

## SEAWOLF, LESSER

	Human Form	Seawolf Form	Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)
<b>Hit Dice:</b>	1d8+1 plus 2d8+6 (19 hp)	1d8+1 plus 2d8+6 (19 hp)	1d8+1 plus 2d8+6 (19 hp)
<b>Initiative:</b>	+4	+6	+6
<b>Speed:</b>	30 ft. (6 squares)	20 ft. (4 squares), swim 40 ft.	30 ft. (6 squares)
<b>Armor Class:</b>	15 (+2 Natural, +3 Studded Leather), Touch 10, Flat-footed 15	17 (+2 Dex, +5 Natural), Touch 12, Flat-footed 15	17 (+2 Dex, +5 Natural), Touch 12, Flat-footed 15
<b>BAB/Grapple:</b>	+2/+4	+2/+5	+2/+5
<b>Attack:</b>	Longsword +3 melee (1d8+1)	Bite +5 melee (1d6+3)	Bite +5 melee (1d6+3)
<b>Full Attack:</b>	Longsword +3 melee (1d8+1)	Bite +5 melee (1d6+3)	Bite +5 melee (1d6+3) and 2 claws +0 melee (1d4+1) or longsword +0 melee (1d8+1)
<b>Space/Reach:</b>	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
<b>Special Attacks:</b>	—	Curse of lycanthropy, trip	Curse of lycanthropy
<b>Special Qualities:</b>	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
<b>Saves:</b>	Fort +6, Ref +3, Will +2	Fort +8, Ref +5, Will +2	Fort +8, Ref +5, Will +2
<b>Abilities:</b>	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8	Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8
<b>Skills:</b>	Hide +3, Listen +3, Move Silently +3, Spot +3, Survival +2, Swim +3	Hide +4, Listen +3, Move Silently +4, Spot +3, Survival +2*, Swim +12	Hide +4, Listen +3, Move Silently +4, Spot +3, Survival +2*, Swim +12
<b>Feats:</b>	Improved Initiative, Iron Will <sup>B</sup> , Stealthy, Track <sup>B</sup> , Weapon Focus (Bite)	(same as human form)	(same as human form)
<b>Environment:</b>	Cold Aquatic	Cold Aquatic	Cold Aquatic
<b>Organization:</b>	Solitary, pair, or pack (4-16)	(same as human form)	(same as human form)
<b>CR:</b>	3	3	3
<b>Treasure:</b>	Standard	Standard	Standard
<b>Alignment:</b>	Always neutral evil	Always neutral evil	Always neutral evil

<b>Advancement:</b>	<b>By character class</b>	<b>By character class</b>	<b>By character class</b>
<b>LA:</b>	<b>+3</b>	<b>+3</b>	<b>+3</b>

Lesser seawolves in humanoid form have no distinguishing traits.

## COMBAT

In seawolf form, a lesser seawolf can trip just as a normal seawolf does. A lesser 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 lesser seawolf can assume a bipedal hybrid form or the form of a seawolf.

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

**Trip (Ex):** A lesser 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 lesser seawolf.

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

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

**Skills:** A lesser 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 lesser seawolf in hybrid or animal form gains a +4 racial bonus on Survival checks when tracking by scent.

The lesser seawolf presented here is based on a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.