

Circle of the Shifter

Druids from the Circle of the Shifter have fine tuned the control of shape changing. They have the ability to maintain aspects of their Beast Shapes between full Wild Shapes.

Lingering Shape

Starting at 2nd Level, after losing Wild Shape, you maintain the highest Ability Score of that *Beast* for Saving Throws and Skill Checks. This lingering effect of Wild Shape lasts for 1 Hour or until you use Wild Shape again, whichever comes first.

Focused Instincts

If you spend a Short Rest focusing on a specific *Beast* and gain the use of some of that *Beast's* abilities until you use Wild Shape or take a Short Rest. You can attempt to maintain other abilities at your DM's discretion.

Bear - Your carrying capacity is doubled, and you have Advantage on Strength checks made to push, pull, lift, or break objects.

Owl - You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose Disadvantage on your *Perception* checks.

Wolf - You can attempt to track other Creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace.

Mild Shape

At 6th Level, you can use a use of Wild Shape to gain one Ability Score of a *Beast* with a CR of your Druid Level divided by 3 or lower. Like Wild Shape, you need to have encountered this *Beast* before.

Mild Shape allows you to maintain humanoid form but with superficial side effects relevant to that *Beast*. Extra hairy for a bear or silver-haired for a wolf etc.

While in Mild Shape, you have Disadvantage on your Spell Attacks and Saving Throws against Spell Effects targeting you.

Mild Shape lasts as long as you can Wild Shape or until you take a Short Rest.

Prepared Wild Shape

At 10th Level, you can spend a Short Rest preparing a specific Wild Shape that triggers the next time you enter into Combat. Preparing a Wild Shape grants you one of the following benefits:

- You can choose a Wild Shape as if you were one Druid Level higher than you currently are.
- You don't expend a use of your Wild Shape.
- You also choose one Spell to be triggered before you Wild Shape

Osmosis

At 14th level, you can attempt to learn the traits of a Creature by physical touch. If the Creature is friendly, you learn one of their Ability Scores of your choice.

If the Creature is not friendly, you learn one Ability Score decided by 1d6. 1 - Strength; 2 - Dexterity; 3 - Constitution; 4 - Intelligence; 5 - Wisdom; 6 - Charisma

If the Creature is a *Beast* and friendly, you can use a Reaction to Mild Shape that Ability Score.