



FIGHTER ARCHETYPE

WILDSHIFTER

The Wildshifter is a warrior of nature, someone empowered to defend the world's primal spaces. They may have begun as an acolyte in a druidic circle, or as a transmuter's apprentice, but early in their career, the Wildshifter discovered that their power is best harnessed to mold their own form. They learn the ways of the wild, and harness that, adapting the characteristics of great beasts to suit their own needs.

Wildshifters usually have some connection to nature, and make natural allies for druids and rangers, though they do not always choose to follow that obvious path. Some serve powers of civilization, roaming backwoods or even serving as game wardens. Others are too tempted by their abilities, and give in to more feral instincts. Accordingly, Wildshifters may be of any alignment.

WILDSHIFTER FEATURES

Fighter Level	Features
3rd	Primal Warrior, Beast Shape
7th	Beastly Essence
10th	Adaptive Shape
15th	Full Transformation
18th	Supreme Shift

PRIMAL WARRIOR

When you choose this archetype at 3rd level, you gain proficiency in the Nature or Survival skill, or another skill of your choice if you are already proficient in both. You gain advantage on checks using these skills which rely on your sense of smell.

BEAST SHAPE

Additionally at 3rd level, you can channel primal power to transform yourself, gaining aspects of beasts. As a bonus action, you shift into one bestial form, which lasts for 10 minutes. You learn two forms at 3rd level, and learn one additional form at 7th level. You can only adopt one form at a time. You can swap out one bestial form you know any time you gain a feature from this subclass.

You can use your Beast Shape a number of times equal to your Wisdom modifier, regaining all uses after a long rest.

SAVAGE HUNTER

You grow razor-sharp claws on both your hands, and elongated fangs. Your claws count as light melee weapons for you, with the finesse property. On a hit, they deal damage equal to 1d6 + your Strength modifier. Your fangs are a simple melee weapon, dealing 1d8 + your Strength modifier damage. If you hit a creature with a claw attack, you can use a bonus action to make a bite attack at the same target.

LEATHERED HIDE

Your skin hardens into a tough, leathery hide, protecting you from harm. Your armor class increases by 1, and you gain temporary hit points equal to your fighter level.

LOPING RUNNER

Your legs stretch and deform, giving you primal agility. Your base walking speed increases by 15 feet, and your jumping distance is tripled. Attacks of opportunity against you have disadvantage.

VENOMOUS SPIT

You grow a poisonous gland in your throat, enabling you to spew a stream of toxins. As an action, you can spit a line of venom 5 feet wide and 20 feet long. Creatures struck by the venom must make a Constitution saving throw with a DC of 8 + your proficiency bonus + your Wisdom modifier. On a failure, they take 2d6 poison damage and are poisoned until the end of their next turn. Whenever your proficiency bonus increases, this damage increases by 1d6.

AQUATIC ADAPTATION

You grow fins and smooth scales, and gills emerge on your neck. You gain the ability to breathe underwater, and gain a swimming speed equal to your walking speed.

HEAVING BULK

You grow in size, acquiring the form of a massive beast. You gain advantage on saving throws or ability checks to avoid being grappled, shoved, or knocked prone. In addition, once on your turn when you hit an enemy with a melee attack, they must make a Strength saving throw or be knocked prone.

BEASTLY ESSENCE

Also at 7th level, you learn one additional bestial forms. You may also select one of the bestial forms you know every time you complete a long rest. You gain that form's benefits at all times until after your next long rest.

In addition, your attacks with natural weapons now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ADAPTIVE SHAPE

At 10th level, you can use your Second Wind ability and your Beast Shape with the same bonus action, and when you use your Second Wind, you regain a use of your Beast Shape if you have no uses left.

FULL TRANSFORMATION

At 15th level, you learn the spell *polymorph*. You can only target yourself, but it does not require concentration, and cannot be ended by *dispel magic*. Wisdom is your casting ability for it.

Once you have cast the spell once in this way, you cannot cast it again until you complete a long rest.

SUPREME SHIFT

At 18th level, your ability to control your transformation reaches its peak. When you use your Beast Shape, you gain the benefits of all three of your known forms simultaneously.

WILDShIFTER QUIRKS

The following are some optional quirks for a player of this Domain to choose from.

d6 Quirk

- 1 You prefer your food raw, and your meat bloody.
- 2 You have a narrow face, elongated teeth, and eyes that gleam in the darkness.
- 3 You refer to your companions as your packmates.
- 4 You feel an urge to release captive livestock when you see them.
- 5 You have fleas. Lots of them.
- 6 You detest shoes, and prefer to walk barefoot.

CHANGE LOG

v0.3

- Dropped Feral Defenses for Beastly Essence

v0.2

- Added magic attacks at 7th
- Slightly streamlined Heaving Bulk
- Language fix on Full Transformation

v0.1

- Initial Draft!

CREDITS & REFERENCES:

- Wildshifter created by somanyrobots

Art

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