

The Werewolf

[From the WotC Archives](#)

By Sean K Reynolds

01/17/2004

Werewolves are cruel and evil creatures that enjoy killing for the sake of violence and prefer innocents as their targets. Some werewolves enjoy inflicting lycanthropy on good folks by attacking them and stopping short of killing them. Others kill ruthlessly by night and often prey on family and friends. Still others spread their infectious curse among like-minded creatures to create a pack of shapechanging allies. Because of these predilections, afflicted werewolves are fairly common.

A character who chooses to keep his lycanthropic curse can progress in the werewolf template class to gain werewolf abilities. This template class can also be used by natural werewolves who wish to start play at lower levels and develop their powers, or for characters who somehow acquire this form of lycanthropy from another source.

This template class can be taken only by a lycanthrope who is aware of his condition, whether because he was born a werewolf or because he realizes that he is afflicted with lycanthropy. Any ability noted as applying to all forms is available to the werewolf in his natural, hybrid, and animal forms, but not forms acquired via *polymorph* or other means.

Each lycanthrope template class has three levels, but only natural lycanthropes can take all the levels it offers. An afflicted lycanthrope can take only 1st and 2nd levels in the class, since his level adjustment is +2 instead of +3.

Lycanthrope template classes also follow special rules relating to the benefits such characters acquire from their animal natures. The template allows for a level

adjustment of +3 (or +2 for afflicted lycanthropes), but that value does not include the Hit Dice from the lycanthrope's animal form. So, while a 1st-level human natural werewolf warrior (as presented in the *Monster Manual*) has a level adjustment of +3, his ECL is actually 6 - 1 from his warrior Hit Die, +3 from the template, +2 for his wolf Hit Dice.

Thus, in addition to the levels offered via the appropriate lycanthrope template class, each kind of lycanthrope also has a separate (optional) class progression for his animal abilities. Essentially, a character progressing as a lycanthrope multiclasses into the template class and can also multiclass into the appropriate animal class if desired.

The animal class is entirely optional. No would-be lycanthrope is required to take it, but doing so is an advantage, since a character without it is weaker than other lycanthropes of the same type. Taking levels in the appropriate animal template class gives the character the animal's Hit Dice and hit points (in all forms), saving

throw bonuses (in all forms), skill points (in all forms), racial skill bonuses (in all forms), conditional skill modifiers (in animal form), ability score modifiers (in hybrid or animal form), natural armor bonus, and special

attacks (such as the wolf's trip). Levels in the animal class may be taken at any point after the character takes one level in the lycanthrope template class.

He is also free to take levels in other classes between levels of the template class and the animal class, as

desired. The animal class, like the template class, does not count when determining whether a

character takes an XP penalty for multiclassing.

An afflicted werewolf that is cured of lycanthropy (as described in the *Monster Manual* on page 178) immediately loses all werewolf template class levels and wolf class levels (if any). These levels cannot be restored with *restoration* or similar magic; they are simply gone. Most lycanthropes that do not wish to lose their lycanthropy in this way deliberately fail their saving throws against the spell in order to prevent this traumatic change.

The werewolf template class can also be used for werewolf lords. The only difference is that a werewolf lord must use Table SP-18 for advancement, while a normal werewolf uses Table SP-17.



Art From Pathfinder 2e.

The Werewolf

Werewolf Template Class Features

All of the following are class features of the werewolf template class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted. These changes are cumulative.

Natural Armor Improvements: At 1st level, the werewolf's natural armor bonus increases by +2. A character who does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would increase to +2 at 1st level. These changes are cumulative. The werewolf also gains additional natural armor increases in hybrid or animal form from the animal class.

Alternate Form (Su): At 1st level, the werewolf can take the form of a wolf, and he undergoes this change involuntarily on the nights of the full moon or in times of stress, as described in the *Monster Manual*. Unless the werewolf is a natural lycanthrope, he does not automatically have control over this ability and must attempt a Control Shape check to intentionally change form or to resist an involuntary change. For an afflicted lycanthrope, Control Shape is a class skill for all classes as well as racial Hit Dice, if any. Natural lycanthropes have full control over when they change shape and do not need to take ranks in this skill. Changing form is a standard action that can be attempted once per round.

A werewolf character who is aware of his condition retains his identity and does not lose control of his actions when he changes. Each time he involuntarily changes to his animal form, however, he must make a Will save (DC 15 + number of times he has been in animal form) or permanently assume the alignment of his lycanthrope kind (chaotic evil for werewolves) in all forms. Any voluntary change to wolf or hybrid form immediately and permanently changes the character's alignment to chaotic evil.

Until the character has taken one or more levels in the optional wolf animal class (see Wolf Abilities, below), changing shape to wolf form does not give him the abilities of a wolf – he simply is able to take that creature's shape, as if he had a perfect disguise. Since this ability is of limited use, most characters taking levels in the werewolf template class

choose to take levels of the wolf class as well in order to gain the full abilities of their animal forms.

At 3rd level, the werewolf can assume a hybrid form – a shape between his humanoid and his wolf forms. As with the wolf form, this change is purely cosmetic unless the character has taken the wolf class to gain the appropriate abilities.

Low-Light Vision (Ex): A 1st-level werewolf gains low-light vision.

Shapechanger Subtype (Ex): At 1st level, the werewolf gains the shapechanger subtype.

Werewolf Bonus Feats: At 1st and 2nd level, the werewolf gains the feats indicated on Table SP-16 as bonus feats, assuming that he doesn't already have them. If the werewolf doesn't meet the prerequisites (if any) for a bonus feat, he gains the feat but cannot use it until he does meet the prerequisites.

Wolf Empathy (Ex): Starting at 2nd level, a werewolf in any form can communicate and empathize with normal or dire wolves. This ability gives him a +4 racial bonus on checks made to influence the attitude of such creatures. It also allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Damage Reduction (Ex): At 2nd level, the werewolf gains damage reduction 5/silver. At 3rd level, a natural lycanthrope gains damage reduction 10/silver. An afflicted lycanthrope's damage reduction does not improve beyond 5/silver.

Curse of Lycanthropy (Su): At 3rd level, a natural werewolf can infect other creatures with lycanthropy. Any humanoid or giant hit by the bite attack of a werewolf in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. Afflicted lycanthropes do not transmit lycanthropy.

Table SP-16: The Werewolf Template Class

Level	CR	Special
1st	+1	Wis +2, natural armor +2, alternate form (wolf), low-light vision, shapechanger subtype, werewolf feat (Track)
2nd	+1	Alternate form (hybrid), wolf empathy, damage reduction (5/silver), werewolf feats (Iron Will, Weapon Focus [bite])
3rd	+2	Curse of lycanthropy, damage reduction (10/silver)

The Wolf

Wolf Animal Class Features

All of the following are class features of the wolf class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted. These changes are cumulative.

Natural Armor Improvements: At 1st level, the character's natural armor bonus increases by +2. A character who does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would increase to +2 at 1st level. These changes are cumulative.

Wolf Abilities (Ex): Upon taking a level in the wolf animal class, the character gains the animal's Hit Dice (in all forms), base attack bonus (in all forms), base saving throw bonuses (in all forms), ability score modifiers (in hybrid and animal forms), skill points (in all forms), and natural armor bonus (in hybrid and animal forms), as well as the special abilities indicated on Table SP-17.

In wolf form, the werewolf's speed changes to 50 feet. Class skills for the wolf racial Hit Dice are Control Shape, Hide, Listen, Move Silently, Spot, and Survival.

Bite: The wolf animal class gives the werewolf a bite attack in his animal and hybrid forms. The bite is a natural weapon that deals 1d6 points of damage.

Scent (Ex): As a 2nd-level wolf, the character gains the scent ability in all forms.

Trip (Ex): A werewolf in hybrid or wolf form that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Table SP-17: The Wolf (Lycanthrope) Class

Class Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	Special
1st	1d8	+0	+2	+2	+0	2 + Int mod.	Str +2, Con +2, natural armor +2, wolf abilities, bite
2nd	2d8	+1	+3	+3	+0	2 + Int mod.	Dex +4, Con +2, scent, trip

The Werewolf Lord

A character can take levels in the dire wolf animal class only if he is a natural or afflicted werewolf lord. Because of the size restrictions on lycanthropy, only Medium, Large, or Huge creatures can become werewolf lords.

Dire Wolf Animal Class Features

All of the following are class features of the dire wolf class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted. These changes are cumulative.

Natural Armor Improvements: At 1st level, the character's natural armor bonus increases by +2. A character who does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would increase to +2 at 1st level. These changes are cumulative.

Wolf Abilities (Ex): Upon taking a level in the dire wolf animal class, the character gains the animal's Hit Dice (in all forms), base attack bonus (in all forms), base saving throw bonuses (in all forms), ability score modifiers (in hybrid and animal forms), skill points (in all forms), and natural armor bonus (in hybrid and animal forms), as well as the special abilities indicated on Table SP-18.

In dire wolf form, the werewolf's speed changes to 50 feet. Class skills for the dire wolf racial Hit Dice are Control Shape, Hide, Listen, Move Silently, Spot, and Survival.

Bite: The wolf animal class gives the werewolf a bite attack in his animal and hybrid forms. The bite is a natural weapon that deals 1d8 points of damage.

Scent (Ex): As a 2nd-level dire wolf, the character gains the scent ability in all forms.

Trip (Ex): A werewolf lord in hybrid or dire wolf form that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf lord.

Large (Ex): When the dire werewolf reaches 4th level in the animal class, his animal and hybrid forms become Large size. In either of those forms, he takes a -1 penalty to AC and attack rolls for size, and his Space/Reach changes to 10 ft./5 ft. His ability scores and natural armor bonus change as indicated on Table SP-18.

Dire Wolf Bonus Feats: At 1st and 2nd level, the werewolf lord gains the feats indicated on Table SP-18 as bonus feats, assuming that he doesn't already have them. If the werewolf lord doesn't meet the prerequisites (if any) for a bonus feat, he gains the feat but cannot use it until he does meet the prerequisites.

Table SP-18: The Dire Wolf (Lycanthrope) Class

Class Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	Special
1st	1d8	+0	+2	+2	+2	2 + Int mod.	Str +2, Con +2, natural armor +2, wolf abilities, bite
2nd	2d8	+1	+3	+3	+3	2 + Int mod.	Dex +4, Con +2, scent, trip
3rd	3d8	+2	+3	+3	+3	2 + Int mod.	Str +2, natural armor +1
4th	4d8	+3	+4	+4	+4	2 + Int mod.	Str +2, Large, dire wolf bonus feat (Run)
5th	5d8	+3	+4	+4	+4	2 + Int mod.	Str +4, dire wolf skills
6th	6d8	+4	+5	+5	+5	2 + Int mod.	Str +4, Con +2, dire wolf bonus feat (Alertness)