

## ALPHA SKINSHIFTER

An alpha who leads shapechangers and skinshifters, outcasts of their society who find community and acceptance under the watchful and caring eye of the alpha. Much like the shaman who communes with plants in their element, the skinshifter embraces the bestial infections of shapeshifters and encourages them to embrace their new strength to protect and aid the pack.

While you yourself do not shift forms like a wererat, werebear, or lycanthrope, you take on traits of other animals as your attunement to nature increases. Whether through a magical disease, divine touch, or an arcane source that changes your bodily makeup, you will never be the same because of your connection with the animal world.

While there are not as many shapeshifter monsters as there are plant creatures, the skinshifter alpha's pack members tend to have greater damage and resilience than beasts or plants, allowing for a unique and durable pack. They tend to have a higher CR, so you will likely have a smaller pack than you could otherwise have, but the added resilience of your party may be more attractive than a larger number of weaker creatures.

### SKINSHIFTING SOURCE

Starting at 3rd level, you gain the ability to tame werecreatures and other shapeshifter monsters. In addition, you may adopt one of the following skinshifting forms, granting you its features:

**Badger Form:** You take on features more like a badger. You gain a burrowing speed equal to your run speed, and may roll 2d4 + your Dexterity modifier for unarmed damage instead of 1 + your Strength modifier.

**Bat Form:** You take on features more like a bat. You gain a flying speed equal to your run speed, and gain Blindsight (60 feet).

**Bear Form:** You take on features more like a bear. You gain advantage on Athletics (Strength) ability checks, and gain resistance to one of the following damage types that you do not already have resistance to: piercing, slashing, bludgeoning, fire, or cold damage.

**Dolphin Form:** You take on features more like a dolphin. You gain the ability to hold your breath for 1 hour, gain a swim speed equal to your run speed, and add +10 feet to your jump distance.

**Elk Form:** You take on features more like an elk. You may perform an attack each beat with your horns as an action or as a bonus action, treated as a simple weapon dealing 2d6 bludgeoning damage. You also gain +10 feet of run speed.

**Hawk Form:** You take on features more like an eagle. You gain advantage on Perception (Wisdom) sight rolls, and gain a flying speed equal to your run speed.

**Shark Form:** You take on features more like a shark. You gain the ability to breathe underwater, and gain a swim speed equal to your run speed.

**Turtle Form:** You take on features more like a turtle. Your run speed is reduced by -10 feet, but you gain a swim speed equal to your new run speed. You also add +2 to your Armor Class.

**Wolf Form:** You take on features more like a wolf. You and your pack members may move at full speed while performing Sneak (Dexterity) ability checks, and suffer no penalties to Perception (Wisdom) ability checks while moving at full speed.

Once you select your skinshifting form, you must take the same skinshifting form at higher levels.

### EMBRACING THE CHANGE

Starting at 6th level, your skinshifting connection enhances your abilities even further.

**Badger Form:** You gain proficiency with Nature (Intelligence) rolls (or expertise if you already have proficiency with that ability check), and your unarmed damage is increased from 2d4s to 2d6s.

**Bat Form:** You may perform a Bite melee attack on your turn, which may be one of your attacks when using the Extra Attack feature. The bite is considered to be a finesse weapon attack that you are proficient with, dealing 1d4 + your modifier piercing damage. You recover hit points equal to the damage.

**Bear Form:** You add +2 to all of your damage rolls you make, and gain resistance to one of the following damage types that you do not already have resistance to: piercing, slashing, bludgeoning, fire, or cold damage.

**Dolphin Form:** You gain proficiency in Aquan (or one additional language if you are already proficient with Aquan), and add +2 to your Armor Class when in water.

**Elk Form:** You gain advantage on Athletics (Strength) ability checks, and your horn damage increases to 3d6. In addition, you may use the Extra Attack feature with your horns.

**Hawk Form:** You gain the Flyby ability (you do not provoke opportunity attacks when moving out of reach of an opponent).

**Shark Form:** You gain advantage on Perception (Wisdom) smell ability checks, and add 1d6 to your damage rolls if you have moved at least 20 feet in a straight line this turn.

**Turtle Form:** You gain proficiency with Stealth (Dexterity) rolls (or expertise if you already have proficiency with that ability check), and add +1 to your Armor Class.

**Wolf Form:** You may add 1d6 to damage done from stealth (the target fails a Perception (Wisdom) check past your Stealth (Dexterity) roll).

In addition, whenever a pack member deals damage to a target of Large size or smaller, the target must pass a DC14 Strength saving throw or it is knocked prone.

### BEASTIAL BOND

Starting at 11th level, your skinshifting connection enhances your abilities even further.

**Badger Form:** You are always treated as being under the effects of the Stoneskin spell so long as you are touching the ground.

**Bat Form:** You gain the Flyby ability (you do not provoke opportunity attacks when moving out of reach of an opponent).

**Bear Form:** You add +10 to your maximum hit points, and gain resistance to one of the following damage types that you do not already have resistance to: piercing, slashing, bludgeoning, fire, or cold damage.

**Dolphin Form:** You and your pack members know the location of other pack members within 500 feet so long as the pack member is still on the same plane of existence as you. If the pack member leaves your plane of existence you are alerted to the fact that they have left your plane of existence.

**Elk Form:** You add +20 to your maximum hit points.

**Hawk Form:** You add 2d6 to your damage rolls if you have moved this turn.

**Shark Form:** You add 1d6 to your damage rolls against targets that are not at full health. You also add +10 feet to your swim speed.

**Turtle Form:** You add +1 to your Armor Class, and gain resistance to one of the following damage types that you do not already have resistance to: piercing, slashing, bludgeoning, fire, or lightning damage.

**Wolf Form:** If you deal damage to a target, the target's speed is halved until the end of your next turn.

In addition, whenever you or a pack member are within 5 feet of another pack member who suffers damage, the pack member may opt to suffer the damage on behalf of the target of the attack. If the pack member suffering the damage has resistance or immunity to the damage being dealt, their resistance will apply to the damage total.

## ANIMAL AWAKENING

Starting at 14th level, your skinshifting abilities fully mature, granting you additional abilities.

**Badger Form:** You may perform three attacks instead of two when you take the Attack action on your turn, and your unarmed damage is increased from 2d6s to 2d8s.

**Bat Form:** Opponents attacking you from beyond 5 feet suffer disadvantage on the attack.

**Bear Form:** You add 2d6 to your melee damage, and gain resistance to one of the following damage types that you do not already have resistance to: piercing, slashing, bludgeoning, fire, or cold damage.

**Dolphin Form:** You add +2 to your Wisdom score. This may take you above 20.

**Elk Form:** Your horns deal magical damage, and the damage of your horns increases to 4d6.

**Hawk Form:** Opponents attacking you from beyond 5 feet suffer a -5 penalty to the Attack roll.

**Shark Form:** You add +1 to your Armor Class, and may perform a Bite melee attack on your turn, which may be one of your attacks when using the Extra Attack feature. The bite is considered to be a finesse weapon attack that you are proficient with, dealing 2d6 + your modifier piercing damage. You recover hit points equal to the damage.

**Turtle Form:** You add +1 to your Armor Class, and critical hits against you are treated as normal hits when rolling for damage.

**Wolf Form:** You and your pack members add +2 to damage rolls.

In addition, the skinshifting nature of your pack members may not be removed by magic spells with a casting time less than 1 hour. You and your pack members also gain advantage on saving throws to avoid being banished or moved to another plane of existence.