

SEAWOLF, GREATER

| | Human Form | Seawolf Form | Hybrid Form |
|-------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|
| | Medium Humanoid (Human, Shapechanger) | Large Humanoid (Human, Shapechanger) | Medium Humanoid (Human, Shapechanger) |
| Hit Dice: | 3d10+6 plus 6d8+24 (73 hp) | 3d10+6 plus 6d8+24 (73 hp) | 3d10+6 plus 6d8+24 (73 hp) |
| Initiative: | +5 | +6 | +6 |
| Speed: | 30 ft. (6 squares) | 20 ft. (4 squares), swim 40 ft. | 30 ft. (6 squares) |
| Armor Class: | 17 (+1 Dex, +2 Natural, +4 Masterwork Chain shirt), Touch 11, Flat-footed 16 | 19 (+2 Dex, +8 Natural, -1 Size), Touch 11, Flat-footed 17 | 20 (+2 Dex, +8 Natural), Touch 12, Flat-footed 18 |
| BAB/Grapple: | +7/+9 | +7/+15 | +7/+11 |
| Attack: | Longsword +9 melee (1d8+1/19-20) | Bite +11 melee (2d6+4) | Longsword +12 melee (1d8+4/19-20) or Bite +12 melee (1d8+4) |
| Full Attack: | Longsword +9/4 melee (1d8+1/19-20) | Bite +11 melee (2d6+4) and 2 claws +6 melee (1d4+2) | Longsword +12/7 melee (1d8+4) and Bite +7 melee (1d8+2) or Bite +12 melee (1d8+4) and 2 claws +6 melee (1d4+2) |
| Space/Reach: | 5 ft./5 ft. | 10 ft./5 ft. | 5 ft./5 ft. |
| Special Attacks: | — | Curse of lycanthropy, trip | Curse of lycanthropy |
| Special Qualities: | Alternate form, seawolf empathy, low-light vision, scent | Alternate form, seawolf empathy, DR 10/silver, low- light vision, scent | Alternate form, seawolf empathy, DR 10/silver, low- light vision, scent |
| Saves: | Fort +8, Ref +4, Will +4 | Fort +10, Ref +5, Will +4 | Fort +10, Ref +5, Will +4 |
| Abilities: | Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 11 | Str 19, Dex 14, Con 18, Int 10, Wis 13, Cha 11 | Str 19, Dex 14, Con 18, Int 10, Wis 13, Cha 11 |
| Skills: | Hide +6, Listen +7, Move Silently +5, Spot +7, Survival +6, Swim +4 | Hide +7, Listen +7, Move Silently +6, Spot +7, Survival +6*, Swim +14 | Hide +7, Listen +7, Move Silently +6, Spot +7, Survival +6*, Swim +14 |
| Feats: | Cleave, Improved Initiative, Improved Over Run, Iron Will ^B , Power Attack, Stealthy, Track ^B . | (same as human form) | (same as human form) |

| | Weapon Focus (Bite) | | |
|----------------------|--------------------------------|----------------------|----------------------|
| Environment: | Cold Aquatic | Cold Aquatic | Cold Aquatic |
| Organization: | Solitary, pair, or pack (4-16) | (same as human form) | (same as human form) |
| CR: | 7 | 7 | 7 |
| Treasure: | Standard | Standard | Standard |
| Alignment: | Always chaotic evil | Always chaotic evil | Always chaotic evil |
| Advancement: | By character class | By character class | By character class |
| LA: | +3 | +3 | +3 |

Greater seawolves in humanoid form have no distinguishing traits.

COMBAT

In seawolf form, a greater seawolf can trip just as a normal seawolf does. A greater seawolf in hybrid form usually dispenses with weapon attacks, though it can wield a weapon and use its bite as a secondary natural attack.

Alternate Form (Su): A greater seawolf can assume a bipedal hybrid form or the form of a seawolf.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a greater seawolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A greater seawolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) 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 greater seawolf.

Seawolf Empathy (Ex): Communicate with seawolves, and +4 racial bonus on Charisma-based checks against seawolves.

Hold Breath (Ex): A greater seawolf can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills: A greater seawolf in hybrid or animal form has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.*A greater seawolf in hybrid or animal form gains a +4 racial bonus on Survival checks when tracking by scent.

The greater seawolf presented here is based on a 3rd-level human fighter and natural lycanthrope, using the following base ability scores: Str 15, Dex 12, Con 14, Int 10, Wis 11, Cha 11.