and stone**, they gain +1 bonus towards surprise in wilderness or beneath the earth. They have **infravision** to 90', and their **keen eyes** allow them to detect hidden and secret doors with a proficiency throw of 8+, or 14+ on casual inspection. They have innate **wilderness evasion** through years of practice, being able to evade pursuers with a roll of 5+; they can hide an entire party on rolls of 19+. They are **difficult to spot**, and can hide in woods and underbrush with a proficiency throw of 3+, or 14+ in dungeons and other low-cover areas. They can use their keen sense of smell to **track** with a roll of 11+. Wolfweres have **savage resilience**, allowing them to roll twice and pick the preferred result to apply. Wolfweres also can subtract their class level from the number of days of bed rest required to recover. Natural **intimidation** gives a +2 when intimidating, and their inhuman **command of voice** allows another +2 when speaking. All wolfweres have at least two animals as companions, both of the same type of animal as himself: a **familiar** that grants +1 to saving throws when within 30', and a **totem animal** (see Shaman class for description). The totem animal grants an additional class proficiency (selected from the list) when within 30'. Wolfweres are **alert**, with a +4 to hear noises and detect secret doors (18+ to notice secret doors on casual observation), and a +1 to surprise. Their **animal reflexes** give an additional +1 surprise and +1 initiative. A wolfwere can go into a **fighting fury**, gaining a +2 to attack throws, but losing the ability to retreat from battle. They also become completely immune to fear. As a **hardy creature**, wolfweres gain a +3 bonus vs blast and breath, and +4 on all other saving throws.

Saving throws: Fighter; Hit points after level 9: +2 per level; Prime Requisite: STR, DEX

Stronghold and followers: Animal forest (followers for free)

1d6 1st-3rd level Wolfwere, 3d6x10 animals of same type, 2d6x10 other animals

Additionally, all animals in a 5 mile radius are friendly and helpful towards them.

Wolfwere Proficiency List

Acrobatics, Ambushing, Animal Husbandry, Animal Training, Blind fighting, Combat reflexes, Combat trickery, Command, Contortionism, Disguise, Divine Health, Dungeon Bashing, Eavesdropping, Endurance, Familiar, Fighting style, Goblin-slaying, Healing, Knowledge (nature), Land surveying, Lip Reading, Martial Training, Mystic aura, Passing without trace, Quiet Magic, Running, Skirmishing, Skulking, Survival, Swashbuckling, Unflappable Casting, Vermin-slaying, Wakefulness

Wolfwere: Calculations

Hit dice 2: (d8) 1000 XP

Fighting value 1: 500 XP

+2 per 4 levels; cleaves 1 per 2 levels

Trade off: forbidden armor, no fighting styles, restricted weapons: +7 custom powers

Custom Race: +3 points, max level 9

Werehuman: 650 XP

Speak Animal

Shapechange (into human from animal)

Animal Friendship

Attunement to Nature

Friends of Birds and Animals

Infravision 90'

Inhumanity (-1 to humans, +1 to animal type)

Wilderness evasion

Thick hide (aka scaly hide)

Difficult to spot

Savage resilience

Intimidation

Command of voice

+5 custom powers

Custom starting powers: 12

familiar

totem animal

alertness

keen eyes

animal reflexes

fighting fury (2)

hardy people (2 ½)

sensitivity to rock and stone (½)

perceive intentions

tracking

Saving throws: Fighter

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