

Werebear

Monster

Defense varies, **AR** varies

Health varies, **Speed** varies

See *Becoming a Werebear*.

Favored Stunts: Crushing Hold, Mighty Blow, and Werebear's Curse.

Weapon Groups: Same as base character.

Talents: Same as base character

Powers

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

Beast Shape [Alteration]: Werebears can assume the form of a Bear as per the Beastform spell, with +1 bonuses to Constitution, Dexterity, and Strength. They retain the Animal Speech, Fast Healing, Werebear's Curse, and Wilderness Walk, (if they have it), powers in this form.

Crushing Hold: 3 SP, A werebear can follow up a successful attack with its claws with a Crushing Hold. The target is grappled and must make an opposed check at the beginning of its turn to escape: **Dexterity (Legerdemain)** or **Strength (Might)** versus Strength (Might) to escape. While so grabbed the Werebear can crush the target for 2d6+1+Strength damage each round as a Major action, requiring no attack roll, or bite the target gaining a +3 to hit.

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

Werebear's Curse: 1+ SP, A Werebear 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 Werebear.

Wilderness Walk: Werebears capable of assuming beast man form never suffer penalties due to overgrown brush, impassible plants etc. as terrain features while transformed.

Werebears are born or infected with the magical condition of lycanthropy. By day they are normal humans or dwarves. The Crushing Hold and Wilderness Walk powers are associated with Advanced Werebears. Newly infected Lycanthropes

Grade C

do not gain the beast man form, or these two powers. Even with control over their actions Advanced Werebears are still bestial and ornery during any involuntary transformation.

Werebears in general are attuned to nature, and are not normally rampaging beasts, preferring to hunt animals or gather fruit for food during their moonlit prowls. When involuntarily transformed they tend to maintain this unaligned outlook. Still, it is easy to raise their ire in the same way you can taunt a real bear into starting a vicious cycle of attacks. Werebears find it easier to remember their actions even when they haven't mastered their condition, and will isolate themselves from civilization if they feel mistreated or ostracized.

Becoming a Werebear:

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

Beast man form:

- Increase the following Abilities: Constitution by 4 (max 8), Dexterity by 1 (max 7), Magic by 1, Perception by 1, Strength by 5 (max 9), and Willpower by 2.
- Gain the Stamina focus for Constitution, the Bite focus for Dexterity, the Smelling focus for Perception, the Intimidation and Might 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 3, the Enchanted special defense, and Vulnerabilities of a werebear.
- Gain 30 Health.

