

## FERAL CREATURE

A feral creature is the embodiment of ferocity and strength. An unrepentant savage, those who have gone feral are the very embodiment of nature's fury, their bodies and minds changing to reflect the untamed nature of their existence.

**Hit Die:** d8 (special, see below).

### REQUIREMENTS:

**Base Attack Bonus:** +3

**Skills:** Survival 6 ranks, Climb 2 ranks, Jump 2 ranks, Swim 2 ranks.

**Feats:** Power Attack, Faster Healing

**Special:** A feral creature must have spent at least one year in the wild with no tools or equipment with which to protect itself, surviving only through its own innate abilities.

**Race:** Corporeal humanoid or monstrous humanoid.

### Class Skills

A feral creature's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Jump (Str), Listen (Wis), Hide (Dex), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

### Skill Points at Each

**Level:** 2 + Int modifier.

### Class Features

All of the following are the class features of the feral creature prestige class.

**Weapon and Armor Proficiency:** Feral creatures actually lose proficiency with any manufactured weapons, armor or shields they might have known how to use before becoming a feral creature. A feral creature is proficient only with their natural weapons and armor, but may regain proficiency with manufactured weapons and armor in the future normally.

**Mental Refocus (Ex):** At 1<sup>st</sup> and 5<sup>th</sup> levels, a feral creature loses two points of intelligence as her mind becomes focused upon survival rather than logic and problem solving. Unlike a normal intelligence loss, this penalty affects skill ranks retroactively and the feral creature loses 1 skill rank per character level (to a minimum of 1) with each penalty. If this causes the feral creature to no



Table: The Feral Creature

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Mental Refocus, claw 1d6 damage
2nd	+1	+3	+0	+0	Thick Skin, improved grab
3rd	+2	+3	+1	+1	Bulk Up, claw 1d8 damage
4th	+3	+4	+1	+1	Keen Perception, Fast Movement
5th	+3	+4	+1	+1	Mental Refocus, 2 claws, fast healing 2, Nature's Avatar

longer qualify for the prestige class at 1<sup>st</sup> level, the character must reaquire those skill points in order to continue leveling in the class, but retains the abilities acquired up to that point.

As the body's priorities shift, the excess mental capacity goes towards enhancing the feral creature's ability to fully utilize its generally already impressive physique. At the same levels the feral creature's intelligence is reduced, its strength increases by 2 points.

**Claws (Ex):** At 1<sup>st</sup> level, having abandoned the weapons of a civilized being, a feral creature begins to develop its own natural weaponry, gaining a claw attack that deals 1d6 slashing damage (for a medium creature). At 3<sup>rd</sup> level, the damage the claw deals increases to 1d8 damage and at 5<sup>th</sup> level, a feral creature may make 2 claw attacks at its full base attack bonus.

**Thick Skin (Ex):** At 2<sup>nd</sup> level, a feral creature's skin thickens and bunches near the joints, restricting its movement and reducing its dexterity by 2. This does, however, have the beneficial side effect of granting the creature a natural armor bonus of +2. This armor bonus does not stack with any existing natural armor bonuses, but improves at 4<sup>th</sup> and 5<sup>th</sup> level by +2.

**Bulk Up (Ex):** At 3<sup>rd</sup> level, a feral creature's weight increases rapidly as his muscles gain bulk, providing him with a significant increase in his ability to absorb punishment and weather harsh conditions. The feral creature's constitution score increases by +2 and from this point forward, it rolls a d10 for its hit dice.

**Keen Perception (Ex):** At 4<sup>th</sup> level, a feral creature's senses are enhanced and sharpened. The creature's wisdom increases by 2 points and it gains darkvision with a range of 60 feet.

**Fast Movement (Ex):** At 4<sup>th</sup> level, the continued restructuring of the feral creature's body strengthens its muscles and lengthens its limbs. The feral creature's land speed increases by 10 feet. This increase stacks with other means of enhancing your speed such as a monk's bonus speed.

**Fast Healing (Ex):** The continual enhancement of the feral creature's body continues to bear fruit, his adaptable nature granting him fast healing 2.

**Nature's Avatar (Ex):** At 5<sup>th</sup> level, a feral creature undergoes his final physical and mental changes, truly becoming an embodiment of nature's place in

the world. The feral creature becomes a monstrous humanoid if not one already and acquires a favored class of barbarian.

**Ex-Feral Creature:** Like a member of any other class, a feral creature may be a multiclass character, but multiclass feral creatures face a special restriction. A feral creature who willingly gains a new class or (if already multiclass) raises another class by a level may never again raise her feral creature level, though she retains all her feral abilities.

## FERAL PARAGON

A feral creature is the embodiment of ferocity and strength. The feral paragon goes beyond that, their savagery enhanced by an already primal connection to their species.

Unlike most racial paragon classes, the feral paragon has requirements like a prestige class.

**Hit Die:** d10.

### REQUIREMENTS:

**Base Attack Bonus:** +7

**Skills:** Survival 11 ranks, Climb 4 ranks, Jump 4 ranks, Swim 4 ranks.

**Special:** A feral paragon must have at least 4 racial hit dice to take the first level of the class, 8 racial hit dice to take the second level, and 12 racial hit dice to take the final level. Class levels of any sort, including other racial paragon classes and the feral creature class, do not count towards this requirement.

**Race:** Corporeal monstrous humanoid.

### Class Skills

A feral creature's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Jump (Str), Listen (Wis), Hide (Dex), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

Table: The Feral Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Pounce, fast healing +1
2nd	+2	+3	+0	+0	Rake, fast healing +2, darkvision +30
3rd	+3	+3	+1	+1	Rend, fast healing +3, darkvision +60