***Benefits of the Beast***

* *Attribute Bonuses (In Both Forms)*

| **-----** | ***Wolf*** | ***Boar*** | ***Bear*** |
| --- | --- | --- | --- |
| ***Strength*** | *+5* | *+5* | *+10* |
| ***Endurance*** | *+5* | *+15* | *+10* |
| ***Agility*** | *+10* | *+5* | *+5* |
| ***Perception*** | *+10* | *+5* | *+5* |

* *New Traits (In Normal Form)*
* Weakness to Silver ‘2
* Immune to Disease
* Natural Toughness ‘3 (Wolf & Bear) ‘4 (Boar)

***Beast Form***

* *When you transform, track the following;*
* You restore all lost SP and gain +2 additional SP
* You Restore 10 HP and your max HP is increased by 10
* Your weakness to silver Doubles
* Your Natural Toughness doubles
* All non-lycan talents are suspended
* All Gear is dropped (except jewelry)
* You gain “Dark Sight”
* *“Quadruped”*: When Dashing, triples speed
* You gain the “Bite” trait
* Wolf & Boar get “Climber” 6’
* Bears get “Climber” ‘9
* You gain the “Jumper” trait
* *Bestial Skills*

*When you become a Lycanthrope, you add these two skills to your skill list.*

* ***Instinct***
* ***Bestial Mind***

*These skills can only be tested while in Beast Form and encompass the following skills.*

***Instinct (Perception, Strength, or Agility)***

* *Unarmed Attacks, Evade, Survival, Stealth, Athletics, Acrobatics, Navigate, and Observe*

***Bestial Mind (Willpower or Perception)***

* *Logic, Persuade, Investigate, and Command*

*Any skill not listed here can’t be tested while in Beast Form and while in Beast Form you may choose to use these skills in place of the normal skills, whichever has the higher TN.*

*You get these skills at Journeyman rank (+20) and Can’t be increased by normal means.*

***The Curse***

* *Infection*

Whenever someone takes damage from a lycanthrope’s “Bite” attack, the target must make a -10 END test or become infected.

* *The Hunger*

The Beast within demands blood. Each night, a Lycanthrope must make a WILL test, on a failed test they suffer a point of Hunger. The following information is the effects of each stage of hunger.

* ***Well Fed***

While Well fed, your natural healing rate is doubled.

* ***Sated***

While Sated, you suffer no penalties

* ***Hungry***

While Hungry, you suffer from dreams of the hunt that prevent you from getting rest. Your max SP is reduced by 1.

* ***Famished***

While Famished, your body and mind begin to succumb to the hunger. You suffer a -10 penalty to all tests

* ***Starved***

While Starved, your dreams begin to affect you during the day. Your max AP is reduced by 1.

* ***Ravenous***

While Ravenous, the hunger claws at your waking mind, without respite the beast gnaws at the cage of your mortal flesh. Each of the prior penalties are doubled.

* ***Feral***

While Feral, you have lost yourself to the hunger. You are forced into beast form and must attack the nearest source of flesh, friend or foe, until you reach the “Sated” hunger state.

* *Feeding*

In order to sate your hunger, you must be at full HP while you feed. The following chart shows how much Hunger you can regain from feeding. If you are not at full health when you feed, you restore HP instead of Hunger. Feeding also restores 1 SP.

| ***Source*** | ***Hunger Gain*** | ***HP Restored*** | ***Time to Consume*** | ***OA*** |
| --- | --- | --- | --- | --- |
| ***Puny*** | *1/8* | *None* | *Free Action (Seconds)* | *N* |
| ***Tiny*** | *1/4* | *None* | *Free Action (Seconds)* | *N* |
| ***Small*** | *1/2* | *1* | *1 AP* | *Y* |
| ***Standard*** | *1* | *2* | *2 AP* | *Y* |
| ***Large*** | *2* | *4* | *3 AP* | *Y* |
| ***Huge*** | *3* | *8* | *30 Minutes* | *Y* |
| ***Massive*** | *4* | *16* | *1 Hour* | *Y* |
| ***Mortal !*** | *+1* | *+5* | *----* | *---* |

! Mortal refers to a non-daedra with a Black Soul

OA: Provokes an Attack of Opportunity

***Turning***

* *The Full Moon*

You are forced into Beast Form during the full moon. This transformation lasts 8 hours.

* *Releasing the Beast*

Once per long rest you may turn into the Beast at will. This transformation lasts for half an hour, you may make a WILL test once every 10 minutes to end the transformation early. You regain this ability whenever you gain a point of Hunger.

***Fighting as the Beast***

| ***Attack*** | ***Wolf*** | ***Boar*** | ***Bear*** | ***Qualities*** |
| --- | --- | --- | --- | --- |
| ***Bite*** | *1d8* | *1d8* | *1d10* | *Slashing/Crushing “Bear”,1m reach, Bite* |
| ***Claw*** | *1d10* | *1d10* | *1d12* | *Splitting, 1-2m reach* |

***Werewolf***

Latch On (1 SP)

*If the werewolf successfully Bites a target, it latches on with all its strength, and the bitten Hit Location counts as Crippled until the character removes the werewolf by breaking out of the Grapple.*

***Werebear***

Maul (2 SP)

*The werebear does melee attack at 1m that deals 2d8 Crushing. Additionally, all targets Medium or smaller within Reach must test Acrobatics or Athletics or else be knocked prone.*

***Wereboar***

Gore (1 SP)

*As part of a successfully damaging Bite attack, the wereboar can spend a Stamina Point to immediately deal a bonus SB damage.*

***Beginning as a Lycanthrope***

*To begin as a Lycanthrope costs* ***300 CrP*** *and* ***5 Luck***

***Elite Advance***

* Beast Within

*You have given into the beast, seeing it as more of a blessing than a curse. This pleases Hircine.*

* *During Character Creation*

**Must already by a Lycanthrope and Costs 500 CrP**

*Benefits*

* ***Universal***

**1**: You gain “*Dark Sight*” in your normal form

**2**: You gain a +10 bonus on WILL tests to resist Hunger and revert back into your normal form

**3**: You may now turn at will an amount of times per long rest equal to your WB.

**4**: You gain the “Savage” trait while in beast form

**5**: Your Instinct and Bestial Mind skills increase by 1 Rank.

* ***Werewolf***

You gain the “*Unnatural Senses (Smell) ‘10*” trait in both forms, doubling in beast form.

* ***Wereboar***

You gain the “*Tough ‘3*” Trait in both forms.

* ***Werebear***

You gain the “*Unrelenting*” trait in both forms. *Targets cannot Disengage while in Reach of the creature.*

***Blessings of Hircine***

The following are talents available to those with the “Beast Within” elite advance.

* ***As Sharp as my Spear***

*“Your master is pleased, I grant you this boon to aid you in your hunt. Your claws are now as sharp as the edge of my spear. Let all who would stand before you feel their edge.”*

**Adept (Agility or Strength)**

Your claws gain the “Exploit Weakness” & “Magic” qualities.

* ***The Hunter’s Wind***

*“I offer you this gift, the Hunter’s Wind. May you never tire in your hunting, my Hound.”*

**Expert (Endurance)**

You may Spend 1 SP to restore 1d10+EB HP once per short rest.

* ***Instinctual Combat***

*“The use of your claws have become as natural as breathing to you. I am proud of you Hound”*

**Adept (Perception)**

Your claws now count as “Dual weapons” allowing the use of the dual wielding rules.

* ***Thrill of the Chase***

*“Run them down, flood them out, and strike them true. Swift must be the kill, so we show our honor to the prey.”*

**Adept (Agility)**

When moving towards an enemy, you may “Dash” for no AP cost.

* ***Aspect of Speed***

*“The ability to run down the prey, one of the three aspects of the Hunter.”*

**Master (Agility), you may only take 1 Aspect talent**

You double your AGI when determining your move speed while in beast form. Your Instinct and Bestial Mind skills increase by 1 Rank.

* ***Aspect of Strength***

*“The ability to cut down the prey, one of the three aspects of the Hunter.”*

**Master (Strength), you may only take 1 Aspect talent**

When you power attack while in beast form, you add 4 damage instead of 2 (total of 12). Your Instinct and Bestial Mind skills increase by 1 Rank.

* ***Aspect of Guile***

*“The ability to outsmart the prey, one of the three aspects of the Hunter.”*

**Master (Perception), you may only take 1 Aspect talent**

You gain the “Unnatural Senses (Sight, Hearing, & Smell) ‘30” trait. Your Instinct and Bestial Mind skills increase by 1 Rank.

* ***Call of the Pack***

*“You may now call a companion to your side to aid you in your hunt. Hunt well my Hound.”*

**Adept (Any), Must be a Werewolf**

You may summon 2 spectral werewolves (stats below) from the Hunting Ground to aid you, they disappear after 1 hour or until dismissed. This can be performed in both forms, once per long rest. Your Instinct and Bestial Mind skills increase by 1 Rank.

* ***Blessed Hide***

*“Walk with my blessing beast, show the prey how meaningless their attempts at fighting back truly are.”*

**Adept (Any), Must be Wereboar**

You gain the “Magic Resistant” & “Stubborn” trait in both forms. Your Instinct and Bestial Mind skills increase by 1 Rank.

* ***Ursine Might***

*“Your claws are your greatest weapon, tear their armor apart and enjoy your feast”*

**Adept (Any), Must be a Werebear**

When you roll an 11 or 12 on damage with your Claws. You inflict 1-2 (11-12) damage to the armor in the location you hit. The armor in the hit location suffers the “*Damaged ‘1-2*” trait. Your Instinct and Bestial Mind skills increase by 1 Rank.

* ***Enhanced Bestial Mind***

*“You have become more attuned to the mind of the beast within you.”*

**Expert (Willpower or Perception)**

Your Bestial Mind skill increases by 1 Rank.

* ***Enhanced Instinct***

*“Your natural instinct is becoming one with the beast.”*

**Expert (Strength or Agility)**

Your Instinct skill increases by 1 Rank.

***Lycanthrope NPCs***

* ***Werewolf, Beast, Major Solo, Black Soul (1500)***

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 55* | *Hit Points 35* | *Combat 75* |
| *Endurance 50* | *Wound Thr. 13* | *Magic ----* |
| *Agility 50* | *Magicka --* | *Evade 70* |
| *Intelligence 30* | *Stamina 7* | *Observe 70* |
| *Willpower 35* | *Initiative +13* | *Stealth 80* |
| *Perception 50* | *AP 3* | *Knowledge ----* |
| *Personality 30* | *Speed 15m* | *Social ----* |
| *Luck #* | *Size Average* | *Physical 65* |

*\* Unconventional Skills*

* ***Survival (TN 95)***

*\* Weapons & Armor*

* ***Claws***: *1d10 Splitting, 1-2m Reach*
* ***Bite***: *1d8 Slashing, 1m Reach, Bite, Infectious*
* ***Natural Toughness ‘6***: *Reduce all incoming damage by 6. This doesn’t count as armor.*

*\* Special Abilities*

***Latch On (1 SP):*** *If the werewolf successfully Bites a target, it latches on with all its strength, and the bitten Hit Location counts as Crippled until the character removes the werewolf by breaking out of the Grapple.*

*\* Traits*

* ***Weakness to Silver ‘4***
* ***Immune to Disease***
* ***Dark Sight***
* ***Climber (6)***
* ***Jumper:*** *The creatures jump height and distance is doubled*
* ***Bite****: A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.*
* ***Quadruped:*** *When Dashing, triples speed*
* ***Infectious:*** *If their Bite attack inflicts damage, the GM must roll a 10% chance of being infected with “Sanies Lupinus”. This ignores any immunity to disease, aside from the Undead trait.*

\* Encountering Werewolves

*\* Werewolf loot*

* *A character can make a -10 Survival test to skin the beast. Lycan hide is valued at 500 drakes. Failing the test ruins the hide, halving its value.*

*\* Werewolf Variant*

* ***Werewolf Vargr***

*Claws and Bite gain the “Magic” quality*

*Claws gain the “Exploit Weakness” quality*

*Gains the “Savage” trait*

*They gain the “Call of the Pack” ability*

* ***Werebear, Beast, Major Solo, Black Soul (1500)***

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 60* | *Hit Points 38* | *Combat 90* |
| *Endurance 55* | *Wound Thr. 13* | *Magic ----* |
| *Agility 45* | *Magicka ---* | *Evade 55* |
| *Intelligence 30* | *Stamina 7* | *Observe 65* |
| *Willpower 35* | *Initiative +11* | *Stealth 70* |
| *Perception 45* | *AP 3* | *Knowledge ---* |
| *Personality 30* | *Speed 14m* | *Social ---* |
| *Luck #* | *Size Average* | *Physical 90* |

*\* Unconventional Skills*

* ***Survival (TN 85)***

*\* Weapons & Armor*

* ***Claws***: *1d12 Splitting, 1-2m Reach*
* ***Bite***: *1d10 Crushing, 1m Reach, Bite, Infectious*
* ***Natural Toughness ‘6***: *Reduce all incoming damage by 6. This doesn’t count as armor.*

*\* Special Abilities*

***Maul (2 SP):*** *The werebear does melee attack at 1m that deals 2d8 Crushing. Additionally, all targets Medium or smaller within Reach must test Acrobatics or Athletics or else be knocked prone.*

*\* Traits*

* ***Weakness to Silver ‘4***
* ***Immune to Disease***
* ***Dark Sight***
* ***Climber (9)***
* ***Jumper:*** *The creatures jump height and distance is doubled*
* ***Bite****: A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.*
* ***Quadruped:*** *When Dashing, triples speed*
* ***Infectious:*** *If their Bite attack inflicts damage, the GM must roll a 10% chance of being infected with “Sanies Lupinus”. This ignores any immunity to disease, aside from the Undead trait.*

\* Encountering Werebears

*\* Werebear loot*

* *A character can make a -10 Survival test to skin the beast. Lycan hide is valued at 500 drakes. Failing the test ruins the hide, halving its value.*

*\* Werebear Variant*

* ***Savage Werebear***

*Dunno yet*

* ***Wereboar, Beast, Major Solo, Black Soul (1500)***

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 55* | *Hit Points 40* | *Combat 85* |
| *Endurance 60* | *Wound Thr. 14* | *Magic ---* |
| *Agility 45* | *Magicka ---* | *Evade 65* |
| *Intelligence 30* | *Stamina 8* | *Observe 75* |
| *Willpower 35* | *Initiative +11* | *Stealth 65* |
| *Perception 45* | *AP 3* | *Knowledge ---* |
| *Personality 30* | *Speed 14m* | *Social ---* |
| *Luck #* | *Size Average* | *Physical 75* |

*\* Unconventional Skills*

* ***Survival (TN 85)***

*\* Weapons & Armor*

* ***Claws***: *1d10 Splitting, 1-2m Reach*
* ***Bite***: *1d8 Slashing, 1m Reach, Bite, Infectious*
* ***Natural Toughness ‘8***: *Reduce all incoming damage by 8. This doesn’t count as armor.*

*\* Special Abilities*

***Gore (1 SP):*** *As part of a successfully damaging Bite attack, the wereboar can spend a Stamina Point to immediately deal a bonus SB damage.*

*\* Traits*

* ***Weakness to Silver ‘4***
* ***Immune to Disease***
* ***Dark Sight***
* ***Climber (6)***
* ***Jumper:*** *The creatures jump height and distance is doubled*
* ***Bite****: A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.*
* ***Quadruped:*** *When Dashing, triples speed*
* ***Infectious:*** *If their Bite attack inflicts damage, the GM must roll a 10% chance of being infected with “Sanies Lupinus”. This ignores any immunity to disease, aside from the Undead trait.*

\* Encountering Wereboars

*\* Wereboar loot*

* *A character can make a -10 Survival test to skin the beast. Lycan hide is valued at 500 drakes. Failing the test ruins the hide, halving its value.*

*\* Wereboar Variant*

* ***Wereboar Brute***

*Claws and Bite gain the “Magic” quality*

*Claws gain the “Exploit Weakness” quality*

*Gains the “Savage” trait*

*Gains the “Magic Resistant” & “Stubborn” traits*

***Artifacts of the Beast***

*The Ring of Hircine*

*“Description”*

* When worn by a non-lycanthrope

Allows the wearer to turn into a werewolf/boar/bear (chosen by the player at its first use) at will

They do not gain any benefits from lycanthropy in their normal form

Non-lycanthrope wearers do not suffer from Hunger

* When worn by a lycanthrope

The wearer gains a +20 bonus on Wp tests made to resist Hunger

The wearer may “Release the Beast” as many times as they wish and may revert to normal at will

*The Ring of Bloodlust*

*“Description”*

* While in beast form, Bite and Claw attacks inflict +3 damage.
* When you transform while wearing this ring, you are forced to make a -10 Wp test to resist gaining a point of Hunger.

*The Ring of Instinct*

*“Description”*

* The DOS benefit for Observe, Survival, & Evade increases by +1 when you transform wearing this ring

*The Ring of the Hunt*

*“Description”*

* When you transform while wearing this ring, you gain the “Regeneration ‘2” trait.

*The Ring of the Moon*

*“Description”*

* Wearing this ring when you transform will allow you to revert back at will.

***Additional Strains***

**Werelion**

| ***Attack*** | ***Die*** | ***Qualities*** |
| --- | --- | --- |
| ***Claw*** | 1d12 | Slashing, 1-2m reach |
| ***Bite*** | 1d10 | Slashing, 1m reach, bite |

* *Characteristic Adjustments*

| ***---------*** | ***Modifier*** |
| --- | --- |
| ***Strength*** | +10 |
| ***Endurance*** | +5 |
| ***Agility*** | +10 |
| ***Perception*** | +5 |

* *New Traits*

*Natural Toughness is* ***‘3***

*You gain the “Catfall” ability (see talents) while in beast form.*

*You gain the “Climber” ‘7 trait*

* *EA Perks*

*You retain the “Catfall” & “Climber” traits while in your normal form*

* *Beast Attack*

***Rake (1 SP)****: The Lion can rake a target savagely, and roll a second attack against a target that was successfully damaged. This attack cannot win specials.*

* *Talent*
* ***Pride of the Lion***

**Werebat**

| ***Attack*** | ***Die*** | ***Qualities*** |
| --- | --- | --- |
| ***Claw*** | 1d8 | Slashing, 1-2m reach |
| ***Bite*** | 1d6 | Slashing, 1m reach, bite |

* *Characteristic Adjustments*

| ***---------*** | ***Modifier*** |
| --- | --- |
| ***Strength*** | +5 |
| ***Endurance*** | +5 |
| ***Agility*** | +5 |
| ***Perception*** | +15 |

* *New Traits*

*Natural Toughness is* ***‘2***

*Loses “Quadruped” when in beast form*

*Gains “Flyer” equal to their Base Speed +4 when in beast form*

*You gain “Climber” equal to their Base Speed when in beast form*

*Gain “Flyby (1AP)” while in beast form*

*You gain* ***“Echolocation****” while in beast form*

*(A Giant Bat sees by hearing, not by sight. A Giant Bat cannot be conventionally Blinded, but is instead treated as also being Blind when affected by the Deafened condition.)*

* *EA Perks*
* *Beast Attack*

***Drink Blood (1 SP)****: If the Giant Bat deals damage to a target using its bite, it can immediately spend a Stamina Point to heal for d10 HP. This may not exceed its HP maximum.*

* *Talent*

*True Nocturnal Hunter?????*

**Werevulture**

| ***Attack*** | ***Die*** | ***Qualities*** |
| --- | --- | --- |
| ***Claw*** | 1d8 | Slashing, 1-2m reach |
| ***Beak*** | 1d6 | Splitting, 1m reach, bite |

* *Characteristic Adjustments*

| ***---------*** | ***Modifier*** |
| --- | --- |
| ***Strength*** | +5 |
| ***Endurance*** | +5 |
| ***Agility*** | +15 |
| ***Perception*** | +5 |

* *New Traits*

*Natural Toughness is* ***‘2***

*Loses “Quadruped” when in beast form*

*Gains “Flyer” ‘1.5x Base Speed when in beast form*

*Gain “Flyby (1AP)” while in beast form*

* *EA Perks*

*Gains “Unnatural Sense (Death) ‘50) in your normal form, dobling in beast form*

*(****NOTE****: Can smell Corpses and creatures with the Undead trait)*

* *Beast Attack*
* *Talent*
* ***Aloft and Embrace***

**Wereshark**

| ***Attack*** | ***Die*** | ***Qualities*** |
| --- | --- | --- |
| ***Claw*** | 1d8 | S(p)lashing, 1-2m reach |
| ***Bite*** | 1d12 | Splitting, 1m reach, bite |

* *Characteristic Adjustments*

| ***---------*** | ***Modifier*** |
| --- | --- |
| ***Strength*** | +10 |
| ***Endurance*** | +5 |
| ***Agility*** | +5 |
| ***Perception*** | +10 |

* *New Traits*

*Natural Toughness is* ***‘3***

*Loses “Quadruped”*

*Gains the “Amphibious” trait while in beast form*

*Gains the “Swimmer” trait while in beast form*

*Gains “Climber” ‘3 while in beast form*

* *EA Perks*

*You retain the “Amphibious” & “Swimmer” traits while in your normal form*

* *Beast Attack*
* *Talent*

**Werecrocodile**

| ***Attack*** | ***Die*** | ***Qualities*** |
| --- | --- | --- |
| ***Claw*** | 1d10 | Splitting, 1-2m reach |
| ***Bite*** | 1d12 | Crushing, 1-2m reach, bite |

* *Characteristic Adjustments*

| ***---------*** | ***Modifier*** |
| --- | --- |
| ***Strength*** | +15 |
| ***Endurance*** | +5 |
| ***Agility*** | +5 |
| ***Perception*** | +5 |

* *New Traits*

*Natural Toughness is* ***‘5***

*Gains the “Amphibious” trait while in beast form*

*Gains the “Swimmer” trait while in beast form*

*Gains “Climber” ‘3 while in beast form*

* *EA Perks*
* *Beast Attack*

***Thrash (1 SP)****: If the crocodile successfully Bites a target, it can spend a Stamina as a free action to Thrash the target. This deals d10+3 damage that ignores armour. If underwater, the target is automatically dropped to 0 HP if they fail an Endurance test at +0.*

* *Talent*
* ***Reptilian Armor***
* ***Ideas***

**Wererat**

“*This strain of lycanthropy originates from a Hunter who was given a task by Hircine. He cheated and tried to deceive the god. When Hircine asked him what would be his reward, he answered Lycanthropy. So the god gave it to him, just not how the Hunter wanted it.”*

| ***Attack*** | ***Die*** | ***Qualities*** |
| --- | --- | --- |
| ***Claw*** | 1d8 | Slashing, 1-2m reach |
| ***Bite*** | 1d6 | Slashing, 1m reach, bite |

* *Characteristic Adjustments*

| ***---------*** | ***Modifier*** |
| --- | --- |
| ***Strength*** | +0 |
| ***Endurance*** | +5 |
| ***Agility*** | +10 |
| ***Perception*** | +15 |

* *New Traits*
* *EA Perks*
* *Beast Attack*

***Rat Leap (1 SP)****: The rat leaps up to 3m, and makes a biting attack against the target. Dodging or Parrying the attack has a -20 penalty as the rat catches them off-guard.*

* *Talent*

**Were???**

| ***Attack*** | ***Die*** | ***Qualities*** |
| --- | --- | --- |
| ***Claw*** |  |  |
| ***Bite*** |  |  |

* *Characteristic Adjustments*

| ***---------*** | ***Modifier*** |
| --- | --- |
| ***Strength*** |  |
| ***Endurance*** |  |
| ***Agility*** |  |
| ***Perception*** |  |

* *New Traits*
* *EA Perks*
* *Beast Attack*
* *Talent*

***Author’s Notes***

The system provided here was made with the idea of “Easily tracked abilities and benefits” in mind. The perks listed here are easy to keep track of and most effect both of your forms, so you don’t have to look up what your stats are in either form.

Hopefully, this will prevent the need of having two character sheets or stat blocks for your two forms.

Comments are appreciated...