

WEREBEAR ADVANCEMENT

Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	CR Increase	Special
1st	1d8	+0	+2	+2	+0	2 + Int mod	1	*+2 Str, +1 natural armor, *bite 1d6, *2 claws 1d4, bear feat (Track), alternate form, scent *damage reduction 1/silver, shapechanger subtype, +4 racial bonus to Swim checks
2nd	2d8	+1	+3	+3	+0	2 + Int mod	1	*+2 Str, *+2 Con, +1 natural armor, bear empathy
3rd	2d8	+1	+3	+3	+0	—	2	*+2 Str, *+2 Con, *+1 natural armor, Iron Will, *damage reduction 2/silver, **improved grab
4th	3d8	+2	+3	+3	+1	2 + Int mod	2	*+2 Str, *+2 Con, *+1 natural armor, *bite 1d6, *claws 1d6, bear feat (Run)
5th	4d8	+3	+4	+4	+1	2 + Int mod	3	*+2 Str, *+2 Dex, *+1 natural armor, *bite 1d8, *damage reduction 3/silver, ability score increase
6th	5d8	+3	+4	+4	+1	2 + Int mod	3	*+2 Str, *+1 natural armor
7th	5d8	+3	+4	+4	+1	—	3	*+2 Str, *+2 Con, *+1 natural armor, *damage reduction 4/silver
8th	6d8	+4	+5	+5	+2	2 + Int mod	4	*+2 Str, **bite 2d6, *damage reduction 5/silver, bear feat (Endurance)
***9th	6d8	+4	+5	+5	+2	—	4	Curse of lycanthropy, *damage reduction 10/silver

*Available only in animal or hybrid form. Ability score increases by level are cumulative; these are the increases the PC gains in hybrid or animal form.

Available only in animal form. *Natural lycanthropes only.

WEREBEAR RACIAL TRAITS

Size: The werebear's animal form is Large.

Favored Class: Werebear. The best multi-classing choices for a werebear are barbarian, fighter, or ranger.

WEREBEAR CLASS SKILLS

The werebear's class skills (and the key ability for each skill) are:

Str: Climb, Swim.

Wis: Listen, Spot.

AFFLICTION OR HERITAGE?

Humanoids naturally fear lycanthropes, and their usual reaction to the discovery of one living nearby is to hunt it down and brutally slay it. Such treatment has pushed most lycanthropes into lives of extreme seclusion, although a few breeds tend to build large families whose members can rely on one another for protection. Very occasionally, such families evolve into burgeoning communities, much to the surprise and dismay of those who hunt their members.

Inside these rare enclaves, the shapechangers can hone their unique abilities to predatory sharpness. The beastfolk that make up such clans often display startling intellect and dignity, as well as horrifying ferocity. Like the normal men and women they resemble, they exhibit a full range of good, evil, and neutral alignments.

Natural lycanthropes are born to others like themselves—they are not cursed humanoids afflicted with an

unwanted disease. Such natural lycanthropes enjoy benefits not shared by their troubled cousins.

This article presents the level advancements for natural lycanthrope characters only. An afflicted lycanthrope PC could be cured of the disease during any full moon, making those days of the month a serious liability. In addition, an afflicted lycanthrope would have to make Control Shape checks to gain the full use of the lycanthrope abilities. If you wish to allow afflicted lycanthrope characters despite these difficulties, they follow the same rules and level progressions outlined below, except they do not gain the last level.

LYCANTHROPE CLASSES

Savage Species presented various monsters as classes, spreading out their qualities over several "monster levels." Although lycanthrope is a template rather than a specific monster kind, it can be treated the same way, spreading out the abilities gained over

a number of levels equal to the sum of the level adjustment for the template (+3 for a natural lycanthrope or +2 for an afflicted one) and the Hit Dice of the animal. This article provides class advancement tables for the lycanthropes presented in the *Monster Manual*.

When planning to play a natural lycanthrope character, you must first choose a base creature of the humanoid or giant type. If the base creature lacks a level adjustment and racial HD (as is the case with the core races), apply the racial traits of your chosen creature to your 1st-level lycanthrope. If you choose a creature with racial HD or racial HD and a level adjustment, you must apply the creature's racial traits to the lycanthrope and begin play at higher than 1st level.

LYCANTHROPE RACIAL TRAITS

These racial traits are common to all lycanthropes.

Starting Ability Score Adjustments: +2 Wis.

Size: The lycanthrope's hybrid form is the size of the base creature or the lycanthrope's animal form, whichever is larger. If the lycanthrope's hybrid form is larger than its animal form, adjust the natural attack damage listed in the lycanthrope's advancement table up one step according to the table on page

176 of the *Monster Manual*. Do not adjust the lycanthrope's ability scores or natural armor due to a size change between forms; make only the changes outlined by the lycanthrope's level.

Hit Points: The lycanthrope's hit points are calculated by its Constitution in animal form. The lycanthrope has the same hit points in all forms.

Armor Class: General increases to natural armor granted by lycanthrope levels are added to the natural armor of the lycanthrope in all forms. Increases that specifically affect the animal and hybrid forms of the lycanthrope do not affect it when in base-creature form. In animal form, the lycanthrope has a total natural armor bonus equal to the general increases and animal/hybrid specific increases; ignore the animal's normal natural armor bonus. In hybrid form, the lycanthrope has the natural armor of the total for the base-creature form or the total for the animal form, whichever is higher.

Low-Light Vision: A lycanthrope has low-light vision in all forms.

Skills: If the lycanthrope level is the character's 1st character level, she

gains x4 skill points. Otherwise a lycanthrope adds skill points from her lycanthrope levels much as if she had multiclassed into the lycanthrope class.

Werebear

Solitary hunters, werebears are occasionally found in small families and even more rarely in small communities. They often take up service with local foresters, serving as wardens and caretakers for old forests.

Werebear societies are matriarchal as often as not, with the women making many of the day-to-day decisions about how to run the community. The largest, oldest males serve as enforcers and protectors of the settlement.

Werebear Class Features

All of the following are class features of the werebear class.

Weapon and Armor Proficiency: A werebear is proficient with weapons and armor as described for the base creature's type.

Bear Feats: A werebear gains Track at 1st level, Run at 4th level, and Endurance at 8th level. These feats take the place of those normally gained by a

character at 1st, 3rd, 6th, and 9th level. With DM permission, you may choose substitute feats. After the last level of the lycanthrope class, a lycanthrope character gains feats normally according to his character level.

Alternate Form (Su): A werebear can assume the form of a brown bear or bear-humanoid hybrid. Consult the description of the alternate form ability in the lycanthrope template for more details. Unlike the lycanthrope template's alternate form ability, a werebear in bear form or bear-humanoid hybrid form benefits from the changes to natural armor, abilities, special qualities, special attacks, natural attacks, and natural weapon damage according to its levels in the werebear class.

Scent (Ex): A werebear has the scent special quality in all forms.

Bite/Claws: At 1st level, the werebear in animal or hybrid form gains a bite attack and two claw attacks. These are natural weapons dealing the indicated damage. The bite attack of a hybrid is always a secondary attack. When a natural attack is used as a secondary attack, the lycanthrope adds half its Strength bonus to damage.

Damage Reduction (Ex): At 1st level, a werebear in bear or hybrid form gains damage reduction 1/silver. The amount of damage ignored increases as indicated on the Werebear Advancement table, culminating in damage reduction 10/silver at 9th level.

WEREBOAR RACIAL TRAITS

Size: The wereboar's animal form is Medium.

Favored Class: Wereboar. The best multi-classing choices for a wereboar are barbarian or ranger.

WEREBOAR CLASS SKILLS

The wereboar's class skills (and the key ability for each skill) are:

Wis: Listen, Spot.

WEREBOAR ADVANCEMENT

Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+2	+0	2 + Int mod	1	*+2 Con, +1 natural armor, *gore 1d6, boar feat (Toughness), alternate form, *damage reduction 1/silver, **bite 1d4, **2 claws 1d4, shapechanger subtype, scent
2nd	1d8	+0	+2	+2	+0	—	1	*+2 Str, +1 natural armor, *damage reduction 2/silver
3rd	2d8	+1	+3	+3	+0	2 + Int mod	2	*+2 Con, *+2 natural armor, *bite 1d6, *damage reduction 3/silver, Iron Will
4th	2d8	+1	+3	+3	+0	—	2	*+2 Str, *+2 natural armor, boar empathy, *damage reduction 4/silver, *gore 1d8
5th	3d8	+2	+3	+3	+1	2 + Int mod	3	*+2 Con, *+2 natural armor, ferocity, boar feat (Alertness), *damage reduction 5/silver
***6th	3d8	+2	+3	+3	+1	—	3	Curse of lycanthropy, *damage reduction 10/silver

*Available only in animal or hybrid form. Ability score increases by level are cumulative; these are the increases the PC gains in hybrid or animal form.

**Available only in hybrid form.

***Natural lycanthropes only.

Bear Empathy (Ex): At 2nd level, a werebear learns to communicate with bears and dire bears. This ability allows him to communicate simple concepts and (if the animal is friendly) simple commands. He also receives a +4 racial bonus on checks made to influence the attitudes of such creatures.

Improved Grab (Ex): To use this ability, the werebear must be 3rd level or higher, be in bear form, and hit with a claw attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Iron Will: A werebear gains Iron Will as a bonus feat at 3rd level.

Ability Score Increase: At 5th level, the lycanthrope character may increase any ability score by one point.

Curse of Lycanthropy (Su): At 9th level, a natural werebear can infect other creatures with lycanthropy. Any humanoid or giant hit by the bite attack of a natural werebear in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. Afflicted lycanthropes do not transmit lycanthropy.

Wereboar

Wereboars are usually solitary, preferring the quiet of the forest and marshlands to the dangers of

"civilized" societies. A few choose to live in small groups. Wereboars are aware that some civilized races hunt their kind for sport, and this realization doubtless contributes to their terrible tempers. Despite these facts, some wereboars successfully enter the world of civilized people. These wereboars serve as powerful wardens for certain liberal-minded nobles; others gain reputations as fearsome rebels against oppressive powers.

Wereboar Class Features

All of the following are class features of the wereboar class.

Weapon and Armor Proficiency: A wereboar is proficient with weapons and armor as described for the base creature's type.

Boar Feats: A wereboar gains Toughness at 1st level and Alertness at 5th level. These feats take the place of those normally gained by a character at 1st, 3rd, and 6th level. With DM permission, you may choose substitute feats. After the last level of the lycanthrope class, a lycanthrope character gains feats normally according to his character level.

Alternate Form (Su): A wereboar can assume the form of a boar or boar-humanoid hybrid. Consult the

description of the alternate form ability in the lycanthrope template for more details. Unlike the lycanthrope template's alternate form ability, a wereboar in boar form or boar-humanoid hybrid form benefits from the changes to natural armor, abilities, special qualities, special attacks, natural attacks, and natural weapon damage according to its levels in the wereboar class.

Scent (Ex): A wereboar has the scent special quality in all forms.

Damage Reduction (Ex): At 1st level, a wereboar in boar or hybrid form gains damage reduction 1/silver. The amount of damage ignored increases as indicated on the Wereboar Advancement table, culminating in damage reduction 10/silver at 6th level.

Gore/Bite/Claws: At 1st level, the wereboar gains a gore attack in her animal form, the wereboar has two claw attacks and a bite attack in hybrid form. These are natural weapons dealing the indicated damage. If the lycanthrope has only one natural attack in animal form, it adds 1-1/2 times its Strength bonus to damage. The bite attack of a hybrid is always a secondary attack. When a natural attack is used as a secondary attack, the lycanthrope adds half its Strength bonus to damage.

Boar Empathy (Ex): At 4th level, a wereboar learns to communicate with boars and dire boars. This ability allows her to communicate simple concepts and (if the animal is friendly) simple commands. She also receives a +4 racial bonus on checks made to influence the attitudes of such creatures.

WERERAT RACIAL TRAITS

Size: The wererat's animal form is Small.
Favored Class: Wererat. The best multi-classing choices for a wererat are rogue and fighter.

WERERAT CLASS SKILLS

The wererat's class skills (and the key ability for each skill) are:

Str: Climb, Swim.
Dex: Hide, Move Silently.
Wis: Listen, Spot.

WERERAT ADVANCEMENT

Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+2	+2	2 + Int mod	1	*+2 Dex, +1 natural armor, *bite 1d4, **2 claws 1d4, dire rat feat (Alertness), alternate form, scent, *damage reduction 1/silver, shapechanger subtype, +8 racial bonus to Swim checks
2nd	1d8	+0	+2	+2	+2	—	1	*+2 Dex, +1 natural armor, Weapon Finesse, *damage reduction 3/silver, disease
3rd	1d8	+0	+2	+2	+2	—	2	*+2 Dex, *+2 Con, *+1 natural armor, **bite 1d6, *damage reduction 5/silver, rat empathy, Iron Will
***4th	1d8	+0	+2	+2	+2	—	2	Curse of lycanthropy, *damage reduction 10/silver

*Available only in animal or hybrid form. Ability score increases by level are cumulative; these are the increases the PC gains in hybrid or animal form.

Available only in hybrid form. *Natural lycanthropes only.