Blessed Wereotter Template

Size and Type

The base creature’s type does not change, but the creature gains the shapechanger subtype. The blessed wereotter gains the ability to take the form of a giant river otter (sea otter stats, see Frostburn).

Blessed wereotters can also adopt a hybrid shape that combines features of the base creature and the otter. A blessed wereotter's otter form is medium-sized; its hybrid form is the same size as the base animal or medium, whichever is larger.

Hit Dice and Hit Points

Same as the base creature plus 2d8. To calculate total hit points, apply Constitution modifiers according to the score the blessed wereotter has in each form.

Speed

A blessed wereotter's speed in its base form is unchanged. In hybrid form it gains a 20' swim speed. In otter form its land and swim speeds are both 30'.

Armor Class

The base creature’s natural armor bonus increases by +2. In hybrid form, the blessed wereotter’s natural armor bonus is equal to the (improved) natural armor bonus of the base creature or +5, whichever is better. In otter form, the blessed wereotter's natural armor bonus is +5

Base Attack/Grapple

Add +1 to the base attack bonus for the base creature. The blessed wereotter’s grapple bonus uses its attack bonus and modifiers for Strength and size depending on its form.

Attacks and Damage

The base creature's attacks are unchanged. In hybrid form, a blessed wereotter gains two primary claw attacks (1d4 + str, or 1d6 + str if the base creature is large) and a secondary bite attack (-5 to hit; 1d6 + 1/2 str, or 1d8 + 1/2 str if the base creature is large). In otter form, a blessed wereotter loses the ability to use weapons and gains a primary bite attack (1d3 + str).

Special Attacks

The base creature's special attacks are unchanged.

A blessed wereotter spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

Blessed wereotters do not spread lycanthropy.

Special Qualities

A blessed wereotter retains all the special qualities of the base creature and gains those described below.

Hold Breath (Ex)

A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

Alternate Form (Su)

A blessed wereotter can assume the form of a dire river otter. Changing to or from animal or hybrid form is a standard action. A slain blessed wereotter reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Blessed wereotters are considered natural lycanthropes and have full control over this power.

Damage Reduction (Ex)

Blessed wereotters in animal or hybrid form have damage reduction 10/silver.

Otter Empathy (Ex)

In any form, blessed wereotters can communicate and empathize with normal, giant, and dire otters. This gives them a +4 racial bonus on checks when influencing the otter’s attitude and allows the communication of simple concepts and (if the otter is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-Light Vision (Ex)

A blessed wereotter has low-light vision in any form.

Scent (Ex)

A blessed wereotter has the scent ability in any form.

Base Save Bonuses

A blessed wereotter's animal hit dice grant it +3 Fort, +3 Ref, and +0 Will.

Abilities

All blessed wereotters gain +2 to Wisdom.

When in animal or hybrid form, a blessed wereotter gains +2 strength and +4 dexterity.

In addition, a blessed wereotter may also gain an additional ability score increase by virtue of its extra Hit Dice.

Skills

A blessed wereotter gains skill points equal to (2 + Int modifier, minimum 1) per Hit Die of its animal form, as if it had multiclassed into the animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple skill points for any animal Hit Die.) Hide, Listen, Spot, and Swim are class skills for the blessed wereotter’s animal levels.

In otter or hybrid form, a blessed wereotter 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.

Feats

A blessed wereotter gains Iron Will and Weapon Finesse as bonus feats. If the base creature already has one or both of these feats it gains no additional benefit. It gains Alertness from its animal hit dice, or as a bonus feat if it isn't entitled to a feat from those dice; if it is entitled to a feat and already has this one it may select another one for which it qualifies.

Environment

Cold Forests

Challenge Rating

As base creature +2

Treasure

Standard

Alignment

Any Good

Advancement

By character class.

Level Adjustment

Same as the base creature +3. In addition, a blessed wereotter’s character level is increased 2 for its racial Hit Dice.

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