

CE

MEDIUM

BEAST

HUMAN

HUMANOID

WERECREATURE

Converted by VaranSL

**Perception** +20; low-light vision, scent (imprecise) 30 feet

**Languages** Common, Halfling, Osiriani, Polyglot; rat empathy

**Skills** Acrobatics +22, Arcana +19, Athletics +18 (+20 to Climb or Swim), Deception +19, Intimidation +19, Society +21, Stealth +22, Thievery +20, Sailing Lore +21


**Str** +3, **Dex** +7, **Con** +4, **Int** +6, **Wis** +3, **Cha** +2

**Rat Empathy** (divination, primal) The wererat can communicate with rodents.

**Items** +1 crossbow (20 bolts), leather armor, +1 striking shortsword


**AC** 30; **Fort** +17, **Ref** +24, **Will** +18

**HP** 236; **Weaknesses** silver 10

**Nimble Dodge**  **Trigger** Fargo is targeted with a melee or ranged attack by an attacker he can see. **Effect** Fargo gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 25 feet


**Melee**  claw +24 [+20/+16] (agile, finesse), **Damage** 1d6+6 slashing

**Ranged**  crossbow +25 [+20/+15] (range increment 120 feet, reload 1), **Damage** 1d8+6 piercing

**Melee**  jaws +24 [+19/+14] (finesse), **Damage** 1d8+6 piercing plus curse of the wererat

**Melee**  shortsword +25 [+21/+15] (agile, finesse, versatile S), **Damage** 2d6+6 slashing


**Arcane Prepared Spells** DC 30, attack +21; **5th** *charm, cloak of colors, suggestion*; **4th** *blink, confusion, dimension door, illusory creature*; **3rd** *blindness, false life, haste, lightning bolt*; **2nd** *blood vendetta, invisibility (x2), see invisibility*; **1st** *jump, ray of enfeeblement, true strike (x2)*; **cantrips (5th)** *daze, ghost sound, mage hand, message, shield*

**Change Shape**  (concentrate, polymorph, primal, transmutation) Human with fist +24 for 1d4+3 bludgeoning, or Small rat with Speed 30 feet, climb 10 feet.

**Curse of the Wererat** (curse, necromancy, primal) This curse affects only humanoids. **Saving Throw** DC 29 Fortitude save. On each full moon, the cursed creature must succeed at another Fortitude save or turn into a wererat until dawn. The creature is under the GM's control and goes on a rampage for half the night before falling unconscious until dawn.

**Moon Frenzy** (polymorph, primal, transmutation) When a full moon appears in the night sky, Fargo must enter hybrid form, can't Change Shape thereafter, becomes one size larger, increases his reach by 5 feet, and increases the damage of his jaws by 2. When the moon sets or the sun rises, Fargo returns to humanoid form and is fatigued for 2d4 hours.

**Sneak Attack** Fargo deals 3d6 extra precision damage to flat-footed creatures.

**Tricky Spell**  (concentrate, metamagic) Fargo has learned how to cast many of his spells without hand gestures or incantations. If Fargo's next action is Casting a Spell that has verbal or somatic components, he must attempt a Stealth check against one or more observers' Perception DCs. If he succeeds, the observers do not notice that he had cast a spell. He must still present any material components if the spell requires it.