

RANGER

WERESTALKER V0.8

Rangers are often exposed to variety of strange powers or practices, and some of those allow them to take on wereforms. Sometimes it is the result of a partially cured curse, some primal gift, sometimes it the product of a distance inheritance from a were-blooded ancestry, an esoteric blessing, or the product of a mysterious training from a hidden order of naturalists.

Though Werestalkers generally have full control over their transformation, it can bring with it a certain stigmata and sometimes has side effects that impact their personality, causing them to behavior more animalistic or violently.

HYBRID TRANSFORMATION

Starting at 3rd level, you gain the ability to transform yourself into a hybrid form as a bonus action. Select from a werebear, werewolf, wereboar, wereraven, wererat, or weretiger. Your selection of beast type effects your selection of natural weapons. You gain the following powers while transformed. You retain any gear, equipment, or armor you were wearing while transformed. The transformation last until you end it early as an action.

- **Natural Weapons.** You gain a set of natural weapons.
 - **Claws** (*Werebear, werewolf, weretiger*) While your hands are free, they become clawed weapons. They deal 1d6 slashing damage and have the light and finesse properties.
 - **Bite** (*Werebear, werewolf, weretiger, wererat*). A fanged maw. Deals with 1d8 piercing damage and has the finesse property.
 - **Tusks** (*Wereboar only*) Deals 1d10 piercing damage.
- **Swift Movement.** Your movement speed increases by 10 feet.
- **Special Attribute.** Additionally, select one of the powers from below that is compatible with the type of hybrid form you've assumed.
 - **Damage Reduction** (*Any*) You reduce damage taken by your proficiency bonus from nonmagical attacks that aren't silvered.
 - **Bloodlust** (*Werewolf, Weretiger*) The first time you attack a bloodied creature on your turn, you gain advantage on the attack roll.
 - **Charge** (*Werewolf, wereboar, weretiger*) If you move at least 20 feet straight toward a creature and hit it with a Tusk/Claw attack, the target must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier) or be knocked prone.
 - **Agile** (*Wererat*) You can move through the space of other creatures (including hostile creatures) without treating it as difficult terrain.
 - **Glide** (*Wereraven*) Your long and high jump distance is doubled, and you can move two feet horizontally for each foot you fall when falling more than 10 feet (without jumping). You take no fall damage unless you are Incapacitated when falling.

- **Transformed Fighting Style.** When you transform, you can change your Fighting Style selection for the duration of your transformation, selecting a different option from the list that was available to you when you gained the feature.

WERE VERSATILITY

The wereblood ranger assumes that the Ranger is endowed with primal powers or blessings that allows them to emulate any were-creature, but for people that want to use it to emulate being a specific were-creature in a more balanced manner than the default curse of that creature type (such as werewolf) you can simply select the transformation you want it represent and only use that transformation.

BESTIAL EMULATION

Starting at 7th level, your synchronization with the beast forms you emulate grows. While transformed into the a hybrid form, you gain advantage on any Wisdom (Perception) check that relies on smell. Additionally, you can cast *polymorph* targeting yourself without requiring components or expending a spell slot into a Brown Bear, Wolf, Tiger, Boar, Raven or Rat. Once you do so, you cannot do so again until you complete a short or long rest.

EMPOWERED TRANSFORMATION

Additionally at 7th level, when you transform with Hybrid Transformation, you can select a second Special Attribute that is available to your selected transformation type, and your natural weapons are considered magical for the purposes of overcoming resistance to nonmagical damage.

WILD FRENZY

At 11th level, when you transform into your hybrid form or as a bonus action while in your hybrid form, you can enter a frenzy. Until the end of your turn, you have advantage on all melee weapon attacks, and when you take the Attack action, you can take an additional melee attack against a creature you haven't attacked yet this turn as part of the same action. You can repeat this extra attack until you cannot reach an creature you haven't attacked yet this turn, or you miss an attack.

If you kill a creature or score a critical hit with the bonus attacks this feature grants, the duration of the frenzy is extended 1 round. The frenzy ends early if you become incapacitated.

Once you use this feature to start a frenzy, you cannot use it again until you complete a short or long rest.

LYCANTHROPIC RESISTANCE

At 15th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered while transformed by Hybrid Transformation or Bestial Emulation.