

Werehuman

A werehuman is an animal that has learned how to turn into a human; they use the Shapechange ability to change from their standard animal form to human form. That means that when they revert their form, they revert to their original animal form, not back to human! However, they do keep any armor or other material, wearing it if possible, otherwise merging it into their form.

Cannot take thief type.

See <http://www.autarch.co/comment/6770#comment-6770>

After level 8, add an additional 50,000XP per level.

Each level has a number of custom powers; use those powers to fully built out what kind of animal it is. A bat, for instance, would have flight ability; a wolf may have Signals, to call to other wolves, etc. Being able to speak animal languages means that the werehuman can cast in animal form, since animal was the language the spells were learned in.

Werehuman 0: $(5-1+1)*40 = 200XP$

- 1 Speak Animal
- 1 Shapechange (into human from animal)
- 1/2 Animal Friendship
- 1/2 Attunement to Nature
- 1 Friends of Birds and Animals
- 1 Infravision 30'
- 0 Inhumanity: -4 to humans, +4 to animal type (cats, canines, birds, etc.)

Werehuman 1: 9, 350XP

- As before, plus:
- 1 wilderness evasion
- 1 thick hide (aka scaly hide)
- 1 infravision 60'
- 0 inhumanity (-3 to humans, +3 to animal type)
- +1 custom power

Werehuman 2: 12.5, 500XP

- 1 difficult to spot
- 1 intimidation
- 1/2 infravision 90'
- 0 inhumanity (-2 to humans, +2 to animal type)
- +2 custom power s

Werehuman 3: 16.5, 650XP

- 1 savage resilience
- 1 command of voice
- 0 inhumanity (-1 to humans, +1 to animal type)
- +2 custom power s

Werehuman 4: 20.5, 825 XP

- remove inhumanity
- 1 shapechage: can add a second animal, and can shapechange twice per level per day
- +3 custom powers