

BOOK of heroic Races Advanced Skinwalkers



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CREDITS

Author

Michael J Eshleman, Maurice de Mare,
Dale C. McCoy, Jr., Matthew Ryan Medeiros,
David N. Ross

Editor

Richard Moore, Kevin Morris

Cover Artist

Keith Curtis, Luis Salas Lastra

Interior Art

Keith Curtis, Gary Dupuis, Luis Salas Lastra

President

Dale C. McCoy, Jr.

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Introduction

In your hands is the ninth in a series of releases that will ultimately become the **Book of Heroic Races: Advanced Compendium**. This book is being designed for those who want to play something beyond those races included in the *Pathfinder Core Rulebook* which encompass over 30 years' worth of thoroughly covered ground. It is for those who, like myself, were introduced to fantasy by something other than *The Hobbit* and *The Lord of the Rings*. With it, we hope to bring some exciting new elements to your game.

Let's call a spade a spade here: a skinwalker is a balanced, playable werewolf. Lycanthropes as presented in the *Pathfinder Roleplaying Game* are not really playable. The damage reduction that comes with the template provides balance problems, and having two alternate forms can slow down game play, as can the roll to shift into alternate form that receives modifiers depending on the moon phase. Plus, spreading lycanthropy could turn a sizable chunk of a nation into werewolves by the end of a campaign. The skinwalker race addresses all of these issues, having no damage reduction, a single and simple alternate form, and no curse of lycanthropy, leaving them with no ability to spread their shapechanging nature outside of normal mating. All in all the skinwalker preserves the flavor of a lycanthrope while remaining balanced and playable.

Like werewolves, skinwalkers live in normal human society but harbor the secret of being a shapeshifting monster. Secrets such as these have numerous real world analogues, from being highly religious while surrounded by those against religion or being apart of the LGBTQ community while being around those who do not understand it. Here's another one many in my age group can remember from growing up in the 80's: being a role playing gamer when it was commonly equated with devil worship. If you want to roleplay a character with a secret that fears its discovery, a skinwalker is a great choice.

When looking at the archetypes, be sure to check out the kinetic assailant. This is the first archetype from us that was written from the ground up to emulate a comic book superhero. I hope it should be obvious which one we had in mind. With the ability to grow claws and rend your opponents, this archetype should be a hit among psionics fans.

The beastwalker archetype is designed to blend the druid's talents with the skinwalker's natural ability to change shape. Instead of the druid changing into an animal, this druid archetype enhances the skinwalker's natural shape changing ability, allowing the skinwalker to change into a more powerful version of the alternate form.

The Lunar shaman spirit is a particular favorite of mine. When I was laying out what I wanted in this supplement,

that was one of the first things I thought of. However, I had not communicated that to author David N. Ross who asked my opinion on that before writing it. Needless to say, I was ecstatic that we were so in sync on what we wanted to see for skinwalkers. I think you will enjoy how it really brings out the lycanthropic aspect of the race. From the eye of the moon hex, which grants darkvision at low level and true seeing at higher level, to the moonbeam spirit ability and the beastform greater spirit ability, this new option for the shaman class really brings out the moon's favor.

We really hope you enjoy this race. Be sure to tell your friends about this race it and all the other races in the **Book of Heroic Races: Advanced Series**. We are nearing the end of the series so be sure to look for the **Advanced Compendium** coming out in 2016.

Dale C. McCoy, Jr.
President, Jon Brazer Enterprises
November 2015

How to Use

This book presents a number of new options you can use to create catfolk characters for your game. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

The classes and options presented here can be found in the following books:

Pathfinder Roleplaying Game Core Rulebook: barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, wizard

Pathfinder Roleplaying Game: Advanced Players Guide (^{APG}): alchemist, antipaladin, cavalier, inquisitor, oracle, summoner, witch

Pathfinder Roleplaying Game: Ultimate Magic (^{UM}): magus

Pathfinder Roleplaying Game: Ultimate Combat (^{UC}): gunslinger, ninja, samurai

Pathfinder Roleplaying Game: Advanced Race Guide (^{ARG}): no new classes

Pathfinder Roleplaying Game: Ultimate Equipment (^{UE}): no new classes

Pathfinder Roleplaying Game: Advanced Class Guide (^{ACG}): arcanist, bloodrager, brawler, hunter, investigator, shaman, skald, slayer, swashbuckler, warpriest

Dreamscarred Press' Ultimate Psionics (^{UP}): aegis, cryptic, dread, marksman, psion, psychic warrior, soulknife, tactician, vitalist, wilder

Rogue Genius Games' Genius Guide to the Time Thief: time thief.

Howls By Night

I froze. The scream was just at the edge of my hearing, but I was sure it came from the east, near the river. Female. Probably human, but maybe a halfling or a half-elf. I looked at Rosefur. By the look on her face, I could tell she had heard it, too and was listening for other sounds. Her brown eyes turned to me and without a word, we ran for the forest in the direction of the scream.

As soon as we left the village and were under the security of the woods, I shifted into my true form. My face and arms prickled as the hair along my face and arms grew longer and thicker. My shirt filled out as the muscles in my chest swelled. I long ago learned to wear baggy clothing to keep from tearing it to shreds when I turned. I opened my mouth slightly as my teeth elongated to their true shape. A bug tried to fly in but was crushed between my tongue and left canine. I breathed in through my wider nostrils, taking in the scene around me. The sap of every tree, the passing of a bear less than an hour ago, Rosefur's natural scent. I loved this sensation, rushing towards dangers unknown with Rosefur at my side and "seeing" with my nose.

I turned to Rosefur. Her once-brown eyes, now yellow cat's eyes, glowed in the darkness, more beautiful than the human ones she wore to hide her true self. I knew she could see every detail in the darkness that my eyes would miss, even though my nose missed nothing. She had already drawn her bow and nocked an arrow in anticipation.

I could smell it before we arrived, the scent of blood thick in the air, far too thick for whoever screamed to have survived. "Wolfgar! It's Carter." Ignoring the obvious danger, I rushed to the fallen halfling's side while Rosefur held back, her bow covering me. Bridget Carter, the village weaver, was always nice to Rosefur and myself, even though I am sure she suspected we were more than just typical hunters.

I knelt down next to the child-sized woman. She was still warm, but her eyes were focused on nothing and her missing right arm told the tale of how she died. Bite marks, deeper than the ones my own teeth made, brought her to her end. In vain, I clutched the dueling wolves I wore around my neck and whispered a quick prayer to Benantio, asking him to keep her from dying, but nothing happened. She was already gone and beyond my ability to save with my deity's magic. There was only one thing left to be done.

The wind shifted, and I narrowly caught their scent before they descended upon us. I looked up just in time to see a pair of giant spiders drop from the tree above me. One of Rosefur's arrows struck an eye of the closer of the two creatures, and it disappeared before it hit the ground.

I swung my mace, striking the other spider full on in its body, but failed to do any real harm. Its fangs barely missed a metal stud of my armor, penetrating the leather, and pierced my skin. The bite seared my flesh as I felt its venom

enter my shoulder. I heard the thunk of an arrow driving into the spider's body just before I brought my mace around again, striking it full in the head and ending its miserable life. Like the other, it vanished before my eyes.

Rosefur rushed to my side. "Are you all right?" she asked, her voice pleading.

"I'll be fine in a moment," I replied. I showed her the bite as my hand began to glow with the soft grey color of Benantio's grace. My flesh closed around the wound and the pain ceased. "But those spiders did not kill Carter."

Rosefur took a look at the wounds on the late halfling. "Wolves. There is only one reason why wolves would attack someone this viciously and leave the body: the summoning spell that brought them here ended."

I sniffed the body and detected another scent, buried beneath the heavy smell of blood and only perceptible because I was looking for it. It was the scent of the killer. I took a long breath in, sampling the air. "Our killer followed the river north."

I led the way with my nose while Rosefur followed behind me, keeping watch for an ambush with a readied arrow.

As we followed the scent, I fought back urge to let my anger consume me. My god, a deity of innocence, would not appreciate any cruelty toward Carter's murderer. I stopped for a moment, taking a few deep breaths to calm myself. Rosefur must have sensed my anger and asked if I was all right. I took another breath and said, "Yes. I was just calming myself, preparing for what must be done to this dangerous creature."

Her calming voice helped me focus my mind. "We will put down whoever killed her. Then, we will bring her back for a proper burial."

Thinking on the need for a burial allowed me to quell my anger and brought me back to my senses. The scent in the air was that of a human hunter, one we encountered from time to time. "We're heading towards Oleg's house."

"I noticed." Rosefur didn't have to tell me that we had to be careful. Oleg did not like half-orcs; shapeshifters would have downright scared the man. But it was a risk that we both knew we had to take. We were not going to let Carter's killer go free, even if that meant revealing our true nature. It wouldn't be the first time someone discovered our secret.

The wind shifted. Oleg's scent came in strong. "Not far ahead," was all I managed to say before I let out a howl into the night and rushed ahead. I could feel my heart beating in my chest. The owner of that scent was close by, maybe a few minutes' running.

I could no longer hear Rosefur's feet behind me. Doubtless she was setting up a shot. There was enough space between the trees to allow Oleg's home some moonlight. I stopped for a moment to take in the scene. No candles were lit

inside the house. The only light came from the round, silvery moon hanging in the sky. It did not provide enough light to see perfectly, but it was enough for me to make out something human-shaped that was chewing on something dead. At first I thought it was a rabbit, but then I realized that it was Carter's missing arm. I couldn't make out the face from here, but I was pretty sure it was a werewolf or skinwalker in bestial form. I had the sinking feeling that it was Oleg. Why else would the creature be casually eating an arm in front of his log cabin? I didn't want to kill Oleg, especially if his lycanthropy was not his fault. We would have to subdue him and figure out what to do from there.

I charged ahead, letting out a howl of attack. The beastman looked up from his meal, saw me coming and jumped towards me, claws extended, barely avoiding an arrow coming from somewhere in the darkness behind me. Before he jumped, I noticed that his scraps of clothing offered no protection whatsoever and that his only weapons were his claws and a maw that looked as if it could bite off half of my head.

He landed right in front of me, his claws tearing through my armor and gashing the same shoulder the spiders had earlier. I ignored the pain, focusing instead on keeping those snapping jaws away from me. My mace connected with the creature's face. He yelped in pain. I couldn't keep a small smile from creasing my lips as I took a step back, giving myself enough room to maneuver and Rosefur enough room to get off another arrow.

The beastman moved to keep me between itself and where Rosefur had been standing. When the magic to summon creatures started to glow around his hands, I was expecting her next arrow to come from somewhere off the the side. She failed to disappoint. The magic building around the beastman's claws exploded in an amusing light show, disrupted by the shot.

"Stop this Oleg," I told the beastman. "Come back to your senses. Fight the beast that is controlling you." The swing that hit the right side of my face told me that he was incapable of reason. I bashed him as hard as I could with my weapon, over and over again. I refused to stop, no matter how much his claws hurt. He had to be stopped. Rosefur's arrows hit him again and again, but he just kept coming. But then, a crossbow bolt landed in his chest, creating the first wound to give him pause. The blood covering the tip could not hide the glimmer of moonlight off its tip. Silver. With my free hand, I pulled the bolt from his body and began using it like a dagger.

Not long afterwards, the beastman was lying dead on the ground and retaking human form. The face was nothing like Oleg's. Only then did I remember that Rosefur did not have a crossbow. I looked in the direction of the house and saw Oleg holding a crossbow, with a bolt pointed straight at my heart. When I looked him square in the face, the light of recognition shone in his eyes. My face may have been changed, but he recognized me all the same.

"Wolf, how ... what are you? What did you do? Did you eat Rose? Is that her arm on the ground there?" Oleg was stammering out the questions.

Unfortunately, I tried to reason with him by answering his questions. "Oh no. That's Carter's arm. Ro—"

"You killed Carter?" In his excitement, he fired off the crossbow bolt. I nearly dodged it, but it caught the side of my chest and knocked me down.

Rose was at my side in an instant, helping me up. "That monster killed Carter. We were tracking it down," she yelled at Oleg while he reloaded.

That old hunter had already made up his mind. "I'll bet. You were probably leading him here to eat me next. Monsters!" He yelled as he fired off his next bolt.

We were not about to hurt him, even in self defense. She put my arm around her neck and we ran as fast as we could to get out of his range. We didn't stop until we got back to the village, gathering up as much of our belongings as we could, and then began to run again, seeking some other village, far away from here.

Skinwalkers

Racial Traits

Sometimes called half-lycanthropes, skinwalkers are assumed to be the children of one of the various were-creatures and a human or other humanoid creature. Skinwalkers, being natural shapeshifters, believe it to be the other way around, claiming that lycanthropes originated from them. Blessed by nature, skinwalkers see themselves as having the advantages of both civilization and the untamed wilderness. They are born with the gift and curse of changing their shape to appear more bestial, which makes them exceptional hunters, even if their shifting natures frighten most other humanoids.

Physical Description: Normally, skinwalkers look like a normal member of a common humanoid race. A skinwalker that never shapeshifts into bestial form can live a normal life in a city with no one being the wiser. Shifting into bestial form reveals to all who witness the transformation that the skinwalker is not fully human. The skinwalker becomes hairier and grows sharper teeth and longer nails. His nose flares out, making it easier to smell. His skin toughens into a protective hide. The skinwalker still walks on two feet, uses his hands to manipulate objects, and thinks like his normal self. His voice, however, takes on a feral quality, though he can be understood just like before.

Society: Skinwalkers either join lycanthrope clans or form their own clans for protection as well as day-to-day survival. A lone skinwalker, much like a lone wolf, can be easily killed, but a whole clan can overcome many dangers.

Skinwalker Racial Traits

+2 Wisdom, -2 Intelligence, +2 to one physical ability score while shapechanged: Skinwalkers are well attuned to the natural order of things and value passion above reason. While in their bestial form, they gain a +2 racial bonus to either Strength, Dexterity, or Constitution (see Change Shape).

Skinwalker: Skinwalkers are humanoids with the shapechanger and skinwalker subtypes.

Medium: Skinwalkers are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Skinwalkers have a base speed of 30 feet.

Low-Light Vision: In dim light, skinwalkers can see twice as far as humans.

Animal-Minded: Skinwalkers have a +2 racial bonus on Handle Animal and wild empathy checks.

Change Shape (Su): A skinwalker can change shape into a bestial form as a standard action. In bestial form, a skinwalker gains a +2 racial bonus to one of Strength, Dexterity, or Constitution. While in this form, a skinwalker also takes on an animalistic feature that provides a special effect. Each time a skinwalker assumes bestial form, she can choose to gain one of the following features:

- 2 claw attacks that each deal 1d4 points of damage
- Darkvision to a range of 60 feet
- +1 racial bonus to natural armor

The racial ability score bonus and additional feature last as long as the skinwalker remains in that form, and a skinwalker can remain in bestial form for as long as she wants. While in bestial form, a skinwalker takes a -4 penalty to Charisma and on Charisma-based checks when interacting with humanoids that lack the shapechanger subtype.

A skinwalker can return to her humanoid form as a swift action. To change forms and gain a different benefit, a skinwalker must first return to her humanoid form then use her shapechange ability again. A skinwalker can shapechange into bestial form a number of times per day equal to 3 + 1/2 her character level.

Spell-Like Ability: Skinwalkers with a Wisdom score of 11 or higher can use *speak with animals* once per day as a spell-like ability. The caster level for this ability is equal to the skinwalker's character level.

Languages: Skinwalkers begin play speaking Common. Skinwalkers with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Most clans are lead by the strongest among them, who earned his position by killing the chieftain before him. New clans frequently start when a splinter group, unwilling to follow the new leader, abandon the clan.

Alignment and Religion: Significantly focused on loyalty to their clans as opposed to any larger society, skinwalkers tend towards chaotic alignments. With so many skinwalkers being rejected by normal human society, the thirst for revenge pushes many toward evil actions. However, skinwalkers are just as free as any other heroic race to choose their own destinies. While they may be in the minority, some clans choose to live by the rule of law and the virtues of goodness.

No single deity is the overriding skinwalker deity of choice. Some choose not to kneel before a deity and instead revere a pack ancestor. None, however, are known to have actually become deities in their own right. Benantio has drawn the respect of many skinwalkers, teaching that clan unity is more important than an individual's desires. Followers of Urul'galar revel in the lunacy of changing their shape. Some skinwalkers choose to worship Vanatari, an ancient fey, for her passion, her tricks, and her hunting prowess.

Names: A skinwalker born into a human or other humanoid society has a name typical of that region. However, a skinwalker who is born into or joins a pack is given an animal-inspired first name followed by the clan



name. First names in the clan do not distinguish between genders; Instead, they exemplify some iconic characteristic of the clansman. Clan names are the first names of the clan's progenitor. If a skinwalker with a humanoid names starts a clan, the skinwalker will take a new name for the pride of the clan, a name that the clansmen can rally behind. Clanless skinwalkers do not have a clan name.

Names: Bloodtusk, Clawslash, Greentusk, Mudfur, Squeeler, Talonstrike, Wolfgar.

Traits

The following race traits are available for skinwalkers.

Charger: You run through the forest, not caring for the undergrowth that would hold others back. Whenever you take the run action or make a charge attack, you can run across 5 feet (1 square) of difficult terrain as if it were normal terrain.

Frequent Shifter: You shift in and out of your bestial form so often that you can change shape more than most of your kind. You can use your change shape ability 1 additional time per day.

Savage Attacks: Your natural attacks tear your enemies to shreds. You gain a +1 trait bonus to confirm a critical hit made with your natural weapons.

Alternate Racial Trait

Change Shape: Instead of the typical abilities to choose from when in bestial form, you may choose from the following.

- a bite attack that deals 1d6 points of damage
- scent to a range of 30 feet.
- +10-foot racial bonus to base speed

Society and Lands

Aging and Death: Skinwalkers seldom live to a venerable age. Most die off in combat, whether fighting against human society or competing with other clans for food or territory. A good death, to a skinwalker, is one earned in battle, a belief that has led to many skinwalkers who manage to reach their twilight years to command their people in battle against overwhelming odds just to ensure coming to a good death. Desire for a good death also leads a number of skinwalker adventurers to charge headlong into powerful opponents, allowing their fellows to retreat.

Clans and Families: While a skinwalker may be related to one or two of his clansmen, familial relations within the clan seldom extend beyond that. The rest of the clan are together because they share the bond of being able to change their shape and share the ideals of the clan chieftain. Clan leaders that seek to hunt humans for sport attract skinwalkers that feel the same way; leaders that

want to make a safe place for themselves and protect their territory against threats tend to be surrounded by other good-natured members of their kind.

Love and Mating: Consenting skinwalker mates stay together for a season and are exclusive to each other for that time. It is typically considered an honor to be the desired mate of the clan chieftain, but even he or she is bound by the mate's consent (or the lack of it). Skinwalker couples raised in human society have trouble letting go of the idea of marriage and remaining together for the rest of their lives. Even if they come to live in a clan, such couples commonly mate with one another exclusively with each season. The first day of Spring is the biggest mating event for skinwalkers all year. Nearby clans, even those that are normally rivals, come together to celebrate the Festival of Changing Life.

Relations: Skinwalkers have interacted with many races over the centuries and possess different relations with each.

Catfolk: While they sometimes compete for space and hunting territory, catfolk are also frequent allies to skinwalkers. Catfolk and skinwalkers fight side by side against undead horrors and savage monsters that threaten their respective territories. When lacking a common enemy, these two races will fight each other for pride and honor. These struggles seldom involve death, but tragedy has been known to happen.

Gnomes: Even if not all gnomes are comfortable with the idea of trading with skinwalkers, they do trade with them. Gnomes also hire skinwalkers to protect them when their illusions are not sufficient to protect against whatever may dangers come their way. However, many gnomes fear that such a deal for protection could lead to their bloody deaths and choose to rely on these shapeshifters as little as possible.

Human: When not in their alternate appearance, skinwalkers look like any other human and can operate in human society without prejudice. Should a skinwalker's true nature become revealed, however, a skinwalker can quickly become a creature to be feared and shunned. Most humans simply confuse skinwalkers with lycanthropes and maintain a safe distance from them, for fear of being bitten.

Lycanthropes: Even though skinwalkers are not lycanthropes, skinwalkers see full lycanthropes as shapeshifting brethren who can never reveal their true selves among the other races.

Adventurers: While many skinwalkers live among humans or in clans, becoming an adventurer is a perfectly acceptable choice for them. Their chaotic nature draws them away from an ordinary life, driving them to experience life to the fullest. Whether this adventuring takes the form of saving innocents from danger or robbing from those foolish enough to travel unarmed makes little difference to other skinwalkers.

Barbarian: No class better exemplifies the skinwalker. Some even say that humans first learned to tap into their rage and use it to eviscerate their enemies from skinwalkers.

Hunter: Possessing animal traits themselves, skinwalkers form intimate bonds with their animal companions. The animal focus enhances their natural shape-shifting abilities.

Monk: To achieve enlightenment, monk skinwalkers believe they must master their shapeshifting. Skinwalker monks believe that those who give into their rage, shapeshifting only when provoked into anger, are controlled by their emotions and allow the beast inside to be the master, and instead these ascetics seek peace and harmony with their alternate forms.

Sorcerer: The blood of a lycanthrope may not be all that flows through the skinwalker's veins. The latent potential of a powerful dragon, elemental, or any number of other creatures can lend them to at times terrifying arcane might.

Wilder: Skinwalkers that cannot control their anger sometimes discover that they possess the ability to channel their emotions into psionic powers, and learn to rend their opponents with both mind and claw.

Racial Options

Racial Archetypes

Skinwalkers can make use of these archetypes.

Beastwalker

Beastwalkers are skinwalkers who embrace their animal sides, spending as much time as possible in animal shape.

Associated Class: druid

Associated Race: skinwalker

Replaced Abilities: resist nature's lure, venom immunity

Modified Abilities: wild shape

Resist Call of the Wild (Ex): At 4th level, a beastwalker gains a +4 bonus on saving throws to avoid confusion, daze, feeblemind, and insanity effects. She also gains a +4 bonus against the exceptional, spell-like, and supernatural abilities of creatures with the shapechanger subtype.

Wild Shape (Su): This ability functions as the druid ability of the same name except as described here. The beastwalker does not gain the ability to become an elemental or plant.

At 6th level, a beastwalker can also use wild shape to take on a bipedal hybrid form between his natural form and Small or Medium animal. This ability functions like *beast shape I* except that a beastwalker retains his own speed and equipment. He retains his own size if it is larger than the animal's.

At 8th level, a beastwalker can assume a hybrid form of a Large or Tiny animal. When taking hybrid form, a beastwalker's wild shape functions as *beast shape II*.

At 10th level, a beastwalker can assume a hybrid form of a Diminutive or Huge animal. When taking hybrid form, a beastwalker's wild shape functions as *beast shape III*.

At 12th level, when taking animal or hybrid form, a beastwalker's wild shape functions as *beast shape IV*.

Lycanthrope's Hide (Ex): At 8th level, a beastwalker's natural armor bonus increases by an additional +2 while in animal or hybrid form.

New Moon's Blessing (Sp): At 9th level, a beastwalker becomes immune to diseases and any effect that can be removed by *remove disease*, including the curse of lycanthropy.

Wild Might (Su): At 10th level, a beastwalker gains an additional +2 bonus to Strength and Constitution while in a Large or smaller animal or hybrid form.

Table 1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Male	4 ft. 10 in.	120 lbs.	+2d10	x5 lbs.
Female	4 ft. 5 in.	85 lbs.	+2d10	x5 lbs.

Table 2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
15 years	+1d4	+1d6	+2d6

Table 3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
35 years	53 years	70 years	70+2d20 years



Moon's Blessing (Su): At 12th level, a beastwalker gains damage reduction 3/silver while in animal or hybrid form. This damage reduction increases to 4/silver at 15th level and 5/silver at 18th level.

Kinetic Assailant

Many would ask what's more dangerous than a man who can slay a horde of soldiers with nothing but a dagger, and the kinetic assailant would answer; "One who can do it with nothing at all." Masters of augmenting the kinetic force of their unarmed or natural weapons with their psionic powers so that even casual swipes can become devastating blows, kinetic assailants scoff at those who would use any weapons where their bodies and minds are the only edge they require.

Associated Class: soulknife

Associated Race: skinwalker

Replaced Abilities: Form mind blade, enhanced mind blade, shape mind blade, throw mind blade

Modified Abilities: Bonus feat, blade skills

Bonus Feat: The kinetic assailant may choose Power Attack, Improved Unarmed Strike, or Weapon Focus (potential energy) as a bonus feat at 1st level.

Potential Energy: As a move action, a kinetic assailant with psionic focus can store a disproportional amount of potential energy within a single unarmed attack (either a

natural attack or unarmed strike). The attack is considered lethal, deals damage as one size larger (minimum 1d6), deals double damage against objects, and threatens a critical on a roll of 19–20.

Beginning at 3rd level, when the kinetic assailant takes a move action to imbue his unarmed attacks with potential energy, all of his unarmed strikes gain the benefits, rather than just a single strike, so long as he maintains psionic focus. Alternatively, as a full-round action the assailant can store even more energy, increasing the damage of his unarmed attacks by an additional size category and allowing them to deal triple damage on a confirmed critical hit. While in an area where psionics normally do not function (such as a *null psionics field*), the kinetic assailant's potential energy does not grant its normal benefits, instead adding only 1d4 additional damage to his unarmed attacks.

While potential energy can be used with a weapon, the weapon deals double the amount of damage it deals to itself as well, possibly destroying it.

Shape Kinetics: When unarmored and unencumbered, the kinetic assailant's awareness and control of kinetic force is such that he can alter its route in their immediate area. She adds her Wisdom modifier (if any) to her AC and CMD. In addition, she adds her mind blade maximum enhancement bonus to her AC and CMD.

Unstoppable Force: By expending psionic focus, a kinetic assailant can manifest the thrust version of the *kinetic force* power (with a manifester level equal to their kinetic assailant level) with one exception: the area of the power is either a 20 foot line, a 15 foot cone, or a radius of 10 feet centred on her.

Enhanced Kinetic Force: This ability functions as the enhanced mind blade ability, except that it applies to the kinetic assailant's unarmed strikes and natural attacks when they are imbued with potential energy.

Blade Skills: The kinetic assailant cannot choose the following blade skills: absorbing blade, alter blade, bladewind, deceptive blade, dual imbue, emulate melee weapon, emulate ranged weapon, enhanced range, fluid form, ice blade, mind blade finesse, mind daggers, mind shield, multiple throw, reaching blade, rending blades, thunder blade, two-handed throw, and weapon special (and all dependent blade skills). Instead, the kinetic assailant gains the following as options:

Internal Bleeding: Upon confirming a critical hit, the kinetic assailant can expend his psychic strike and deal 1 point of Constitution damage for every 2d8 damage his psychic strike would normally deal. The kinetic assailant must be at least 8th level to choose this blade skill.

Rupture Internals: Upon confirming a critical hit, the kinetic assailant can expend his psychic strike and instead of dealing hit point damage deal 1 point of Constitution damage for every 1d8 damage his psychic strike would

normally deal. The kinetic assailant must have the internal bleeding blade skill and be at least 12th level to choose this blade skill.

Reactive Expulsion: When a kinetic assailant with psionic focus is struck, she may expend her focus to manifest the *psionic blast* power as a psi-like ability on her attacker. The kinetic assailant must be at least 6th level to choose this blade skill.

Reactive Explosion: When the kinetic assailant uses reactive expulsion, the target is knocked prone if it is stunned. Additionally, enemies affected by the kinetic assailant's unstoppable force ability are stunned for one round. The kinetic assailant must have the reactive expulsion blade skill and be at least 12th level to choose this blade skill.

Resounding Sunder: The kinetic assailant can expend her psionic focus to perform the sunder combat maneuver without provoking an attack of opportunity. If the sunder attempt is successful, the creature wearing or wielding the targeted object becomes stunned for one round.

Perpetual Energy: The kinetic assailant can expend her psionic focus when making a full-attack action to move up to her speed (in total) between attacks while taking a -4 penalty on all attack rolls. When the assailant expends her focus in this way, her attacks still gain the benefits of her potential energy ability until the end of her turn. The kinetic assailant must be at least 8th level to choose this blade skill.

Boundless Energy: When the kinetic assailant uses the perpetual energy blade skill, the penalty on attack rolls decreases to -2, and she no longer needs to expend her psionic focus to use it. The kinetic assailant must have the perpetual energy blade skill and be at least 18th level to choose this blade skill.

Rougarou

Rougarous are witches who channel the curses deep within their bloodlines. They strike bargains with little-known fey spirits of vengeance and monstrosity or spiteful fiends who are just as physically mutable as the skinwalkers themselves.

Associated Class: witch

Associated Race: skinwalker

Replaced Abilities: patron

Modified Abilities: spellcasting, witch's familiar

Diminished Familiar: A rougarou does not gain the special ability the familiar normally grants its master, and her familiar does not gain the deliver touch spells, scribe on familiar, share spells, speak with animals of its kind, or spell resistance special abilities.

Diminished Spellcasting: Rougarous cast one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if her Intelligence allows bonus spells of that level.

Monstrous Magic: A rougarou's spellcasting and hexes are based on her choice of her Intelligence, Wisdom, or Charisma rather than Intelligence. Once she chooses the ability score, this choice cannot be changed. At 2nd level, the rougarou can choose one 1st-level transmutation spell or spell with the curse descriptor or mind-affecting descriptor from the druid, shaman, sorcerer/wizard, or witch spell lists and add it to the witch spell list and her familiar's spells stored at that level. At 4th level and every even level thereafter, the rougarou can add another spell of the next higher spell level, to a maximum of a 9th-level spell at 18th level.

Under the Skin (Su): A rougarou's magic can more easily enter a target through broken skin. When the rougarou deals lethal damage with a natural weapon to a creature, that creature suffers a -1 penalty to saving throws against spells the rougarou casts until it is restored to full hit points. Any spell resistance the creature may have is also reduced by 1. These penalties apply to any spell delivered by the rougarou's natural weapon attack. At 8th level and again at 16th level, the penalty increases by 1.

Natural Spellstrike (Su): At 3rd level, whenever a rougarou casts a witch spell with a range of "touch," she can deliver the spell through a natural weapon as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, the rougarou can make one free melee attack with her natural weapon (at her highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack and the spell use the natural weapon's critical range, but the spell effect only deals double damage on a successful critical hit, while the natural weapon damage uses its own critical modifier.

Damage Reduction (Ex): At 5th level, a rougarou gains DR 1/silver. This damage reduction increases by 1 point at 8th level and every three levels thereafter.

Tenacious Influence (Su): At 9th level, a rougarou learns to make her spells more durable. She treats her caster level and spellcasting ability modifier as 2 higher for the purposes of determining the duration and the caster level check DC to dispel or break her transmutation spells and her spells with the curse or mind-affecting descriptors.

Resurgent Spell (Su): At 15th level, the witch's spells become insidiously difficult to break. Whenever a transmutation spell or a spell with the curse or mind-affecting descriptors she cast would be dispelled with a successful caster level check by 5 or less, it is instead suppressed for half of its remaining duration or 1 hour per caster level of the dispelling effect, whichever is shorter. The suppressed spell then resumes with half the duration it had when it was dispelled (a permanent spell remains permanent). If the dispelling effect's caster level check exceeded the DC to dispel the rougarou's spell by 6 or more or did not require a caster level check to dispel it, the spell is dispelled normally.

Hexes: The following hexes complement the rougarou archetype: cackle, cursed wound, evil eye, feral speech ^{UM}, misfortune, scar ^{UM}, and any hexes from the shaman's lunar spirit.

Major Hexes: The following major hexes complement the rougarou archetype: agony, animal skin, beast eye ^{UM}, delicious fright, infected wounds ^{UM}, nightmares, spontaneous change.

Grand Hexes: The following grand hexes complement the rougarou archetype: death curse, dire prophecy ^{UM}, forced reincarnation.

Wild Stalker

Wild stalkers are hunters that draw upon the animal focus of their lycanthrope ancestors.

Associated Class: hunter

Associated Race: skinwalker

Replaced Abilities: animal focus, second animal focus

Lycanthrope Focus: This ability works like the animal focus ability except that the wild stalker cannot apply an aspect to her animal companion. She may choose from the animal focus list or choose to gain an additional feature when using her skinwalker change shape ability.

Greater Lycanthrope Focus: At 8th level, a wild stalker gains an additional feature when using her skinwalker change shape ability.

New Barbarian/Skald Rage Powers

Skinwalkers and lycanthropes can take the following rage powers.

Cursed Scar (Su): Foes the barbarian scars with demoralizing scar or similar rage powers find their wounds slow to heal. Spells that would remove hit point damage, ability damage, or ability drain from the victim fail unless the caster succeeds on a caster level check (DC 11 + barbarian level + skald level). The curse lasts for 24 hours or until removed with a *remove curse* spell or effect (same DC). A barbarian must have the demoralizing scar rage power and be at least 10th level to select this power.

Demoralizing Scar (Ex): Once per rage, the barbarian can choose to scar a target upon a hit with a natural weapon attack. If the foe fails a Fortitude save (DC equal to 10 + 1/2 the barbarian's level + the barbarian's Strength modifier), it is disfigured by the attack and suffers 2 points of Charisma drain. A scarred foe must then attempt a Will save (same DC); if it fails, it is shaken for as long as it can perceive the barbarian. Success indicates that the foe is immune to this fear for 24 hours. This is a mind-affecting fear effect. Fear from a demoralizing scar does not stack with other fear effects. As long as the drain persists, whenever the foe again encounters (and recognizes) the barbarian, it must make

the Will save again. A barbarian must be at least 8th level to select this rage power.

Furious Transformation (Su): During any round in which the barbarian enters a rage, using the change shape racial ability requires only a move action, rather than a standard action.

Maddening Scar (Su): The barbarian can choose to inflict a maddening scar instead of a demoralizing scar. A maddening scar is similar to a demoralizing one except that it causes the victim to be confused instead of shaken. A barbarian must have the demoralizing scar rage power and be at least 16th level to select this rage power.

New Hunter Animal Foci

Boar: The creature does not fall unconscious at negative hit points until its negative hit point total exceeds your hunter level, but remains dying.

Crocodile: The creature gains a +2 enhancement bonus on combat maneuver checks made to grapple. This bonus increases to +4 at 8th level and +6 at 15th level.

Rat: The creature gains a +4 competence bonus on Escape Artist checks. This bonus also applies to Climb and Swim checks when the creature takes 10. This bonus increases to +6 at 8th level and +8 at 15th level.

Shark: The creature gains blindsense to a range of 5 feet. The range of this sense increases to 10 feet at 8th level and 15 feet at 15th level.

New Witch Hex

Animal Skin (Su): The witch can become any animal of a size from Tiny to Large whose skin she wears. This ability is similar to *beast shape II*, except she takes on the appearance of the specific individual from which the skin came.

Cursed Wound (Su): The witch can curse a living creature, preventing it from healing completely. For a number of days equal to 3 + the witch's Intelligence modifier (minimum 1), whenever the victim is the target of a conjuration (healing) spell or magical healing effect, the caster of the healing effect must succeed at a caster level check (DC = 11 + the witch's level) to end the hex. If the check fails, the healing effect functions as normal, except it cannot remove the last 10 points of damage the victim suffered. Similarly, natural healing, fast healing, and regeneration fail to cure the victim's last 10 points of damage. Thus, the victim's effective maximum number of hit points is 10 fewer than normal. A successful Will save reduces the duration of this hex to 1 round. At 5th level, the victim of this hex also takes a -2 penalty on Fortitude saving throws to avoid contracting a disease or poison from an injury. This is a curse effect and can be removed by *remove curse*.

Delicious Fright (Su): The witch can feed on the fear of her victim. The target of this hex becomes shaken for a number of rounds equal to 3 + the witch's Intelligence modifier. As long as the witch remains within 30 feet of her target, she gains a +1 morale bonus on attack rolls and a +1 morale bonus on saving throws as long as this effect persists. A successful Will save reduces the duration of this hex to 1 round. This is a mind-affecting fear effect.

Spontaneous Change (Su): A number of times per day equal to her Intelligence bonus (minimum 1), the witch can channel stored spell energy into curses or polymorphs she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast a spell stored by her familiar of the same level or lower. The spell must be either a spell of the polymorph subschool or a spell with the curse descriptor. This is a major hex.

Racial Feats

Many skinwalkers make use of the following feats.

Breathtaking Blow (Combat)

You know how to terrorize foes with a sudden strike.

Prerequisite: Skinwalker.

Benefit: When you hit a flat-footed foe with an attack, you can make an Intimidate check to demoralize that foe as a swift action.

Grappling Bite (Combat)

You can use your bite to grab a foe.

Prerequisite: Improved Grapple, bite attack, skinwalker.

Benefit: As a standard action, you can attack a foe with your bite. If you hit, you can attempt a combat maneuver check to grapple that foe as a swift action.

Masterful Claw (Combat)

You can strike with natural weapons using measured skill.

Prerequisite: Base attack bonus +1 or monk level 1st, natural weapon, skinwalker.

Benefit: You can make unarmed strikes with your natural weapons. These function as normal unarmed strikes except that they deal lethal damage of the natural weapon's type. They use the natural weapon's base damage or your unarmed strike's base damage, whichever is higher. You are proficient with these unarmed strikes. You cannot make both unarmed strikes and natural weapon attacks with the same natural weapon in a round. Making unarmed strikes with multiple natural weapons follows the rules for two-weapon fighting (or flurry of blows, if you have that ability).

Normal: Natural weapons are not unarmed strikes.

Special: Skinwalker monks can choose to take Masterful Claw in place of Improved Unarmed Strike at 1st level.

Prowling Strikes (Combat)

You can use your natural weapon attacks during a move.

Prerequisite: Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +6, skinwalker.

Benefit: During a full attack action, you can forgo an attack to move up to 10 feet. If you forgo a natural weapon attack this way, you can instead move up to 15 feet. You can't move more than your speed in a round this way. This movement provokes attacks of opportunity as normal.

Seize Prey (Combat)

You have trained to bring down prey quickly with your natural weapons.

Prerequisite: Improved Trip, natural weapon, skinwalker.

Benefit: When you successfully hit a target who moved away from you on its last turn or whose movement provoked an attack of opportunity from you with a natural weapon, you can make a trip attempt against that foe as a free action.

Shapeshifting Wrestler (Combat)

You use your shapeshifting ability to outmaneuver grappled foes.

Prerequisite: Improved Grapple, change shape ability, skinwalker.

Benefit: When you use your change shape ability or return to your natural form while in a grapple, you can make a combat maneuver check to maintain or escape the grapple as a move action with a +2 racial bonus. Until the start of your next turn, you gain a +2 dodge bonus to CMD against foes attempting to grapple you or escape your grapple.

Skinwalker Pounce (Combat)

You can use your natural weapon attacks while on the move.

Prerequisite: Dex 13, Dodge, Mobility, Prowling Strikes, Spring Attack, base attack bonus +11, natural weapon, skinwalker.

Benefit: You can make a full attack at the end of a charge, but only with natural weapons.

Religion

Deities

Many skinwalkers worship these deities.

Benantio

NG empyreal lord of innocence and solidarity

Priests barbarian, cleric, paladin, skald, shaman, witch

Domains Animal, Community, Good, Strength

Subdomains Agathion, Family, Ferocity, Fur

Mysteries battle, lunar, nature

Inquisitions Anger, Persistence, Spellkiller ^{UC}, Valor

Favored Weapon natural weapons

FAITH

Sacred Animal wolf; **Symbol** wolves wrestling

Sacred Texts To Wrestle Rage

Benantio is a lupine agathion who teaches skinwalkers to draw upon fiery passions to defy the powers of evil. His worshipers include the rare good-aligned werewolves and wererats in addition to virtuous skinwalkers. He accepts a sacrifice of individuality in order to strengthen a pack motivated by good ideals. His worshipers organize into packs that make all important decisions by vote; they teach that choice must sometimes be sacrificed in acquiescence to the wisdom of the group. Family and group cohesion are important to them. Worshipers often adventure to find and defeat the fiendish and alien creatures who tempt lycanthropes, skinwalkers, and other mortals into succumbing to violent, primitive urges.

Urul'galar

CN great old one of lunacy and perception

Priests barbarian, cleric, oracle, shaman, skald, warpriest, witch

Domains Chaos, Destruction, Madness, Void ^{B4}

Subdomains Insanity, Nightmares, Rage, Stars ^{B4}

Mysteries Dark Tapestry ^{UM}, Heavens, Lunar

Inquisitions Anger, Fate, Fervor, Oblivion

Favored Weapon natural weapon

FAITH

Sacred Animal shark; **Symbol** moon with nine stars

Sacred Texts The Blessed Lunatic; Cursed Light of the Full Moon

Urul'galar is said to be an alien wind spirit, similar to a wendigo with shark-like features, dwelling beyond the moon. When the moon is full, Urul'galar rides on its light to infect the minds of lycanthropes and skinwalkers with maddening glimpses of reality beyond mortal comprehension. Most skinwalkers suppress this insight, but Urul'galar's cultists embrace it, reveling in any mental strain, madness, and subconscious cravings. They believe that by doing so, they can at least temporarily understand

a bit more of reality's secrets. A favored tactic is to overuse powerful hallucinogens and intoxicants, which can lead to exciting revels or frenzied chaos.

Unfortunately for those who would rein in their mad indulgences and rampages (occasionally bloody, always destructive), those who heed his whispers demonstrate glimpses of impossible vision that allow them to escape or catch pursuers in surprising ways.

Vanatari

N goddess of predation and transformation

Priests druid, hunter, oracle, ranger, shaman, warpriest, witch

Domains Animal, Luck, Madness, Trickery

Subdomains Curse, Deception, Fur, Insanity

Mysteries Life, Lunar, Nature

Inquisitions Illumination, Oblivion, Persistence

Favored Weapon natural weapon

FAITH

Sacred Animal tiger; **Symbol** Laughing tiger

Sacred Texts The Adventures of Vanatari

An ancient fey trickster, Vanatari wears the forms of many beasts but favors that of the tiger. As the moon changes and the seasons change, so too do skinwalkers wear many different features. Skinwalkers reverently tell tales of Vanatari's clever disguises, her adventures as predator



and prey, her conquests of rivals, her cursing of deserving foes, and her romancing of lovers. Her worshipers seek to emulate her insight and creativity, although she rarely sends divine encouragement. Her adventures show that it is folly to aimlessly wait for others' help when one is able to seize goals with effort or trickery. Her loves show that success and pleasure are best shared. Her setbacks show that even the powerful inevitably suffer bad luck and should have the humility and allies to survive it.

Priest Archetypes

Shaman Spirit: Lunar

A shaman who selects the lunar spirit has glowing eyes and a voice that echoes unsettlingly. When she calls upon one of this spirit's abilities, her skin glows gray-white.

Spirit Magic Spells: *fumbletongue*^{UM} (1st), *dust of twilight*^{APG} (2nd), *rage* (3rd), *moonstruck*^{APG} (4th), *aspect of the wolf*^{APG} (5th), *litany of madness*^{UC} (6th), *lunar veil*^{UM} (7th), *blood mist*^{UM} (8th), *polar midnight*^{UM} (9th).

Hexes: A shaman who chooses the lunar spirit can select from the following hexes.

Eye of the Moon (Su): The shaman gains darkvision out to a range of 60 feet. At 11th level, as a standard action, she can see a specific object or 10-foot cube area as though with *true seeing* as long as the moon is shining on it.

Lunacy (Su): The shaman can confuse a target within 30 feet for 1 round unless it succeeds on a Will save. At 8th level and 16th level, the duration of this hex is extended by 1 round. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours. Alternatively, if the shaman targets herself, she can retry a single previously failed Knowledge check. She gains a +4 insight bonus on this check.

Mantle of Moonlight (Su): The shaman is immune to the curse of lycanthropy. Additionally, she may use a successful touch attack to force a lycanthrope into its humanoid form and suppress its change shape ability for a number of rounds equal to her shaman level. Upon reaching 5th level, the shaman can force others into a *rage* as the spell with a successful melee touch attack. The foe can resist raging with a successful Will save. The shaman can attempt to

incite rage once per day at 5th level plus one additional time per day for every five levels above 5th.

Scar (Su): This hex functions as the scar witch hex^{UM}, save that the number of scars the shaman can maintain at once equals her Charisma bonus (minimum 1).

Primeval Reflexes (Ex): The shaman is so in tune with her primal nature that her instincts often act to save her from danger that her civilized mind isn't even aware of. She may use her Wisdom modifier in place of her Dexterity modifier on Reflex saving throws.

Spirit Animal: A lunar spirit animal is faintly luminous, as a candle. It has damage reduction 5/silver. Its attacks count as magic for the purposes of damaging incorporeal foes and overcoming damage reduction.

Spirit Ability: A shaman who chooses the lunar spirit as her spirit or wandering spirit gains the following ability.

Moonbeam (Su): The shaman can fire a ray of moonlight as a ranged touch attack with range 30 feet. This ray deals 1d4 points of force damage + 1 for every 2 shaman levels she possesses. In addition, the target is dazzled and suffers a –1 penalty on Will saving throws for 1 round; sightless creatures are immune to these secondary effects. The shaman can use this ability a number of times per day equal to 1 + her Charisma modifier (minimum 1). At 11th level, the shaman's weapon attacks are treated as *ghost touch* weapons.

Greater Spirit Ability: A shaman who chooses the lunar spirit as her spirit or wandering spirit gains the following ability upon gaining access to the greater version of that spirit.

Beast Form (Su): As a standard action once per day, the shaman can assume the form of an animal of Tiny, Small, Medium, or Large size, as *beast shape II* with a duration of 1 hour per caster level.

True Spirit Ability: A shaman who chooses the lunar spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Accursed Tenacity (Su): The shaman gains damage reduction 10/silver. If the shaman has an alignment other than neutral on the good/evil axis, the opposing alignment is added to her damage reduction. For example, a good-aligned shaman gains DR 10/silver and evil. Once per

Table 4: Deities

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Benantio	NG	Innocence, Solidarity	Animal, Community, Good, Strength	Battle, Lunar, Nature	natural weapon
Urul'galar	CN	Lunacy, Perception	Chaos, Destruction, Madness, Void ^{B4}	Dark Tapestry ^{UM} , Heavens, Lunar	natural weapon
Vanatari	N	Transformation, Predation	Animal, Luck, Madness, Trickery	Life, Lunar, Nature	natural weapon

day, when a foe damages the shaman with a melee attack, she can curse that foe as an immediate action. The foe is confused until the shaman next receives magical healing unless the target succeeds on a Will save. Only *remove curse* can end the confusion.

Manifestation: Upon reaching 20th level, the shaman becomes a lunar spirit immune to mind-affecting effects, language-dependent effects, and effects that affect only humanoids. Once per day, she can transform into a lycanthrope of her choice for a number of hours equal to her Charisma bonus (minimum 1 hour), gaining all the powers of a natural lycanthrope of that type.

Racial Magic

Many skinwalkers use these spells, as do as others that learn them.

Moonglow

School transmutation; **Level** arcanist/sorcerer/wizard 2, cleric/oracle/warpriest 2, druid/hunter 2, shaman 2, witch 2

Casting Time 1 standard action

Components V, S, F (a silver piece)

Range personal

Target you

Duration 1 min/level (D)

Saving Throw none; **Spell Resistance** no



You cloak yourself in the moon's silvery light, which grants you a measure of protection and vitality. You are aglow with a silvery light similar to the *light* spell. In addition, you gain DR 5/silver. If you are in a bestial form (such as a lycanthrope's hybrid form or through the skinwalker's change shape ability), you gain a +2 enhancement bonus to either Strength, Dexterity or Constitution, chosen at the time of casting.

Scar of the Full Moon

School necromancy [curse]; **Level** bloodrager 2, magus 2, shaman 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 day/level

Saving Throw Fortitude partial; **Spell Resistance** yes
Your touch curses the victim to stagnate, unable to heal or change. If you have a natural weapon, the spell deals that weapon's damage to the victim automatically. The victim cannot use the change shape ability or benefit from spells of the healing or polymorph subschools or supernatural abilities that mimic such spells. The victim's natural healing, including fast healing and regeneration, functions at half the normal rate (round down). If the victim succeeds on its saving throw, the curse's duration is reduced to 1 round.

Scent of the Hunter

School enchantment (compulsion) [fear, mind-affecting];

Level arcanist/sorcerer/wizard 1, bloodrager 1, cleric/oracle/warpriest 1, druid/hunter 1, ranger 1, shaman 1, witch 1

Casting Time 1 standard action

Components V, S, M (a drop of sweat)

Area 30 ft. emanation centered on the caster

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You enhance your natural dominance by exploiting your bestial nature. All creatures within a 30-foot radius that fail the saving throw are shaken. All creatures with the scent ability receive a –2 penalty to the saving throw. This spell automatically fails if the caster lacks the change shape ability.

Skinwalker's Gift

School transmutation (polymorph); **Level** alchemist 1, bloodrager 1, magus 1

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You grant the target a bit of your skinwalker ability to change shape. Choose one feature you can gain with the change shape skinwalker ability. The target gains that feature. This spell automatically fails if the caster is not a skinwalker.

Skinwalker's Gift, Greater

School transmutation (polymorph); **Level** alchemist 3, bloodrager 3, magus 3

This spell functions as *skinwalker's gift* except that you can choose two features instead of one. You can choose features belonging to a skinwalker lineage other than your own.

Wolfpack

School transmutation (polymorph); **Level** arcanist/sorcerer/wizard 3, bard/skald 3, druid/hunter 3, shaman 3, witch 3

Casting Time 1 standard action

Components V, S, M (a drop of your blood)

Range close (25 ft. + 5 ft./2 levels)

Targets one willing creature/3 levels, no two of which can be more than 30 ft. apart

Duration 1 round/level

The skinwalker shares his chosen bestial form with the affected creatures. Affected creatures gain the same racial bonus to one ability score and access to the same bestial form feature. In addition to these benefits the spell grants a pack mentality. When two affected creatures are adjacent to each other and both threaten the same opponent, they are considered to be flanking that opponent, regardless of their actual positioning. This spell automatically fails if the caster lacks the change shape ability.

Racial Magic Items

The following magic items are made by skinwalker spellcasters.

BEASTMASK

Aura strong abjuration and illusion; **CL** 4th

Slot head; **Price** 8,000 gp; **Weight** 3 lbs.

DESCRIPTION

Beastmasks are constructed from fearsome animals skins, magically preserved and imbued with the moral indifference of nature. Once per day, when the wearer of a *beastmask* is under a polymorph or change shape effect, the *beastmask* melds into her new form and causes her features to strongly resemble the *beastmask*. While the *beastmask* is melded, the wearer's alignment is treated as neutral for all spells and effects.

CONSTRUCTION

Requirements Craft Wondrous Items, *corruption resistance* ^{APG}, *misdirection*, creator must be a druid; **Cost** 4,000 gp

POLYMORPHIC PENDANT

Aura faint transmutation; **CL** 3rd

Slot neck; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This tiger's eye pendant glows with a soft, golden light, equivalent to a candle, that brightens and darkens in conjunction with the waxing and waning of the moon. During the new moon, the pendant sheds no light. The *polymorphic pendant* has three charges which are renewed each day at dusk. Each of the following uses of the *pendant* are a swift action that consumes one charge.

- A skinwalker can change shape into a bestial form, change the racial ability score bonus or additional feature granted by her change shape ability while in bestial form.
- A lycanthrope can shift to one of its alternate forms.
- A creature affected by a *polymorph* spell may change her current form to another form allowed by the spell.

The wearer of a *polymorphic pendant* gains the shapechanger subtype and casts polymorph spells at +1 caster level. An afflicted lycanthrope who wears the *pendant* receives a +4 bonus on Constitution checks to change shape. When the *pendant's* wearer is under a polymorph effect, it melds into her new form and continues to function, though it does not shed light while melded.

CONSTRUCTION

Requirements Craft Wondrous Item, *adjustable polymorph* ^{ACG}, *animal aspect* ^{UC}; **Cost** 5,000 gp

SKINPRISON ARROW

Aura moderate abjuration; **CL** 7th

Slot —; **Price** 368 gp; **Weight** —

DESCRIPTION

This +1 *alchemical silver arrow* interferes with a creature's ability to change shape. A creature damaged by a *skinprison arrow* is locked in its current form for 1 round. *Skinprison arrows* are also available as bolts for the same price.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *true form* ^{APG}; **Cost** 185 gp

WEREMANTLE

Aura moderate transmutation; **CL** 5th

Slot neck; **Price** varies; **Weight** 2 lbs.

Werebat ^{B4} 20,000; **Werbear** ^{B2} 30,000 gp; **Wereboar** ^{B2} 25,000 gp; **Werekrocodile** ^{B4} 30,000 gp; **Wererat** ^{B1} 20,00 gp; **Wereshark** ^{B4} 30,000 gp; **Weretiger** ^{B2} 35,000 gp; **Werewolf** ^{B1} 25,000 gp

DESCRIPTION

This cloak is made from the fur, hide, or skin of a natural lycanthrope. Each type of *weremantle* has the power to transform its wearer into the lycanthrope from which it was made. Once per day, on command, the wearer gains the lycanthrope^{B1} acquired template appropriate to the type of *weremantle* for 5 minutes or until the *weremantle* is removed, whichever occurs first. If the wearer uses the template's change shape ability to transform into an animal, the *weremantle* melds with her new form and continues to function. At the GM's discretion, *weremantles* for other types of lycanthropes may exist.

CONSTRUCTION

Requirements Craft Wondrous Item, *anthropomorphic animal*^{UM}, *polymorph*; **Cost** varies **Werebat**^{B4} 10,000 gp; **Werbear**^{B2} 15,000 gp; **Wereboar**^{B2} 12,500 gp; **Werocrocodile**^{B4} 15,000 gp; **Wererat**^{B1} 10,000 gp; **Wereshark**^{B4} 15,000 gp; **Weretiger**^{B2} 17,500 gp; **Werewolf**^{B1} 12,500 gp

In Your Campaign

Skinwalker adventurers usually set out either for idealism or for survival. Many skinwalkers move constantly, either to personally avoid scrutiny from nations who see them as no better than true lycanthropes or to protect others from violent prejudice. Skinwalker adventurers are often called upon to stop witch hunts intent on culling shapechangers.

Skinwalker cultures are as diverse as the animals skinwalkers draw power from, but few of these societies are large enough to provide long-lasting safety from the wider world's threats. Rather, skinwalkers tend to form isolated communities in the wilderness beyond the view of judgmental humans. As a result, skinwalker adventurers are often among the most powerful of their kind, drawing skinwalker followers wherever their deeds are known. Powerful skinwalkers can easily found their own organizations, cultural movements, or even skinwalker settlements or nations if they accept the leadership offered by their kin. Their people always have need of individually powerful defenders, since their isolation also costs them the protection of large governments. Skinwalkers depend on cunning, elusive tactics, and powerful champions to keep their communities safe from the dangers of the wild.

Many of the most infamous skinwalkers are cultists of demon lords of hunger, indulgence, corruption, and curses. They campaign to corrupt or subjugate their kin even more than other humanoids, seeking to emulate the most terrible of lycanthropes. Similarly, worshipers of strange lunar spirits like Urul'galar and dangerous fey lords tempt skinwalkers into embracing everything that makes them irrational and dangerous and indulging in whatever urges strike their fancy and using their strength and shapechanging powers to avoid the consequences.

While some skinwalkers actively embrace the curses and violent impulses of the lycanthropes they resemble, others go out of their way to stop the evil deeds committed by out-of-control lycanthropes and skinwalkers. These skinwalkers patrol the land, sniffing out evil, defeating it claw-to-claw, and inspiring valor in other skinwalkers and members of other races alike. At times, these defenders of the innocent earn a greater measure of tolerance and respect for their kin from the humanoids they help and help establish long-lasting safety for themselves or larger skinwalker communities.

Most skinwalkers feel at home in the wild beyond the reach of civilization, among animals and sylvan creatures like monstrous humanoids and fey. More than a few of the most famous and powerful skinwalkers of legend have been champions of powerful fey lords, witches who learned from fighting or aiding hags, and rangers as fleet and agile as any centaur. Skinwalkers isolated from others of their kind often find homes with such creatures or take refuge among the animals with whom they feel kinship. In isolation, skinwalkers can make excellent use of their animalistic abilities to thrive in wilderness that even elves would consider harsh.

Although many skinwalkers can trace their power to a single animal, the largest and oldest skinwalker communities are usually made up of skinwalkers who draw upon a great many animals. These skinwalkers appreciate the ability to take on a variety of animal features to express themselves and to avoid being recognized during conflicts with strangers. Many young or troubled skinwalkers enjoy taking advantage of their variable appearances to raid, rob, or otherwise victimize travelers and non-skinwalker neighbors, sharing their spoils with like-minded skinwalkers.

Among other humanoids, skinwalkers most often hide their abilities and attempt to pass for human. They use their skinwalker abilities in secret. The cruel and desperate often disguise their faces with animalistic features while committed crimes. The clever use their animal connection to influence animals (whether to use animals for work or adventuring, or to aid them in secret crimes).

NPCs

CLAWS

CR 1/2

XP 200

Female skinwalker barbarian 1

CN Medium humanoid (shapechanger, skinwalker)

Init +1; **Senses** low-light vision; Perception +6

DEFENSE

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)

hp 17 (1d12+5)

Fort +6, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft. (40 ft. without armor)

Melee 2 claws +6 (1d4+5)

Ranged composite shortbow +2 (1d6+2/×3)

Special Attacks rage (6 rounds/day)

Spell-Like Abilities (CL 1st; concentration +0)
1/day—*speak with animals*

TACTICS

Base Statistics When not raging and in human form, Claws' statistics are **AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex); **hp** 15 (1d12+3); **Fort** +4, **Will** +2; **Melee** —; **Str** 15, **Con** 14; **CMB** +3; **CMD** 14; **Skills** no penalty to Cha-based skills

STATISTICS

Str 21, **Dex** 12, **Con** 18, **Int** 8, **Wis** 15, **Cha** 8

Base Atk +1; **CMB** +6; **CMD** 15

Feats Power Attack (–1/+2)

Skills Handle Animal +5 (+1 vs. non-shapechanger humanoids), Perception +6, Survival +6; **Racial Modifiers** +2 Handle Animal, –4 to all Cha-based skills vs non-shapechanger humanoids

Languages Common

SQ animal-minded, change shape (3/day), fast movement

Combat Gear caltrops; **Other Gear** chainmail, composite shortbow (+2 Str), waterskin, elven wine, 3 gp

LORD GREYMOND**CR 1**

XP 400

Male skinwalker aristocrat 3

N Medium humanoid (shapechanger, skinwalker)

Init +2; **Senses** low-light vision; Perception +0

DEFENSE

AC 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 natural)

hp 13 (3d8)

Fort +1, **Ref** +3, **Will** +3

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee mwk rapier +5 (1d6–1/18–20)

Ranged light crossbow +4 (1d8/19–20)

TACTICS

Base Statistics When in human form, Lord Greymond's statistics are **AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex); **Ref** +2; **Dex** 12; **CMD** 12; **Skills** no penalty to Cha-based skills

STATISTICS

Str 9, **Dex** 14, **Con** 11, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** +1; **CMD** 13

Feats Deceitful, Weapon Finesse

Skills Bluff +9 (+5 vs. non-shapechanger humanoids),

Disguise +9 (+5 vs. non-shapechanger humanoids), Intimidate +7 (+3 vs. non-shapechanger humanoids), Sense Motive +6; **Racial Modifiers** +2 Handle Animal, –4 to all Cha-based skills vs non-shapechanger humanoids

Languages Common

SQ animal-minded, change shape (4/day)

Other Gear mwk breastplate, light crossbow, mwk rapier, signet ring, 70 gp

SCALEREND**CR 4**

XP 1,200

Male skinwalker oracle 5

CE Medium humanoid (shapechanger, skinwalker)

Init +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 natural)

hp 41 (5d8+15)

Fort +3, **Ref** +4, **Will** +5

OFFENSE

Speed 30 ft.

Melee +1 *morningstar* +6 (1d8+3), bite +1 (1d6+2) or bite +6 (1d6+4)

Spell-Like Abilities (CL 5th; concentration +8)
1/day—*speak with animals*



Oracle Spells Known (CL 5th; concentration +8)
2nd (5/day)—*dust of twilight* ^{APG} (DC 15), *hold person* (DC 16), *inflict moderate wounds* (DC 15), *levitate*, *minor image* (DC 15), *summon monster II*
1st (7/day)—*bane* (DC 15), *cure light wounds*, *fumbletongue* ^{UM} (DC 15), *inflict light wounds* (DC 14), *protection from good*, *scent of the hunter* (DC 15)
o (at will)—*bleed* (DC 13), *create water*, *detect magic*, *detect poison*, *ghost sound* (DC 13), *mage hand*, *purify food and drink* (DC 13), *stabilize*
Mystery Lunar

TACTICS

Base Statistics When in human form, Scalerend's statistics are **AC** 18, flat-footed 15 (+5 armor, +3 Dex); **hp** 36 (5d8+10); **Fort** +2; **Melee** no bite attack; **Con** 13; **Skills** no penalty to Cha-based skills

STATISTICS

Str 14, **Dex** 8, **Con** 15, **Int** 10, **Wis** 12, **Cha** 16
Base Atk +3; **CMB** +5; **CMD** 14
Feats Combat Casting, Improved Initiative, Spell Focus (enchantment)
Skills Heal +9, Knowledge (nature) +8, Perception +9, Survival +9; **Racial Modifiers** +2 Handle Animal, -4 to all Cha-based skills vs non-shapechanger humanoids
Languages Common
SQ animal-minded, change shape, oracle's curse (haunted), revelations (gift of claw and horn [bite], prophetic armor)
Other Gear +1 chain shirt, +1 morningstar

WHITETUSK CR 7

XP 3,200
Female skinwalker hunter (wild stalker) 8
NE Medium humanoid (shapechanger, skinwalker)
Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 23, touch 12, flat-footed 21 (+7 armor, +2 Dex, +1 natural, +3 shield)
hp 47 (8d8+8)
Fort +7, **Ref** +9, **Will** +6

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee +1 silver scimitar +13/+8 (1d6+6/18-20)
Spell-Like Abilities (CL 8th; concentration +7)
1/day—*speak with animals*
Hunter Spells Known (CL 8th; concentration +11)
3rd (3/day)—*call lightning* (DC 16), *cure moderate wounds*, *poison* (DC 16), *summon nature's ally III*
2nd (5/day)—*bull's strength*, *flaming sphere* (DC 15), *pox pustules* ^{APG} (DC 15), *protection from energy*, *summon nature's ally II*
1st (5/day)—*cure light wounds*, *faerie fire*, *goodberry*, *longstrider*, *speak with animals*, *summon nature's ally I*
o (at will)—*create water*, *detect magic*, *detect poison*, *flare* (DC 13), *know direction*, *resistance*

TACTICS

Base Statistics When in human form and not focusing on the bull, Whitetusk's statistics are **Senses** low-light vision; **AC** 22, flat-footed 20 (+7 armor, +2 Dex, +3 shield); **Melee** +1 silver scimitar +10/+5 (1d6+3/18-20); **Str** 16; **CMB** +9; **CMD** 21; **Skills** no penalty to Cha-based skills

STATISTICS

Str 22, **Dex** 14, **Con** 10, **Int** 10, **Wis** 16, **Cha** 8
Base Atk +6; **CMB** +12; **CMD** 24
Feats Augment Summoning, Combat Casting, Distracting Charge ^{ACG}, Improved Initiative, Outflank ^{APG}, Spell Focus (conjunction), Swap Places ^{APG}
Skills Handle Animal +12 (+8 vs. non-shapechanger humanoids), Heal +14, Knowledge (nature) +11, Perception +14, Stealth +8, Survival +14; **Racial Modifiers** +2 Handle Animal, -4 to all Cha-based skills vs non-shapechanger humanoids
Languages Common
SQ animal companion, lycanthrope focus (boar, bull, 8 minutes/day, double), bonus trick (1), change shape (+1 natural armor, darkvision), hunter tactics, improved empathic link, nature training, swift tracker, track +4, wild empathy +9, woodland stride
Combat Gear necklace of fireballs I; **Other Gear** +1 chainmail, +1 heavy wooden shield, +1 silver scimitar, cloak of resistance +1



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Heroes That Go Bump In The Night

Among the shapechangers, skinwalkers stand alone as defenders of humanity against the evil beings that hunt by the moon's pale light. Shunned by the very people they fight to protect, skinwalkers prowl the night as creatures divided: part human and part beast. This unique state of being is both their blessing and their curse. With these new options, you can play a skinwalker character: a beast of nature using your powers for good!

Book of Heroic Races: Advanced Skinwalkers gives you everything you need to play a skinwalker character. This 22-page supplement features:

- **Standard Racial Traits** for playing a skinwalker, an **alternate racial trait**, and **3 new character traits** to customize your character for this unique play experience
- **17 New Character Class Options** including 4 new archetypes like the beastwalker druid and the kinetic assailant soulknife, 4 new barbarian/skald rage powers, 4 new hunter animal foci, and the lunar shaman spirit
- **7 New Feats** expanding on shapeshifting abilities
- **6 New Shapeshifter-Themed Spells**
- **4 New Magic Items**
- **3 New Deities**, each with a unique perspective on defending the wilderness
- Details on skinwalker adventurers as well as suggestions on how to incorporate this race into your own campaign

Be Heroic with This Advanced Race Today!

