

Weretiger

Monster

Defense varies, **AR** varies

Vulnerabilities Fire, Silver

Health varies, **Speed** varies

Senses Night Vision

See *Becoming a Weretiger*.

Favored Stunts: Bound, Mighty Blow, and Weretiger's Curse.

Weapon Groups: Same as base character.

Talents: Same as base character

Powers

Animal Speech: Weretigers can understand tigers, and when transformed may communicate with them as well. Even in human form they can communicate with tigers using posture, but at a -2 penalty. Tigers are likely to answer summons from a weretiger that has been in the area for a while.

Beast Shape [Alteration]: Weretigers can assume the form of a Tiger as per the Beastform spell, with +1 bonuses to Constitution, Dexterity, and Strength. It retains the Animal Speech, Fast Healing, and Weretiger's Curse powers in this form.

Bound: 3 SP, The creature knocks its opponent prone and leaps to another opponent. Make a second attack against a different enemy within range and sight. If doubles are rolled, this attack does not generate any more stunt points.

Fast Healing: Weretigers gain +1d6 Health whenever they would otherwise heal if in beast or beast man form.

Roar [Paralysis]: A Weretiger in beast man form can force every being within 180 yards to test **Willpower (Self-Discipline)** versus TN 10 + Magic. Those who fail are affected by paralyzing fear which lasts for a number of rounds equal to Magic. It may Roar once per day.

Weretiger's Curse: 1+ SP, A weretiger that scores stunt points on a bite attack upon a humanoid can infect it with lycanthropy as a stunt (choosing to use 1 or more stunt points). The victim must make a **Constitution (Stamina)** test : TN 10 + the number of stunt points. A failed test means the victim is infected. An infected victim makes a new Constitution (Stamina) test against the same target number each night of a full moon (3 in a row). If the victim fails one of these tests, he becomes a weretiger.

Weretigers are born or infected with the magical condition of lycanthropy. By day they are normal humans, gnolls or rakasta. Bound and Roar are associated with Advanced Weretigers. Newly infected lycanthropes do not gain beast man form, or these two powers. Even with control over their actions

Grade C

Advanced Weretigers are still bestial and hungry during any involuntary transformation.

Weretigers are very nature attuned. Unfortunately for humanoids, natural tigers are inquisitive, swiftly attack when threatened, and are unafraid of anything weaker than them that does not strongly fight back. Weretigers can be vicious hunters viewing everything as prey, and they are unafraid of men. Weretigers who have master themselves usually act according to their humanoid sensibilities.

Becoming a Weretiger:

- Gain the powers, special defenses and vulnerabilities of a Weretiger.

Beast man form:

- Increase the following Abilities: Constitution by 4 (max 8), Dexterity by 3 (max 9), Magic by 1, Perception by 2, Strength by 4 (max 8), Willpower by 2, and Speed by 3.
- Gain the Running focus for Constitution, the Bite focus for Dexterity, the Smelling and Tracking focuses for Perception, the Claws and Climbing focuses for Strength and the Courage and Morale focuses for Willpower.
- Gain the Bite and Claw Attacks dealing 1d6+3 and 2d6 damage respectively.
- Gain Night Vision, an Armor Rating of 2, the Enchanted special defense, and Vulnerabilities of a weretiger.
- Gain 30 Health.

