Wererat

Can use an action to polymorph into a rat-human hybrid, into a giant rat, or into a small rat.

DC 10 to change into hybrid or giant rat (d20 + x, x = number of months you’ve known you were a wererat).

DC18 to change into normal rat.

**While in hybrid or rat forms you have:**

* The same stats (skills and skill modifiers) as in Nasoj form
* Immunity (take no damage) from the following types of damage. If the weapon is Silvered (coated in silver, mixed with silver, etc) it will still do damage at 100% (no resistance). If the attack is from a magical spell, it will still do 100% damage (no resistance
  + Bludgeoning
  + Piercing
  + Slashing
* You have advantage on Wisdom(Perception) checks that rely on smell.
* You can use the attack ‘Bite’: 1d4 + 2 piercing damage
  + ‘Melee weapon attack’ (aka you can add your proficiency)
  + Use Dex modifier for attack roll
  + Use Strength modifier for damage roll
  + 1 target within 5 ft
  + If the target is humanoid and is not already a lycanthrope
    - DC 11 constitution saving throw
      * On fail, become a wererat
      * On success, nothing

**While only in hybrid form**

* You lose proficiency on all weapons and armor, except:
  + Light armor
  + Short swords
  + Hand crossbow
  + Bite
* You can make 2 attacks, but only one can be bite

**While only in rat form**

* You cannot speak
* You can only use bite
* You cannot use tools, weapons, etc.
* AC 12 (no armor)

**While only in small rat form**

* HP is cut by ½
* Automatic success on Wisdom(Perception) checks that rely on smell within 100ft if reasonably exposed, or 50ft if severely hidden (i.e. underground cave