RAZORCLAW

A Subrace for use with the Shifter Race as presented in the Wayfinder's Guide to Eberron

The Wayfinder's Guide states that the four especially common shifter subraces are the **Beasthide**, **Longtooth**, **Swiftstride** and **Wildhunt**

This document details another common subrace of shifters: the **Razorclaw**.

Razorclaw shifters are sneaky and temperamental. Many razorclaw shifters have feline traits that become more pronounced as they shift, particularly drawing on the features of panthers, jaguars or cougars.

RAZORCLAW TRAITS Ability Score Increase

Your Strength score increases by 2.

SNEAKY

You have proficiency with the Stealth skill.

SHIFTING

FEATURE

While shifted, you can use an attack action to make a melee attack with your claws. This attack is considered an unarmed strike. If you hit with your claws, you can deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. When you use the Attack action with your claws on your turn, you can make one melee attack with your claws as a bonus action. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Razorclaw by Travis Legge edited by Sarah Scharnweber Interior Art courtesy Wizards of the Coast Special Thanks to Lewis Harris for the feedback and help.

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