

## Werewolf

*Werewolves usually trace their powers from a distant lycanthrope ancestor, though some gain their powers through totem worship. These warriors tap into the power and skill of the wolf, an animal feared and worshiped by many barbaric tribes. Their connection with this animal comes with a deep respect and kinship at times, though some shifters may turn their back on this fundamental connection. Just like the wolf, these shifters often travel great distances, partly from a keen wanderlust, and partly from unwelcoming treatment by common folk.*

The werewolf is an archetype of the berserker class.

**Limit Breaks (Su):** At 1st level, the werewolf receives the Limit Breaks (Lunar Bay and Perfect Transformation).

*Lunar Bay (Su):* This Limit Break allows the werewolf to howl fiendishly, causing allies to feel encouraged and enemies to feel frightened. Allies within 30 feet receive a +2 morale bonus to Attack rolls, Saving Throws, and Skill checks, while enemies within 30 feet must make a Will save (DC 10 + half of the berserker's level + his Charisma modifier) or receive a -2 penalty to Attack rolls, Saving Throws, and Skill checks for a duration of 1 round + 1 round per four berserker levels after 1st. These bonuses and penalties increase by 2 per four berserker levels after 1st. This limit break only requires a swift action.

*Perfect Transformation (Su):* This Limit Break allows the werewolf transform into hybrid or wolf form perfectly. For a duration of 1 round + 1 round per four berserker levels after 1st, the werewolf can freely transform into her hybrid or wolf form as a free action, without spending any rounds of transformation. In addition, she gains regeneration 5/silver. This limit break only requires a swift action.

These abilities replace the berserker's standard Limit Breaks.

**Hybrid Transformation (Su):** A werewolf can change into a hybrid wolf-humanoid form. A werewolf can transform for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can transform for 2 additional rounds. Temporary increases to Constitution, such as those gained from transformation and spells like *dwarf's endurance*, do not increase the total number of rounds that a werewolf can transform per day. A werewolf can start a transformation as a full-round action. Using a full-round action to start a transformation does not count towards the number of rounds a werewolf can stay transformed in a day. The werewolf can also start a transformation as an immediate action after taking damage from an attack. The total number of rounds of transformation per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in hybrid form, a werewolf gains a +2 circumstance bonus to her Strength and a +4 circumstance bonus to her Constitution. She also gains low-light vision. While transformed, a werewolf cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Stealth) or any ability that requires patience or concentration.

A werewolf can end her transformation as a free action and is fatigued after the transformation for a number of rounds equal to 2 times the number of rounds spent in the transformation. This fatigue cannot be reduced or mitigated in any way and applies even to normally fatigue-immune characters, but can be cured as normal. This fatigue cannot be reduced or mitigated in any way and applies even to normally fatigue-immune characters. A werewolf cannot start a new transformation while fatigued or exhausted but can otherwise start a transformation multiple times during a single encounter or combat. If a werewolf falls unconscious, her transformation immediately ends, placing her in peril of death. A werewolf must stay in one of her two forms (see wolf transformation) during transformation and can only switch between the two forms when she starts a new transformation. Rage powers or class features works with hybrid transformation.

This ability replaces rage and rage forms.

**Weapons of the Beast (Ex):** At 1st level, a werewolf, while in hybrid or wolf transformation, gains a set of natural attacks. Once chosen, it cannot be changed. She chooses two of the following (1 set of claws and 1 bite): These natural attacks replace any bite or claws that the werewolf may have from racial or other class abilities.

- **Inescapable Claws:** The werewolf gains two claw attacks when she is in her hybrid form. These are primary attacks that deal 1d4 points of damage plus the werewolf's Strength modifier (for a Medium-sized werewolf). She also gains Improved Grapple as a bonus feat, even if she does not meet the prerequisites. At 6th level, her claws gain the grab ability. At 11th level, she gains Greater Grapple as a bonus feat, even if she does not meet the prerequisites. At 16th level, she gains a constrict attack that deals damage equal to her claws.
- **Mighty Jaws:** The werewolf gains a bite attack when she is in her hybrid form, in addition to her wolf form. This is a primary attack that deals 1d6 points of damage plus the werewolf's Strength modifier (for a Medium-sized werewolf). At 6th level, her bite attack deals an additional 1d6 points of bleed damage on a successful hit. At 11th level, the werewolf deals an additional 3d6 points of damage with her bite attack when charging. At 16th level, whenever she charges a creature and hit with her bite attack, the target is knocked backwards 10 feet after the werewolf finishes with all of her attacks.
- **Savage Claws:** The werewolf gains two claw attacks when she is in her hybrid form. These are primary attacks that deal 1d4 points of damage plus the werewolf's Strength modifier (for a Medium-sized werewolf). At 6th level, she gains the rend special ability with her claw attacks that deals damage equal to her base claw damage plus 1-1/2 times its Strength bonus (if any). At 11th level, whenever the werewolf charges, she can make a full attack with her natural weapons in place of the normal attack at the end of her charge. At 16th level, she gains a rake attack that deals damage equal to her claw attacks.
- **Vicious Bite:** The werewolf gains a bite attack when she is in her hybrid form, in addition to her wolf form. This is a primary attack that deals 1d6 points of damage plus the werewolf's Strength modifier (for a Medium-sized werewolf). She also gains Improved Trip as a bonus feat, even if she does not meet the prerequisites. At 6th level, she gains the trip ability with her bite attack regardless of her form. At 11th level, she gains Greater Trip as a bonus feat, even if she does not meet the prerequisites. At 16th level, she is considered to be one size category larger for the purpose of her combat maneuver bonus when tripping an opponent.

If the werewolf already has these feats from any of the choices above, he may take another Combat feat that he must meet the prerequisites for.

This ability replaces fast movement.

**Shifting Resistance (Ex):** Starting at 2nd level, the werewolf gains DR/silver equal to half her berserker level (minimum 1) when in hybrid or wolf transformation. The werewolf also gains immunity to lycanthropy. At 9th level the DR/silver becomes DR/silver and magic.

This ability replaces uncanny dodge.

**Wolf Transformation (Su):** At 3rd level, a werewolf can take on wolf form. Wolf transformation works like hybrid transformation except spending a round of transformation grants the werewolf the ability to be in wolf transformation for one minute (a fraction of a minute rounds up to one round). In addition to the benefits of hybrid form, in wolf form the werewolf has a speed of 50 feet and gains the trip creature ability. A werewolf loses her ability to speak while in wolf form. All items the werewolf carries meld into her body in this form. When in wolf transformation, the werewolf cannot use rage powers. The werewolf cannot use wolf transformation when wearing heavy armor or carrying a heavy load. A werewolf is fatigued after the transformation for a number of rounds equal to 2 times the number of minutes spent in the transformation.

This ability replaces danger sense.

**Blood Feast:** At 4th level, the werewolf gains Blood Feast as a bonus feat. In addition, whenever the werewolf confirms a critical hit with his bite attack, he heals hit points equal to his Constitution modifier.

This ability replaces destructive.

**Lunar Link (Ex):** At 5th level, the werewolf gains a +1 insight bonus on Perception, Stealth, and Survival checks while under direct moon light and during the entire day of the full moon, including the two days before and after the full moon (during this phase, the werewolf gains the bonus during night and day, regardless of being under moonlight). This bonus increases by +1 every four berserker levels beyond 5th.

This ability replaces improved uncanny dodge.

**Fast Transformation (Ex):** At 8th level, a werewolf can transform as a standard action instead of a full-round action. Transforming in this way spends a round of transformation.

This ability replaces bloodlust.

**Dire Wolf Shape (Su):** At 9th level, when transforming into the wolf transformation the werewolf can choose a dire wolf form instead. The werewolf must choose which wolf form she is becoming when starting a transformation. The dire wolf form causes the werewolf to increase her size by one size category. This size increase grants the werewolf a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum of 1), and a –1 penalty on attack rolls and AC due to her increased size. The werewolf's bite attack also increases by one size category.

This ability replaces silent threat.

**Greater Transformation (Su):** At 11th level, when a werewolf transforms into a hybrid or wolf transformation, she gains a +2 natural armor bonus and an additional +2 circumstance bonus to Strength and Constitution.

This ability replaces greater rage.

**Improved Fast Transformation (Ex):** At 14th level, a werewolf can transform as a move action. Transforming in this way spends a round of transformation.

This ability replaces indomitable will.

**Werewolf's Fury (Ex):** At 15th level, a werewolf gains the ability to make several ferocious attacks with the same natural weapon. Instead of attacking with all her natural weapons, the werewolf can choose a single natural weapon and make a full attack with that natural weapon, gaining a second iterative attack at a –5 as if it was a manufactured weapon, gaining a third iterative attack at a –10, and gaining a fourth iterative attack at –15. When she does so, all her other natural attacks count as secondary attacks.

This ability replaces rage strike.

**Tireless Transformation (Ex):** Starting at 17th level, a werewolf no longer becomes fatigued at the end of her transformation.

This ability replaces tireless rage.

**Shifting Forms (Su):** At 19th level, when a werewolf is transformed. she can change between hybrid and wolf transformation as a swift action without ending the transformation.

This ability replaces unstoppable.

**Mighty Transformation (Su):** At 20th level, when a werewolf transforms into a hybrid or wolf transformation she gains a +4 natural armor bonus (instead of +2) an additional +2 circumstance bonus to Strength and Constitution. In addition, she gains regeneration 5/silver.

This ability replaces mighty rage.