

THE LYCANTHROPE CLASS



BY: TIM GONZALEZ

LYCANTHROPE

A tall, broad shouldered man emerges from the woods with a maul over his shoulder. He steps between the bandits and the caravan, daring them to strike.

A wild haired woman charges headlong into a group of goblins, swinging her axe wildly as she shrugs off her wounds.

A scrawny man watches his mark from the shadows, sliding his knife from its sheath as he prepares to strike.

A beautiful woman sits petting two tigers, who eye you warily. You're not sure which of the three is most dangerous.

A young man looks at the full moon in fright, as he feels the wolf within him start to stir.

These men and woman all share a common trait. They have been cursed by lycanthropy. However, they have devoted much time and effort into controlling the curse, and they now have mastery over it. Their personality is their own, and they no longer risk infecting others with the curse. However, this comes at a cost, and they can no longer achieve their hybrid form at will.

Repressing the urges of their curse allows them to fight furiously when they decide to tap into its primal fury. However, there is a limit to the number of times they can safely unleash the beast before losing themselves to instinct.

THE BEAST INSIDE

Lycanthropes are afflicted by a magical curse. This warps the mind and personality, but these few individuals are able to take control back. They walk the line between civility and savagery each day, and it is a conscious effort to not let the curse control them. There are times, however, when the beast inside needs to be released. When this happens, they are a force to be reckoned with.

THE ANIMALS

The most common lycanthropes are bears, boars, rats, tigers, and wolves. There may be others, but they are not as common.

CREATING A LYCANTHROPE

When creating a lycanthrope, you first need to consider which form you assume. Bear, boar, rat, tiger, and wolf are the most common. Talk with your DM about where you contracted lycanthropy, and how long you've had it. What did you do before you contracted the disease?

QUICK BUILD

You can make a lycanthrope quickly by following these suggestions. First, put your highest ability score in either Strength or Dexterity, depending on your form. Your second highest score should go into Constitution. Finally, choose the outlander background.

CLASS FEATURES

As a lycanthrope, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per lycanthrope level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per lycanthrope level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength or Dexterity, Constitution

Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a maul or (b) any martial melee weapon
- (a) two handaxes or (b) any two simple melee weapons
- An explorer's pack and four javelins



THE LYCANTHROPE

Level	Proficiency Bonus	Features	Shifts	Shift Damage
1st	+2	Shift, Shapeshifter	2	+2
2nd	+2	Reckless Attack, Keen Senses	2	+2
3rd	+2	Heritage	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Heritage Feature	4	+2
7th	+3	Feral Instinct	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Heritage Feature	4	+3
11th	+4	Relentless Beast	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	Heritage Feature	5	+3
15th	+5	Persistent Beast	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Perfect Beast	unlimited	+4

SHIFT

You can unleash your inner beast and shapeshift into your hybrid form. On your turn, you can shift as a bonus action.

While shifted, you gain the following benefits.

- You have advantage on either Strength Checks and Strength saving throws or Dexterity Checks and Dexterity saving throws (chosen when you gain this feature).
- When you make a melee weapon attack using Strength or Dexterity, you gain a bonus to the damage roll that increases as you gain levels as a lycanthrope, as shown in the Shift Damage column of the Lycanthrope table. You choose Strength or Dexterity when you gain this feature.
- You have resistance to bludgeoning, piercing, and slashing damage. Your resistance does not apply to silvered weapons.
- You gain natural weapons that you can use based on your hybrid form. These count as weapon attacks, and you are considered proficient in them. They either deal 1d8 damage, or deal 1d6 damage and are considered finesse.

If you are able to cast spells, you can't cast them or concentrate on them while shifted.

Your shift lasts for 1 minute. It ends early if you are knocked unconscious, or if you take a bonus action to end it on your turn.

Once you have shifted the number of times shown for your lycanthrope level in the Shifts column of the Lycanthrope table, you must finish a long rest before you can shift again.

SHAPESHIFTER

You gain the shapeshifter subtype. As an action, you can assume your animal form. Your statistics remain the same except for your size and AC. Any equipment you are wearing or carrying isn't transformed. You revert back to your human form if killed.

Your lycanthropy cannot be removed by any mortal means.

RECKLESS ATTACK

Starting at 2nd level, you can throw aside all concern for defense to attack all out. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls during this turn, but attack rolls against you have advantage until your next turn.

KEEN SENSES

At 2nd level, you gain the heightened senses of your animal form. You gain advantage on Perception checks that rely on either smell or hearing. You pick which one when you gain this feature.

HERITAGE

At 3rd level, you choose features based on your lycanthropic form. The options provided here are suggestions for each form, although you are not required to pick the one for your form. You gain additional features at 3rd level and again at 6th, 10th, and 14th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

FAST MOVEMENT

Starting at 5th level, your speed increases by 10 feet.

FERAL INSTINCT

By 7th level, your instincts have improved so much that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you shift before doing anything else on that turn.

BRUTAL CRITICAL

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level, and three additional dice at 17th level.

RELENTLESS BEAST

Starting at 11th level, your lycanthropic form can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're shifting and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

PERSISTENT BEAST

Beginning at 15th level, you gain a greater control of your hybrid form. Your shift now lasts for 5 minutes instead of 1. However, you gain one level of exhaustion after reverting back to your human form if the shift lasts longer than 1 minute.

INDOMITABLE MIGHT

Beginning at 18th level, if either your total for a Strength or Dexterity check is less than the corresponding score, you can use that score in place of the total. You choose either Strength or Dexterity when you gain this feature.

PERFECT BEAST.

At 20th level, you embrace the full benefits of your lycanthropic form. Your Strength or Dexterity score and your Constitution score increases by 4. Your maximum for those scores increases to 24.

HERITAGE

The curse of lycanthropy wears on the body and spirit. As you gain better control, you can safely access the benefits of the curse without worrying about the disadvantages.

ANIMAL KINSHIP

At 3rd level, animals of the same type as your animal form feel a kinship to you. Animals of that type will not attack you unless attacked first.

BESTIAL FURY

At 3rd level, you can choose one of the following features.

Bear. While in hybrid form you have resistance to all damage except psychic damage and attacks from silvered weapons.

Boar. While in hybrid form you can charge at foes. If you move at least 15 feet toward a target and hit with a melee attack, you can use a bonus action to deal an additional 1d6 damage.

Rat. While in hybrid form you can use a bonus action to take the Dash or Disengage actions.

Tiger. While in hybrid form, you can pounce on foes. If you move at least 15 feet toward a target and hit it with a melee attack, you can use a bonus action to attempt to knock them prone. They must make a Strength saving throw to stay standing. The DC is 8 + your proficiency bonus + your Strength or Dexterity modifier.

Wolf. While in hybrid form, your allies have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you.

ASPECT OF THE BEAST

At 6th level you take on some of the traits of your animal. You can choose the same animal you selected at 3rd level or a different one.

Bear. Your strength increases. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break things.

Boar. Your stubbornness increases. You have advantage on checks and saving throws against charm and fear effects. In addition, while in hybrid form, you are immune to these effects. If you are already under one of these effects when you enter hybrid form, it is suspended for the duration of the shift.

Rat. You gain the ability to speak with and be understood by rats. Rats are willing to assist you with tasks that do not place them in harm.

Tiger. You are a master hunter. You can track creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace.

Wolf. As a pack leader, you are an inspiring leader. If you assist an ally on a task, they get a bonus to the check equal to your shift damage.

INTIMIDATING SHIFT

At 10th level, the very act of assuming your hybrid form can demoralize others. When you shift, all creatures of your choice within 30 feet of you that can see you must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of their next turn. While frightened, they have disadvantage on any attack rolls they make.

UNLEASHED FURY

At 14th level, you gain an additional benefit based on your lycanthropic form. You can choose the same animal you selected previously or a different one.

Bear. While shifted, any creature within 5 feet of you that's hostile to you has disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

Boar. While shifted, you can use a reaction when you are damaged by a melee attack within 5 feet of you to make an attack against that creature.

Rat. While shifted, you can use your reaction when you take damage to reduce the damage taken by half.

Tiger. While shifted, you can use a bonus action to double the bonus shift damage you deal for the round.

Wolf. While shifted, you can use a bonus action on your turn to knock a Large or smaller creature prone when you hit it with a melee weapon attack.



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