



Shifter Racial Traits

- +1 Dex, -1 Int, -1 Cha
- **Shifting (Su):** Choose a shifter trait and Save vs Death to activate it. You may stay shifted a number of rounds equal to your Con score. Once battle ends, you may Save again to come out of the shift. If you fail this save, you are still worked up, but may try again the next round. Once you come out of the shift, you cannot shift again for an equal number of rounds.
- +2 bonus to Athletic Nonweapon Proficiency checks and Dex checks for balancing.
- Hit Dice: 1d8

Shifter Traits

- **Beasthide:** +2 Con; +2 AC
- **Longtooth:** +2 Str; Fangs (1d6) 1/round (-5 to attack as offhand with primary)
- **Cliffwalk:** +2 Dex; Climb speed of 8
- **Razorclaw:** +2 Str; Claws (1d4) 1/round (-2 to attack as offhand with primary)
- **Longstride:** +2 Dex; Movement 16
- **Wildhunt:** +2 Con; Scent ability: Detect opponents within 30' (x2 if downwind, x1/2 if upwind) Overpowering scents range x3. Move action to detect direction. If you have Tracking, you can track by smell (no penalty) when shifted. When not shifted you gain a +2 to the regular Tracking check.

Shifter Proficiencies

- **Adept Shifter:** Must have 1 other Shifter Proficiency. While shifting, gain the effects of a second Trait except for the ability score bonus.
- **Beasthide Elite:** Must have Beasthide Trait. While shifting, your AC bonus is +4 instead of +2.
- **Cliffwalk Elite:** Must have Cliffwalk Trait. While shifting, your climb speed is 12, instead of 8.
- **Great Bite:** Must have Longtooth Trait and 6th lvl. Fang attacks critical hits are x3.
- **Great Rend:** Must have Razorclaw Trait and 4th lvl. If you hit with both claw attacks, you deal extra damage equal to 1d4 + 1/4 levels.
- **Healing Factor:** Must have Con 13. When you stop shifting you heal HP equal to your level. (Does not function if at 0 or below hit points.)
- **Longstride Elite:** Must have Longstride Trait. While shifting your movement is 20, not 16.
- **Longtooth Elite:** Must have Longtooth Trait and 4th lvl. Reduce offhand penalty of the bite by 3.
- **Master Shifter:** Must have Adept Shifter and 9th lvl. While shifting, gain the effects of a third Trait, except for the ability score bonus.
- **Razorclaw Elite:** When charging, make 2 claw attacks. (Normally can only make 1 atk)
- **Reactive Shifting:** Must have Improved Initiative. You can activate your shift as an immediate action, allowing you to begin shifting even when surprised or not your turn.
- **Shifter Ferocity:** Must have Wis 13. While shifting, you fight without penalty when Bloodied.
- **Shifter Instincts:** Gain +1 to Perception checks and Tracking when shifted and a +1 on initiative.
- **Shifter Multiattack:** Must have Longtooth or Razorclaw Trait and lvl 6: Reduce offhand natural attack penalties by 2.
- **Wildhunt Elite:** Must have Wildhunt Trait. While shifting, your nonvisual senses improve to such a degree that you gain Blindsight to 30'.