

THE GENIUS GUIDE TO THE WILDSHAPER



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Some individuals develop a special connection to nature and become rangers, druids, or hunters. Members of these classes learn many of nature's secrets: movement and survival in natural terrain, the strengths and weaknesses of various kinds of creatures, communication and friendship with animals, and even the mysteries of natural magic. Many, if not most, of these individuals come from cultures that are less urban and more in tune with nature. Yet anyone, even a lifelong urbanite, can learn the ways of nature with enough practice. There are others, however, who from birth possess a connection to nature more fundamental than that of the greatest druid or ranger. Although they may never master druidic spells, they are born with one of the most ancient, and most primal, manifestations of natural magic: the ability to transform their own bodies into the forms of animals.

Role: Wildshapers are highly mobile and versatile melee combatants. They can change shape, and tactics, for any given fight. In one battle, a wildshaper might become a tiger or bear to hold the front line; in the next, she might turn into

an eagle or air elemental to take the fight to an aerial enemy. Their ability to gain animal senses, easily traverse a variety of terrains, and quickly escape dangerous situations also makes wildshapers excellent scouts and infiltrators.

Alignment: A wildshaper can be any alignment. However, wildshapers who associate with druids tend toward neutral alignments.

Hit Die: d10.

Starting Wealth: At 1st level a wildshaper begins play with 1d6 x 10 gp.

Class Skills: The wildshaper's class skills are Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering), Knowledge (nature) (Int), Knowledge (planes), Perception (Wis), Profession (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.



Level	BAB	Saves			Special
		Fort	Ref	Will	
1	+1	+2	+2	+0	Nature training, shapeshift, wild empathy
2	+2	+3	+3	+0	Wildshaper talent
3	+3	+3	+3	+1	Shapeshift (hour durations), wild strike (magic)
4	+4	+4	+4	+1	Wildshaper talent
5	+5	+4	+4	+1	Wild strike (cold iron/silver)
6	+6	+5	+5	+2	Wildshaper talent
7	+7	+5	+5	+2	Wild strike (aligned)
8	+8	+6	+6	+2	Wildshaper talent
9	+9	+6	+6	+3	Quick change (move)
10	+10	+7	+7	+3	Advanced talents, wildshaper talent
11	+11	+7	+7	+3	Greater shapeshift, wild strike (ghost touch)
12	+12	+8	+8	+4	Wildshaper talent
13	+13	+8	+8	+4	Quick change (swift)
14	+14	+9	+9	+4	Wildshaper talent
15	+15	+9	+9	+5	Wild strike (adamantine)
16	+16	+10	+10	+5	Wildshaper talent
17	+17	+10	+10	+5	Quick change (free)
18	+18	+11	+11	+6	Wildshaper talent
19	+19	+11	+11	+6	Mighty shapeshift
20	+20	+12	+12	+6	Shapechanger, wildshaper talent

Weapon and Armor Proficiency: A wildshaper is proficient with all simple weapons and with light and medium armor, but not with shields. She is also proficient with the natural weapons of any form she assumes.

Shapeshift (Su): A wildshaper can transform herself into any Small or Medium animal, initially only for short durations. Starting at 1st level, a wildshaper can shapeshift for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can shapeshift for 3 additional rounds. Temporary increases to Constitution, such as those gained from spells like *bear's endurance*, do not increase the total number of rounds a wildshaper can shapeshift per day. The total number of rounds of shapeshift per day is renewed once a day after resting for 8 hours, although these hours do not need to be consecutive.

A wildshaper's options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The form chosen must be an animal the wildshaper is familiar with.

A wildshaper retains her ability to speak while in animal form—she is not limited to the sounds a normal, untrained animal can make. She can also communicate normally with other animals of the same general grouping as her new form.

At 3rd level, a wildshaper can retain a shapeshift for up to an hour outside of combat using a single round of her daily shapeshift duration.

At 5th level, a wildshaper can use shapeshift to change into a Large or Tiny animal. When taking the form of an animal, the wildshaper's shapeshift now functions as *beast shape II*.

At 7th level, a wildshaper can use shapeshift to change into a Huge or Diminutive animal. When taking the form of an animal, the wildshaper's shapeshift now functions as *beast shape III*.

Changing shape is a standard action. A wildshaper can end her shapeshift and resume her normal form as a free action. A wildshaper can shapeshift into a different form even if she is already using shapeshift.

Shapeshift counts as the wild shape class feature for prerequisites, as well as for feats, traits, and options that modify or improve wild shape or that can improve or modify shapeshift.

Nature Training (Ex): A wildshaper counts her class level as druid levels for the purpose of qualifying for feats, traits, and options that modify or improve wild shape. A wildshaper who has levels in druid, or any other class that grants wild shape, counts her levels in those classes as wildshaper levels when determining what shapes she can assume with shapeshift and wild shape, what spells' effects her shape shift and wild shape emulates, and how many times per day she can use wild shape.

Wild Empathy (Ex): A wildshaper can improve the initial attitude of an animal. This ability functions as a Diplomacy

check to improve the attitude of a person. The wildshaper rolls 1d20 and adds her wildshaper level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the wildshaper and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

The wildshaper can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Wildshaper Talents: As a wildshaper gains experience, she learns a number of talents that allow her to change her form in unusual ways. Starting at 2nd level and every 2 levels thereafter, a wildshaper gains one wildshaper talent. Unless otherwise noted, a wildshaper cannot select an individual talent more than once.

A Thousand Faces (Su): A wildshaper with this talent can use shapeshift to change into a Small or Medium humanoid. When taking the form of a Small or Medium humanoid, the wildshaper's shapeshift functions as *alter self*.





Beast Senses (Su): A wildshaper with this talent can spend 1 round of shapeshift as a swift action to gain one of the following abilities for 1 hour: darkvision 60 feet, low-light vision, scent.

Domain Bond (Ex): A wildshaper with this talent can select a domain from the list of domains available to druids. Each domain grants a number of domain powers, depending on the level of the wildshaper. A wildshaper does not gain the bonus spells listed for each domain, nor does she gain bonus spell slots. The wildshaper uses her level as her effective cleric level when determining the power and effect of her domain powers. If the wildshaper has cleric levels, one of her two domain selections must be the same domain selected as a wildshaper. Levels of cleric and wildshaper stack for the purpose of determining domain powers and abilities, but not for bonus spells.

Elemental Shape (Su): A wildshaper with this talent can use shapeshift to transform into a Small elemental. When taking the form of an elemental, the wildshaper's shapeshift functions as *elemental body I*. At 8th level, she can transform into a Medium elemental and her shapeshift functions as *elemental body II*. At 10th level, she can transform into a Large elemental and her shapeshift functions as *elemental body III*. At 12th level, she can transform into a Huge elemental and her shapeshift functions as *elemental body IV*. A wildshaper must be at least 6th level before selecting this talent.

Elemental Speech (Sp): A wildshaper with this talent can cast *elemental speech* at will. The wildshaper's caster level for this ability is equal to her wildshaper level. A wildshaper must have a Charisma score of at least 11 to select this talent.

Giant Shape (Su): A wildshaper with this talent can use shapeshift to transform into a Large humanoid of the giant subtype. This functions as the *alter self* spell, except the wildshaper gains a +4 size bonus to Strength, a –2 penalty to Dexterity, and a +1 natural armor bonus. If the Large humanoid form she takes has rock throwing, she gains rock throwing (range 40 feet, 1d8 damage). If the form has the aquatic subtype, she gains the aquatic and amphibious subtypes. At 12th level, when taking the form of a giant, the wildshaper's shapeshift functions as *giant form I*. At 14th level, she can use shapeshift to change into a Huge giant and her shapeshift functions as *giant form II*. A wildshaper must be at least 6th level before selecting this talent.

Healing Factor (Ex): A wildshaper with this talent can expend 1 round of her shapeshift ability as a swift action to heal herself an amount of damage equal to her Constitution modifier.

Hybrid Form (Ex): A wildshaper with this talent can use shapeshift to change her form partially, allowing her to

adopt bestial features without changing her shape entirely. When she shapeshifts, the wildshaper can choose to gain one of the following abilities instead of the usual effects of shapeshift: amphibious, bite, claws, climb 30 feet, swim 30 feet. A wildshaper of at least 5th level can choose to gain fly 30 feet (average maneuverability) instead of another ability. She can choose to gain an additional ability for every 5 wildshaper levels she possesses. A wildshaper can only use hybrid form while in her natural form. A wildshaper who already has a bite or claws cannot gain additional bite or claw attacks using hybrid form. Bite and claw attacks granted by hybrid form do damage based on the wildshaper's size (see *Pathfinder Roleplaying Game Bestiary* Table 3-1: Natural Attacks by Size).

Major Magic (Sp): A wildshaper with this talent gains the ability to cast a 1st-level spell from the druid spell list once per day as a spell-like ability for every 2 wildshaper levels she possesses. The wildshaper's caster level for this ability is equal to her wildshaper level. The save DC for this spell is 11 + the wildshaper's Charisma modifier. A wildshaper must have the minor magic wildshaper talent and a Charisma score of at least 11 to select this talent.

Minor Magic (Sp): A wildshaper with this talent gains the ability to cast a 0-level spell from the druid spell list. This spell can be cast at will as a spell-like ability. The wildshaper's caster level for this ability is equal to her wildshaper level. The save DC for this spell is 10 + the wildshaper's Charisma modifier. A wildshaper must have a Charisma score of at least 10 to select this talent.

Natural Combat Style (Ex): The wildshaper gains a combat feat from the first feat list of the natural weapon^{APG} ranger combat style. She can choose feats from the natural weapon combat style, even if she does not have the normal prerequisites. At 6th level, she may select this talent again and add the 6th-level ranger combat feats from the natural weapon combat style to the list. At 10th level, she may select this talent again and add the 10th-level ranger combat feats from the natural weapon combat style to the list.

Plant Shape (Su): A wildshaper with this talent can use shapeshift to transform into a Small or Medium plant creature. When taking the form of a plant, the wildshaper's shapeshift functions as *plant shape I*. At 10th level, she can transform into a Large plant and her shapeshift functions as *plant shape II*. At 12th level, she can transform into a Huge plant and her shapeshift functions as *plant shape III*. A wildshaper must be at least 8th level before selecting this talent.

Purge Toxins (Ex): A wildshaper with this talent can use her shapeshift ability to purge her body of poisons and diseases. As a full-round action, she can expend 5 rounds of shapeshift to grant herself a new saving throw against

any poison or disease currently affecting her. She gains a +1 bonus on this saving throw. This bonus increases by +1 for every three wildshaper levels. If this saving throw is successful, the poison or disease ends immediately. Any ability damage caused by the poison or disease remains.

Speak with Animals (Sp): A wildshaper with this talent can *speak with animals* at will. The wildshaper's caster level for this ability is equal to her wildshaper level. A wildshaper must have a Charisma score of at least 11 to select this talent.

Speak with Plants (Sp): A wildshaper with this talent can *speak with plants* at will. The wildshaper's caster level for this ability is equal to her wildshaper level. A wildshaper must have a Charisma score of at least 11 to select this talent.

Steadfast Form (Su): A wildshaper with this talent has attained a degree of control over her physical form that enables her to resist hostile magic that would alter it against her will. She gains a +2 bonus on saving throws to resist transmutation effects and the curse of lycanthropy. This bonus increases by +1 for every four wildshaper levels.

Terrain Mastery (Ex): A wildshaper with this talent gains a favored terrain, as the ranger class feature of the same name, but the bonus does not increase with her level. A wildshaper can select this talent multiple times, each time applying it to a new terrain.

Vermin Shape (Su): A wildshaper with this talent can use shapeshift to transform into a Small or Medium creature



of the vermin type. When taking the form of a vermin, the wildshaper's shapeshift functions as *vermin shape I*. At 8th level, she can transform into a Tiny or Large vermin and her shapeshift functions as *vermin shape II*.

Virulent Poison (Ex): When a wildshaper with this talent assumes a form with the poison ability, the poison's save DC increases by 2. A wildshaper must be at least 8th level before selecting this talent.

Wild Armor (Su): Any armor worn by a wildshaper with this talent gains the *wild* armor property for as long as she wears it.

Wildshaper Training (Ex): A wildshaper who selects this talent gains a bonus feat from the following list: Acrobatic Steps, Alertness, Animal Affinity, Athletic, Dodge, Endurance, Extra Shapeshift*, Extra Wild Shape*, Fleet, Flyby Attack, Great Fortitude, Hover, Improved Natural Armor, Iron Will, Lightning Reflexes, Mobility, Nimble Moves, Polymorphic Impersonation*, Run, Self-Sufficient, Spring Attack, Stealthy, Toughness, Wild Speech^{UM}. A wildshaper can select this talent multiple times.

Woodland Stride (Ex): A wildshaper with this talent can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) and other natural difficult terrain (such as rocky hills or ice sheets) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, overgrown areas, and other terrain that have been magically manipulated to impede motion, however, still affect her.

Wild Strike (Su): At 3rd level, a wildshaper's natural weapon attacks are treated as magic weapons for the purpose of overcoming damage reduction. At 5th level, her natural weapon attacks are also treated as silver for the purpose of overcoming damage reduction. At 7th level, she selects one of the following alignment components: chaotic, evil, good, or lawful. She must select an alignment component that matches a component of her own alignment (a neutral wildshaper instead also has her attacks act as cold iron, in addition to silver). Her natural weapon attacks are treated as the alignment component she selects for the purpose of overcoming damage reduction. For instance, a chaotic good wildshaper who selects good treats her natural weapon attacks as good-aligned.

At 11th level, the wildshaper's natural attacks are treated as if they had the *ghost touch* magic weapon property. At 16th level, her natural weapon attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

Advanced Talents: At 10th level and every 2 levels thereafter, a wildshaper can select one of the following advanced talents in place of a wildshaper talent.

Dragon Shape (Su): A wildshaper with this talent can use shapeshift to transform into a Medium dragon. When taking the form of a dragon, the wildshaper's shapeshift functions as *form of the dragon I*. At 14th level, she can transform into a Large dragon and her shapeshift functions as *form of the dragon II*. At 16th level, she can transform into a Huge dragon and her shapeshift functions as *form of the dragon III*. A wildshaper must be at least 12th level before selecting this talent.

Evasion (Ex): A wildshaper with this talent can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the wildshaper is wearing light armor, medium armor, or no armor. A helpless wildshaper does not gain the benefit of evasion.

Improved Beast Senses (Su): A wildshaper with this talent can spend 1 round of shapeshift as a swift action to gain one of the following abilities for 1 minute: blindsense 30 feet, tremorsense.

Improved Healing Factor (Ex): A wildshaper with this wild talent heals quickly when shapeshifting. While using her shapeshift ability, she gains fast healing 1 for every four wildshaper levels. A wildshaper must have the healing factor wildshaper talent to select this talent.

Improved Hybrid Form (Ex): A wildshaper with this talent can choose one additional ability when using hybrid form. A wildshaper must have the hybrid form wildshaper talent to select this talent.

Wildshaper Camouflage (Ex): A wildshaper can use the Stealth skill to hide in any of her favored terrains, even if the terrain doesn't grant cover or concealment. A wildshaper must have the terrain mastery talent to select this talent.

Trueshape (Su): When using a polymorph effect such as shapeshift, a wildshaper with this talent more closely identifies with the form she assumes. Spells and effects such as *true seeing* cannot tell that she is polymorphed. When viewed with *true seeing*, she appears as her assumed form rather than her normal form. Any effect that would force her to change back into her normal form automatically fails. A wildshaper must be at least 14th level before selecting this talent.

Quick Change (Su): At 9th level, a wildshaper can shapeshift as a move action. At 13th level, she can shapeshift as a swift action. At 17th level she can shapeshift as a free action, even if it is not her turn, even in reaction to an attack (as long as she is able to take actions). For example, if the wildshaper is stabbed and the damage would

knock her unconscious, she may choose to shapechange into a form with a Constitution bonus as a free action. If the additional hit points are enough to prevent falling unconscious, the wildshaper remains conscious. However, if she was attacked in a surprise round before she acted, she would be unable to take this free action.

Greater Shapeshift (Su): At 11th level, the wildshaper can assume the form of particularly powerful creatures. When using her shapeshift, she gains an additional +2 bonus to Constitution, and her choice of an additional +2 Strength or an additional +2 Dexterity.

Greater Shapeshift (Su): At 19th level, the wildshaper can assume the form of legendarily powerful creatures. When using her shapeshift, she gains an additional +4 bonus to Constitution, and her choice of an additional +2 Strength and +2 Dexterity, or an additional +4 Strength, or an additional +4 Dexterity.

Shapechanger (Su): At 20th level, a wildshaper masters the ability to adopt nearly any form at will. She gains the shapechanger subtype and can *shapechange* at will. She is immune to any non-harmless transmutation effects.

FEATS

EXTRA SHAPESHIFT

You can use your shapeshift ability more than normal.

Prerequisite: Shapeshift class feature.

Benefit: You can shapeshift for 6 additional rounds per day.

Special: You can gain Extra Shapeshift multiple times. Its effects stack.

EXTRA WILDSHAPER TALENT

You have mastered a special shapeshifting technique.

Prerequisite: Wildshaper talent class feature.

Benefit: You gain one additional wildshaper talent. You must meet the prerequisites for this wildshaper talent.

Special: You can take this feat multiple times. Each time you do, you gain another wildshaper talent.

POLYMORPHIC IMPERSONATION

You possess unusually fine control over your form, allowing you to assume the likeness of any individual.

Prerequisite: Shapeshift or wild shape class feature, or ability to cast any transmutation (polymorph) spell.

Benefit: You can use polymorph effects to assume the appearance of a specific individual, granting a +10 bonus on Disguise skill checks to impersonate that individual. You cannot assume the form of a creature with a template or an advanced version of a creature, nor does the appearance of your equipment change.

Normal: You cannot use polymorph effects to assume the appearance of a specific individual.

WEREBLOODED

Your wildshaper abilities come from a were-creature in your ancestry. Your lycanthropic heritage toughens your hide against weapons.

Prerequisite: Shapeshift class feature.

Benefit: When using shapeshift, you gain DR 1/silver. For every 5 levels you possess, this DR increases by 1, to a maximum of DR 5/silver at 20th level.

ARCHETYPES

SKINCHANGER

While all wildshapers gain their powers from a connection to nature, some have a particularly strong connection to a specific totem animal. Instead of mastering the ability to change into a variety of forms, these wildshapers can only transform into a single animal shape, but they gain greater powers when doing so.

Totem Form (Ex): At 1st level, a skinchanger selects one form from the following list: ape (gorilla), bear, boar, cat (cheetah), cat (leopard), crocodile, eagle, herd animal (elk)^{B3}, herd animal (ram)^{B2}, herd animal (stag)^{B4}, horse, hyena, lion, shark, snake (constrictor), snake (venomous), tiger, trumpeter swan^{B4}, or wolf. When using shapeshift, she can only assume that form. When calculating the damage dealt by any one natural attack in this form, she treats herself as being one size larger. A skinchanger cannot select wildshaper talents such as elemental shape or hybrid form that would allow her to change into forms other than her totem form. Starting at 1st level, a skinchanger's shapeshift and wild shape abilities function as *beast shape II*. This ability alters shapeshift and wild shape.

Powerful Form (Su): At 4th level, a skinchanger selects Strength, Dexterity, or Constitution. Whenever she shapeshifts or wild shapes into her totem form, she gains a +2 enhancement bonus to the selected ability score. At 8th level, she can select two ability scores; she gains a +4 enhancement bonus to one and a +2 enhancement bonus to the second. At 12th level, she gains a +6 enhancement bonus to one ability score, +4 to a second ability score, and +2 to the third. She can change the ability scores this ability modifies any time she gains a level in wildshaper. This ability replaces the wildshaper talents gained at 4th, 8th, and 12th levels.

Wildshaper Talents: The following wildshaper talents complement the skinchanger archetype: beast senses, healing factor, natural combat style, wildshaper training, speak with animals, steadfast form, and terrain mastery.

Advanced Talents: The following advanced wildshaper talents complement the skinchanger archetype: evasion, hale form, improved healing factor, mighty form, nimble form, terrain mastery, and trueshape.

BEASTRAGER

Some wildshapers can only transform when in the throes of powerful emotion. Known as beastragers, they unleash their inner beast both literally and figuratively.

Beastrage (Ex): When using her shapeshift ability in combat, a beastrager uses two rounds of her shapeshift ability each round and also gains the benefits and hindrances of rage, as the barbarian class ability. When she resumes her normal form at the end of her shapeshift, she is fatigued for a number of rounds equal to twice the number of rounds she spent shapeshifted. This ability alters shapeshift and replaces all instances of quick change.

Rage Power: At 4th level and every 4 levels thereafter, a beastrager selects a barbarian rage power. Her wildshaper level acts as her barbarian level when determining the effect of her rage powers and any prerequisites. Any prerequisites for a rage power must be met before a beastrager can choose it. This ability replaces the wildshaper talents gained at 4th, 8th, 12th, 16th, and 20th levels.

Wildshaper Talents: The following wildshaper talents complement the beastrager archetype: giant shape, healing factor, hybrid form, natural combat style, purge toxins.

Advanced Talents: The following advanced wildshaper talents complement the beastrager archetype: hale form, improved healing factor, mighty form, nimble form, and wild armor.

EVOLVED WILDSHAPER

A few rare wildshapers have the power to alter their bodies into forms not found in nature. Like a summoner's eidolon, evolved wildshapers can exhibit a bewildering variety of bizarre shapes. Evolved wildshapers frequently have a protean or other outsider ancestor, though they can also occur as a result of exposure to weird extraplanar or magical energies.

Evolutions (Ex): An evolved wildshaper gains an evolution pool equal to half her level (minimum 1). When using shapeshift or wild shape, she can select any evolution available to an eidolon of a summoner equal to her wildshaper level. She cannot select an evolution that would grant her more natural attacks than would be available to an eidolon of a summoner equal to her wildshaper level. She can change evolutions each time she uses shapeshift or wild shape. This ability replaces wild empathy, wild strike, and all wildshaper talents.

GRAVESHROUDED

Unlike most wildshapers, who gain their powers from nature, graveshrouded wildshapers gain their powers from dark powers of necromancy and undeath. They do not assume the forms of animals, but reshape their living bodies into foul forms of undead.

Graveshrouded Shape (Su): A graveshrouded can use shapeshift to transform into a Small or Medium corporeal



creature of the undead type. The graveshrouded's shapeshift functions as *undead anatomy I^{UM}*. At 7th level, she can transform into a Tiny or Large corporeal creature of the undead type and her shapeshift functions as *undead anatomy II^{UM}*. At 10th level, she can transform into a Diminutive or Huge corporeal creature of the undead type and her shapeshift functions as *undead anatomy III^{UM}*. At 14th level, her shapeshift functions as *undead anatomy IV^{UM}*. A graveshrouded cannot use shapeshift to change into a creature with the animal type. A graveshrouded cannot select wildshaper talents such as elemental shape that would allow her to change into forms other than corporeal undead creatures. This ability alters shapeshift and wild shape.

Corpse Kin (Ex): Mindless undead creatures perceive a graveshrouded as one of their own kind. Such creatures do not attack her unless attacked by the graveshrouded or commanded to do so through an effect such as Command Undead. Living creatures and intelligent undead creatures perceive the graveshrouded normally. This ability replaces nature training and wild empathy.

Death's Gift (Su): At 4th level, a graveshrouded gains resist cold 5 and DR 5/— against nonlethal damage. At 10th level, her resistance to cold increases to 10 and her DR increases to 10/— against nonlethal damage. This ability replaces the wildshaper talents gained at 4th and 10th levels.

Ghostshape (Sp): At 16th level, a graveshrouded can use shapeshift to become briefly ethereal. This functions as *ethereal jaunt*. Each round spent in an ethereal state consumes 3 rounds of shapeshift. This ability replaces the wildshaper talent gained at 16th level.

One Foot in the Grave (Ex): At 20th level, a graveshrouded gains DR 5/— and immunity to cold, nonlethal damage, paralysis, and sleep. This ability replaces shapechanger.

Wildshaper Talents: The following wildshaper talents complement the graveshrouded archetype: beast senses, healing factor, hybrid form, major magic, minor magic, purge toxins, virulent poison.

Advanced Talents: The following advanced wildshaper talents complement the graveshrouded archetype: hale form, improved healing factor, mighty form, nimble form, trueshape.

FAVORED CLASS BONUSES

Dwarf: Add +1/3 to the wildshaper's natural armor bonus when using shapeshift.

Elf: Choose a natural attack from the following list: bite, claw, gore, slam, sting, talons. Add a +1/2 circumstance

bonus on critical hit confirmation rolls with that natural attack (maximum bonus of +4). This bonus does not stack with Critical Focus.

Gnome: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the wildshaper selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Half-elf: Add +1/2 to the wildshaper's wild empathy bonus.

Half-orc: Add +1/3 to the wildshaper's bite damage.

Halfling: Add +1/4 to the wildshaper's dodge bonus to Armor Class when using shapeshift or wild shape.

Human: Gain 1/6 of a new wildshaper talent.

OTHER RACES:

Catfolk: Add +1/3 to the wildshaper's claw damage.

Changeling: Add +1 to the wildshaper's total number of shapeshift rounds per day.

Dhampir: Add +1/4 to the wildshaper's size bonus to Dex when in bat or wolf form.

Drow: Add +5 feet to the wildshaper's darkvision range when using shapeshift or wild shape.

Duergar: Add +1/3 to the wildshaper's natural armor bonus when using shapeshift.

Gillman: Add +1 to the wildshaper's swim speed. In combat this option has no effect unless the wildshaper has selected it five times (or another increment of five).

Goblin: Add +1/2 to the wildshaper's Stealth checks when using shapeshift.

Hobgoblin: Add +1/2 to the wildshaper's Intimidate checks when using shapeshift.

Ifrit: Add +1/4 to the wildshaper's size bonus to Dex when assuming a form with the fire subtype.

Kitsune: Add +1/4 to the wildshaper's size bonus to Dex when in fox form.

Kobold: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the wildshaper selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Merfolk: Add +1 to the wildshaper's swim speed. In combat this option has no effect unless the wildshaper has selected it five times (or another increment of five).

Orc: Add +1/3 to the wildshaper's bite damage.

Oread: Add +1/4 to the wildshaper's size bonus to Con when assuming a form with the earth subtype.

Skinwalker: Add +1 to the wildshaper's total number of shapeshift rounds per day.

Sylph: Add +1/4 to the wildshaper's size bonus to Dex when assuming a form with the air subtype.

Tengu: Add +1 to the wildshaper's fly speed when assuming a form with a fly speed. In combat this option has no effect unless the wildshaper has selected it five times (or another increment of five).

Tiefling: Add +1/2 to the wildshaper's gore damage.

Undine: Add +1/4 to the wildshaper's size bonus to Con when assuming a form with the water subtype.

Vishkanya: Add +1/3 to the DC of the wildshaper's toxic venom and any (Ex or Su) poison ability she gains while using shapeshift or wild shape.

Wayang: Add +5 feet to the wildshaper's darkvision range when using shapeshift.

MAGIC ITEM

MANTLE OF FLUID SHAPE

Aura moderate transmutation; **CL** 9th; **Slot** chest; **Price** 8,000 gp; **Weight** 1 lb.

Description This garment, typically made of fur or hide, is worn over other clothing or armor. When worn by a character with the wild shape ability, it allows her to engage in any action she could in her natural form (such as pick up weapons or play the piano) without leaving her wild shaped form. Each round she does this, she expends an additional hour of her wild shape.

Construction Requirements Craft Wondrous Item, *polymorph* or wild shape ability; **Cost** 4,000 gp

WILDSHAPERS IN YOUR CAMPAIGN

Shapeshifters are a common fantasy trope. The wildshaper class allows players to explore that trope without veering into material usually reserved for the GM, such as lycanthropy. Although druids can wild shape, and some other spellcasters can transform themselves and others via *polymorph* spells, no existing class is focused solely on the concept of shapeshifting. The wildshaper class fills that gap.

Because wildshapers might gain their powers from a variety of sources, they can be integrated into an existing campaign world with little difficulty. In campaign worlds where nature itself is a source of magical power, and druids and rangers can gain their abilities by drawing on the magic of nature, wildshapers might gain their abilities from the same source. In other campaign settings, gods or divine powers might grant wildshaper abilities to favored worshippers. In horror games, wildshapers might be descended from shapeshifting monsters such as werewolves, vampires, or doppelgangers, provided that such creatures are capable of interbreeding with PC races. Wildshapers might represent a particular magical tradition whose practitioners specialize in shapeshifting magic to the exclusion of conventional spellcasting. Wildshapers' powers might also be based on pseudoscience rather than magic. For instance, a wildshaper might change forms by consuming specially-prepared concoctions, like an alchemist's mutagen.

In most campaigns, wildshapers are probably rare enough that most NPCs might not have heard about them. Wildshapers might be confused with shapechanging monsters. If so, wildshapers will strive to conceal their powers to avoid persecution. If wildshapers are more common, like spellcasters, societies will develop methods to both exploit and thwart their powers. People will find methods to verify whether someone is a wildshaper in disguise; some of these methods might actually work, while others will be mere superstitions. Prisons might have metal meshes over windows to prevent wildshapers from slipping out.

Even if wildshapers are generally rare, they might be more common in certain areas, or among certain groups. For instance, certain barbarian tribes might include wildshapers among their numbers. Perhaps they form a warrior cult like the Viking berserkers, who believed they could take the form of bears. Skinchanger wildshapers are especially likely to belong to cults that revere their totem animals. Some tribes might consist entirely of wildshapers whose powers are passed down hereditarily. Wildshapers might find support among religious organizations such as druidic circles or the churches of nature deities. They might be members of wilderness-oriented groups consisting of rangers and hunters. Wildshapers make excellent explorers because they can assume the forms of animals adapted to severe environments, enabling them to survive almost anywhere. Yet wildshapers might also find a place among groups that aren't tribal or nature-focused. Criminal organizations such as thieves' or assassins' guilds might employ wildshapers for their infiltration abilities. Wildshapers make excellent spies, as well—a little bird might overhear all sorts of secrets.

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