

## Ape

“Coarse black hair has grown in thick patches covering your arms, torso and legs. Your remaining exposed skin darkens and takes on a leathery texture.”

Special Ability: You gain a +5 racial bonus to Acrobatics checks as long as you begin or end your movement in a tree. You also gain a Climb speed of 20’.

Quirk: Whenever idle you have a compulsion to seek out the highest-Charisma member of your party and groom them.

The quirk is a role-play device and is not intended to cause conflict between players. Done properly this can make the game more enjoyable. Please be careful not to take things too far.

## Badger

“Your hair turns white down the center of your scalp. Your nose grows longer and your sense of smell has sharpened. Your fingernails have blackened and tapered to form sharp claws.”

Special Ability: You gain **Scent (Ex)** and a Burrow speed of 10’.

Quirk: You have a compulsion to tear apart rotting logs to look for tasty insects to consume. You are also irritable and don’t appreciate being touched.

The quirk is a role-play device and is not intended to cause conflict between players. Done properly this can make the game more enjoyable. Please be careful not to take things too far.

## Bear

“Coarse brown hair has grown all over your body, and your belly sags with a substantial layer of fat that hadn’t been there before. You feel pangs of hunger and crave something sweet to eat.”

Special Ability: **Grab (Ex)** whenever you hit with a claw attack.

Quirk: You have a compulsion to find a bee hive and plunder its sweet honeycomb, unless an equally satisfying meal comes along first.

The quirk is a role-play device and is not intended to cause conflict between players. Done properly this can make the game more enjoyable. Please be careful not to take things too far.

## Boar

“Your teeth ache and your lower canine teeth stretch and grow into tusks. Your face elongates into a snout and rough bristles erupt all over your neck & back.”

Special Ability: You gain **Scent (Ex)** and **Ferocity (Ex)**.

Quirk: You don't sweat, so you must cool yourself by wallowing in mud or submerging yourself in water to keep comfortable.

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## Dog

“Soft fur sprouts all over your body until you are completely covered head to foot. A tail grows from your backside and wags back and forth.”

Special Ability: You gain **Scent (Ex)** and may take a +5 racial bonus to Survival when tracking or living off the land.

Quirk: Lacking sweat glands in your skin, you tend to constantly pant. You are also curious about your companions and are driven to sniff them.

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## Crocodile

“Your skin becomes scaly and dark, and bony ridges push up along your neck and back. Your jaw grows outward and contorts into a toothy maw.”

Special Ability: **Grab (Ex)** whenever you hit with a bite attack.

Quirk: Your cold-blooded metabolism is slow so you like to stand close to a heat source or linger in the sunlight.

The quirk is a role-play device and is not intended to cause conflict between players. Done properly this can make the game more enjoyable. Please be careful not to take things too far.

## Skunk

“Black fur sprouts all over your body, save for white stripes that start at your face and end at your new fluffy tail. Your face stretches into a furry snout.”

Special Ability: **Musk (Ex)** Up to twice per day, you can spray a stream of noxious musk at a single target within 10 feet as a standard action. With a successful ranged touch attack, the creature struck by this spray must make a DC [12 + your new Con modifier] Fortitude save or be nauseated for 1d4 rounds and then sickened for 1d4 minutes by the horrific stench. A successful save reduces the effect to only 1d4 rounds of being sickened. A creature cannot use the scent ability as long as it is affected by this musk.

Quirk: You are nocturnal and prefer to travel at night. If you see any logs you feel compelled to turn them over and search of tasty insects to feast upon.

## Wolf

“Soft gray fur sprouts all over your body until you are completely covered head to foot. A tail grows from your backside and your face lengthens into a lupine snout.”

Special Ability: You gain **Scent (Ex)** and may **Trip (Ex)** any opponent that you make a successful bite attack against.

Quirk: You are the alpha, and as such deserve first claim of any of the ‘kills’ your pack makes. You will press your claim through growls & body language.

The quirk is a role-play device and is not intended to cause conflict between players. Done properly this can make the game more enjoyable. Please be careful not to take things too far.

## Wolverine

“Course fur sprouts all over your body and your head and neck transform into a powerful wolf-like countenance.”

Special Ability: **Rage (Ex)** If you take damage in combat, you fly into a rage on your next turn, clawing and biting madly until either you or your opponent is dead. You gain +4 to Strength, +4 to Constitution, and –2 to AC. You cannot end your rage voluntarily unless you make a Will Save (DC 13).

Quirk: You are constantly hungry and quarrelsome.

The quirk is a role-play device and is not intended to cause conflict between players. Done properly this can make the game more enjoyable. Please be careful not to take things too far.