

Lycanthrope

Lycanthropes are humanoids or giants that can turn themselves into animals. Wereseals are generally encountered far from civilization in cold coastal regions.

WERESEAL

	Wereseal, Human Form Medium Humanoid (Human, Shapechanger)	Wereseal, Seal Form Medium Humanoid (Human, Shapechanger)	Wereseal, Hybrid Form Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 2d8+6 (20 hp)	1d8+1 plus 2d8+6 (20 hp)	1d8+1 plus 2d8+6 (20 hp)
Initiative:	+0	+2	+2
Speed:	30 ft. (6 squares)	20 ft. (4 squares) swim 40 ft.	20 ft. (4 squares), swim 40 ft.
Armor Class:	12 (+2 natural), flat-footed 12, touch 10	16 (+2 Dex, +4 natural), flat-footed 14, touch 12	16 (+2 Dex, +4 natural), flat-footed 14, touch 12
Base Attack/Grapple:	+2/+3	+2/+4	+2/+4
Attack:	Club +3 melee (1d6+1)	Bite +4 melee (1d6+2)	Bite +4 melee (1d6+2)
Full Attack:	Club +3 melee (1d6+1)	Bite +4 melee (1d6+2)	Bite +4 melee (1d6+2)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	-	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, seal empathy	Alternate form, damage reduction 10/silver, hold breath, low-light vision, seal empathy	Alternate form, damage reduction 10/silver, hold breath, low-light vision, seal empathy
Saves:	Fort +6, Ref +3, Will +2	Fort +8, Ref +5, Will +2	Fort +8, Ref +5, Will +2
Abilities:	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
Skills:	Listen +4, Spot +4, Swim +15	Listen +4, Spot +4, Swim +16	Listen +4, Spot +4, Swim +16
Feats:	Alertness ^B , Endurance, Iron Will ^B , Run, Weapon Finesse ^B	Alertness ^B , Endurance, Iron Will ^B , Run, Weapon Finesse ^B	Alertness ^B , Endurance, Iron Will ^B , Run, Weapon Finesse ^B
Environment:	Cold aquatic and coastal regions		
Organization:	Solitary, pair, harem (1 male and 2d4 females) or a bachelor party (2d4 males)		
Challenge Rating:	04		
Treasure:	Standard		
Alignment:	Always Chaotic Neutral		
Advancement:	By Character Class		
Level Adjustment:	+3		

This grey-skinned humanoid looks vaguely human It's only when you get a closer look and see the webbing between fingers and toes that you identify the creature for what it truly is - a wereseal.

Wereseals in human form tend to be slightly overweight individuals of average height, often with little body hair and slight webbing between their digits. Wereseals often work in such occupations as fishermen, and they have large clear eyes.

COMBAT

Wereseals can assume hybrid forms as well as animal forms. In seal and hybrid forms, they are not very mobile on land and prefer to attack only whilst in water, where their natural swimming ability gives them the advantage, particularly against non-aquatic creatures.

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

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

Hold Breath (Ex): A wereseal in seal or hybrid form can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning. For a typical wereseal, this is 90 rounds, or 9 minutes.

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

Skills: A wereseal in seal or hybrid form has a +8 racial bonus on any Swim check to perform a 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.

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

This wereseal is based on the seal stats from *Stormwrack* and represents the harbor seal variant of the wereseal from PC4 *Night Howlers*.