

Shifter **Uncommon**

[The shifter ancestry essentially replaces/bans the beastkin versatile heritage]

Shifters have a powerful connection to the primal energies of nature and the animals of Eberron do to an ancient heritage to werereatures but do not carry the curse. Most Shifters call the Eldeen Reaches home, although they can be found throughout Khorvaire, in addition to the tribes of northern Sarlona. This connection shapes the Shifters' lives and even allows them to manifest aspects of animals by "Shifting". While some shifters seem to take on aspects of specific animals, others seem to just seem to channel raw animalistic presence. Either way it is hard to deny a connection to the now mostly extinct werereatures. For more on Shifters check at ECS page 18, RftLW page 33, Races of Eberron page 25, and Eberronicon page 16.



Shifter **Uncommon**

Hit Points 8

Size Medium

Speed 25 feet

Attribute Boosts Wisdom, Free

Attribute Flaw Charisma

Languages Common, Additional languages equal to your Intelligence modifier (if it's positive). Choose from Elven, Gnomish, Halfling, Fey and any other languages to which you have access (such as the languages prevalent in your region.)

Traits Beast, Shifter, Humanoid

Low-Light Vision

Shift <Single Action> (concentrate, morph, primal)

Duration 1 minute

You manifest your Shifter heritage ability or abilities. As long as this ability is active you cannot activate it again and you can not end it early. You can't Shift again for 1 minute. If you go unconscious your Shift does not end unless Shift was granting you a Battle Form.

Special If you are Raging then Shift gains the Rage trait.

Shifter Heritages

Shifters have natural connections to the animals of the world. Even from birth these people can tap into that connection and Shift to temporarily make that connection stronger granting the Shifter various benefits. All the heritages alter the Shift ability with specific result along with a benefit not related to the Shift. Some shifters seem to focus on a type of animal (cats, bears, canines, etc) ; while some a specific creature (leopard, black bear, grey wolf). Pick your creature type or specific animal; Once the decision has been made it cannot be changed. These heritages do not follow any generational line - a Longtooth Shifter may have two Razorclaw parents, for example.

[If using Alternate Ancestry Boost, ignore the Attribute Boost granted by a heritage.]

Longtooth Shifter

You are tied to a beast with a fierce bite. Longtooth shifters gain an Attribute Boost to Strength but the free ancestry boost cannot also be in Strength. When you Shift you manifest a jaw unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the finesse and unarmed traits.

Razorclaw Shifter

You are tied to a beast with wicked claws. Razorclaw shifters gain an Attribute Boost to Dexterity but the free ancestry boost cannot also be in Dexterity. When you Shift you manifest a claws unarmed attack that deals 1d4 slashing damage with the agile and finesse traits that are part of the brawling group. You must have at least one hand free to use this Claw unarmed strikes.

Cliffwalk Shifter

You are tied to an animal with natural climbing ability. These shifters gain an Attribute Boost in Strength but the free ancestry boost cannot also be in Strength. When they Shift they manifest a Climb speed equal to half their Land Speed.

Longstride Shifter

You are tied to a critter that is fleet of foot. These shifters gain an Attribute Boost in Dexterity but the free ancestry boost cannot also be in Dexterity. When they Shift they manifest +10 bonus to Speed.

Wildhunt Shifter

You are tied to those beasts that rely on scent to process the world. These shifters gain an Attribute Boost in Constitution but the free ancestry boost cannot also be in Constitution. When they shift they manifest Scent (imprecise) 30 feet.

Beasthide Shifter

You have a connection to the toughest of creatures. You gain 12 Hit Points from your ancestry instead of 8. These shifters gain an Attribute Boost in Constitution but the free ancestry boost cannot also be in Constitution. When you Shift you gain temporary hit points equal to half your level, minimum of 1.

Gorebrute Shifter

You have a connection to the horned animals of the world. You gain an Attribute bonus to Strength but the free ancestry boost cannot also be in Strength. When you shift you manifest a horn unarmed attack that does 1d8 bludgeoning or piercing damage, pick one when you select this heritage and the choice is permanent. Your horn attack is part of the unarmed group.

Swiftwing Shifter - Uncommon

Your connection is to the winged creatures of the natural places. You get a +1 status bonus to Balance checks and your bulk is 5. You gain Attribute bonus to Dexterity but the free ancestry boost cannot also be in Dexterity. When you Shift your arms change into partial wings; be it feathers or stretched skin or other style. While you have these wings you gain the following: When Leaping horizontally, you move additional 5 feet. You don't automatically fail your checks to High Jump or Long Jump if you don't Stride 10 feet first. In addition, when you make a Long Jump, you can jump a distance a distance up to 10 feet further than your Athletics check result, though still with the normal maximum of your Speed. You cannot utilize these benefits if holding/wielding a single item in both hands.

Truedive Shifter - Rare

You have a connection to aquatic animals. You gain the Breath Control general feat. You gain Attribute bonus to Constitution but the free ancestry boost cannot also be in Constitution. When you shift you gain a Swim speed equal to half your Speed.

Ancestry Feats

1st Level

Shifter Lore Feat 1

| **Shifter** |

Shifters live very physically active lives while learning about the wilderness around them. You gain the trained proficiency rank in Athletics and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Additional Lore general feat for Shifter Lore.

Critter Chatter Feat 1

| **Shifter** |

You hear the sounds of some animals as language. Pick a general group of animals (vermin, birds, cats, etc) that you can associate with your chosen animal. You can ask questions of, receive answers from, and use the Diplomacy skill with your chosen group of animals (the GM determines which animals count as part of your group). Most wild animals will start with an indifferent attitude while trained animals, especially guard animals will have an unfriendly or hostile attitude depending on their training.

Critter Shape Feat 1

| **Uncommon** | **Shifter** |

Once per hour you can use Shift to enter a critter shape. Using Shift this way costs two actions and replace Morph trait with the Polymorph trait. While in critter shape, you gain the effects of a 1st level *pest form*, except you can only transform into an animal matching your chosen animal. You can remain in critter shape for up to 10 minutes, after which you transform back to your humanoid form and can't enter critter shape again for an hour. You can instead use Shift to return to your normal form earlier or your normal shifted form. If your chosen animal is usually larger than Tiny, you turn into a smaller, younger version of that animal. If you a Swiftwing shifter or picked it up via Shifting Prodigy and your chosen animal has a fly speed, you can turn into that creature but cannot fly until 7th level when you gain a Fly Speed of 20 feet in critter form. A Truedive shifter or if you selected Truedive via Shifting Prodigy may gain a 20 foot swim speed in critter shape and your Land Speed becomes 5 feet.

Shifter Elite Feat 1

| **Shifter** |

Your shifting seems more refined and dangerous than others. Your Shifting trait is enhanced and you can take this feat again for each Shifting Prodigy Feat you have to enhance another shifting trait you have gained.

- Gorebrute your horn attack gains the shove trait.
- Longtooth your bite attack gains the trip trait.
- Razerclaw your claw attack gains the grapple trait.

- Cliffwalk Climb speed becomes equal to their speed.
- Longstride speed bonus becomes +10
- Beasthide add your Key Stat modifier to your temporary hit points.
- Truedive Swim speed becomes equal to your land speed.
- Wildhunt gain darkvision.

5th Level

Fledgling Flight <Single Action> Feat 5

| **Shifter** |

Prerequisite Swiftwing heritage or selected Swiftwing via Shifting Prodigy.

Requirement You are currently shifted.

You can fly in short bursts at half your land speed. If you don't end your movement on solid ground, you fall. You cannot use this action if holding/wielding a single item in both hands.

Shifting Prodigy Feat 5

| **Shifter** |

If by natural ability or practice you can shift additional ability. Pick a Shifter Heritage which you don't already have, and when you Shift you gain the benefits of all your selected heritages. You can pick this feat multiple times picking a different heritage each time. If you pick this feat three or more times your Shift replaces the Morph trait with the Polymorph trait.

Greater Animal Senses Feat 5

| **Shifter** |

When you Shift your senses advance to match those of your chosen animal: echolocation (imprecise) 30 feet, or tremor sense (imprecise) 30 feet, or scent (imprecise 30 feet). When you Shift you gain the chosen sense. If your chosen animal doesn't typically have a specific type of sense, you can't gain these sense with this feat.

Special You can select this feat multiple times, either choosing a new imprecise sense or improving one of the granted senses to precise sense. A Wildhunt Shifter can select this to advance their scent to a precise sense.

9th Level

Animal Magic Feat 9

| **Shifter** |

Your connection to the wilds and animals has granted you primal spells. You can cast *animal messenger*, *calm emotions* (animals only), and *speak with animals* as 2nd-rank primal innate spells once per day each. These spells use your class DC or spell DC, whichever is higher.

Cursed Gift Feat 9

| **Shifter** |

You tap into your most supernatural nature to fortify your body but at an ancient cost. While Shifted you gain Resistance All Physical 1 except Silver and Weakness 2 Silver. At levels 11, 13, 15, 17 and 19 the Resistance goes up 1 and Weakness up by 2.

Pack Tactics Feat 9

| **Shifter** |

You have mastered how to hunt with your pack. If an enemy is within reach of you and at least two of your allies, that enemy is off-guard against you.

Juvenile Flight <<Two Actions >> Feat 9

| **Shifter** |

Prerequisite Swiftwing heritage or selected Swiftwing via Shifting Prodigy.

Requirement You are currently shifted.

Frequency Once Per day

Your shifted wing arms are strong enough to sustain flight but for only a short time. For 10 minutes you gain a Flight Speed equal to your land Speed. If you have Fledgling Flight, you gain a +10-foot status bonus to your fly Speed with Juvenile Flight. As normal, since your fly Speed is derived from land Speed, this status bonus isn't cumulative with status bonus to your land Speed, if you have one. You cannot use this action if holding/wielding a single item in both hands.

13th Level

Fully Flighted Feat 13

| **Shifter** |

Prerequisite Juvenile Flight

You gain the effects of Juvenile Flight at all times while shifted instead of just once per day for 10 minutes. This includes the status bonus from Fledgling Flight. You cannot use the Fly action if holding/wielding a single item in both hands.

Dire Form Feat 13

| **Shifter** |

When you shift you can tap into the great megafauna beasts. When you shift you can choose to gain the effects of the *enlarge* spell along with other Shift abilities. If you do replace the Morph trait with Polymorph trait.

Gift of the Moon Feat 13

| **Shifter** |

You can share your primal connection with others but also the curse of your ancestors. You can cast a 5th-ranked *moon frenzy* as a primal innate spell once per day. At 15th level, you cast a 6th-rank *moon frenzy* instead. At 17th level, your 6th-rank *moon frenzy* grants the standard effects, except the temporary Hit Points increase to 15 and silver weakness increases to 15. At 20th level, you cast a 10th-rank *moon frenzy* instead. The spell uses your class DC or your spell DC, whichever is higher.

17th Level

Animal Shape Feat 17

| **Shifter** |

You have mastered your shifting control. Your Shift no longer has a time limit or a cool down and you can use Shift again to end it. You can also alternatively use your Shift to gain an animal form. When you gain this feat select either *aerial form* (If you have Swiftwing heritage), *animal form*, or *dinosaur form*; after you choose you cannot change your form. While in animal form, you gain the effects of a 5th-rank casting of the chosen form spell, except you always transform into an animal matching your connected animal and you can use your humanoid form's AC if it higher then the one your animal form grants.

If you have the Critter Shape, you can choose to gain the effects of a 4th-rank *pest form*, and can remain in critter shape indefinitely.