# Therianthropy

The Therianthropy disease/gift also more commonly referred to as Lycanthropy due to the most common form being the Werewolf is a disease that is bestowed by Hircine and does not discriminate, typically highly contagious, a mere scratch has the potential to transform a mortal into a lycanthrope. This process typically takes a few days, one can expedite the process by drinking the blood of the werebeast - this results in a near-immediate and intense transformation.

In addition to the non-discriminatory nature of the disease, mammalian and scaled beast folk are just as capable of contracting lycanthropy for a strain that does not share their natural skin type. Essentially, Argonians can be werewolves and Khajiit can be werecrocodiles.

Hircine is also usually actively involved in the werebeasts life.

### Effects

Upon being infected with a strain of Therianthropy, a character will have three days to remove this disease, which can be done via any means that would remove a common disease. After these three days pass, the next time the character sleeps they will transform into a were creature, see transformation below.

Even when in their humanoid form, lycanthropes have the following effect:

* Immunity (Disease): Except for incredibly rare events, lycanthropes are immune to disease.
* Restless: The character only restores half the health they normally would and does not remove the fatigued condition or restore stamina when resting. However the first time they transform each day, they restore all their stamina (even if previously fatigued) and all trauma that did not come from a crippling or severe wound.
* Silver-Scarred: +50% (round up) damage after AR from attacks by Silver weapons
* Silver Scarred (2): Any damage inflicted on a character with this trait after mitigation by an attack from a silver weapon is increased by X (round up if X is a percentage) before calculating the effects of the damage.

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### Transformation

The transformation happens an hour after sunset every night and usually lasts until an hour before sunrise every morning. A character that is about to undergo their transformation can attempt a Willpower Test to avoid transformation, circumstances can result in modifiers to that roll as per Table 3:1 below:

| **Effect** | **Modifier** |
| --- | --- |
| In the Hunting Grounds\* | -20 |
| Bloodmoon/Wild Hunt happening\* | -15 |
| The character gains the frenzied condition | -15 |
| Didn’t change the previous night | -10 |
| In a tense or dangerous situation | -10 |
| Under the effects of the frenzy spell | -5\*Spell Level |
| Under the effects of the calm spell | +5\*Spell Level |
| Being away from the open sky | +10 |
| Currently has a wound caused by silver | +10 |
| Consumed wolfsbane since the previous night | +10 |

*\*if the character would not normally need to make tests to control their change, they still do if either of these are true, but do so without modifiers.*

Another Willpower test must be taken if any new negative conditions come into effect.

Clothing the character was wearing at the time of transformation is destroyed. If the clothing was enchanted it is instead broken and needs to be repaired using the enchantment skill. Armor that was worn has it’s AR halved and needs to be repaired. Armor that was worn instead gains the Damaged (1) Condition and needs to be repaired.

#### Effects

Whilst in beast form the character has the following changes in addition to the normal effects of lycanthropy:

* **Intelligence is set to 20:** Unless it was lower, in which case it is unchanged.
* **Personality is set to 5:** Unless it was lower, in which case it is unchanged.
* **Dark Sight:** Can see in the dark.
* **Frightening (-10):** Forces Fear (-10) test on encounter.
* **Bloodlust:** The character deems all other sentient creatures (PCs and NPCs except other lycanthropes of the same strain) as prey and must attempt to kill any that are nearby, the character can test Willpower to resist these urges, but does so with a -20 penalty.
* *The character cannot speak.*
* *The character cannot use items*
* *The character cannot perform crafting related activities*
* *The character cannot cast spells*
* *The character cannot perform actions or skills that would require focus or concentration (GM discretion*)

### Strains

#### Werebat

Werebats are primarily found in Valenwood and bare a striking resemblance to giant bats. albeit larger. As with giant bats, these were-creatures have an incredible sense of hearing and the ability to fly. However compared to most lycanthropes they are neither strong or tough. They are sometimes known to serve as guardians to vampire clans.

* **Strength is increased by 5**
* **Agility is increased by 15**
* **Perception is increased by 10**
* **Diseased (-20) [Sanies Chiroptera]:** If they deal a wound to another character with their natural weapons then that character must test Endurance -20 or contract Sanies Chiroptera.
* **Flyer (Speed \* 1.5):** The character gains a fly speed equal to 1.5 \* their speed.
* **Unnatural Senses (Hearing, 25):** Can perceive creatures via sound even if objects are in the way and there is no way to see.
* **Bite: D8 Slashing, Bite, Reach 1m.**

#### Werebear

Werebears are most commonly found in the northern regions of Cyrodiil, High Rock and Skyrim with some rumours of them also being active in northern Morrowind. Werebears are the largest form of lycanthrope and tend to be strong and hardy creatures.

* **Strength increases by 15**
* **Endurance increases by 15**
* **Perception increases by 5**
* **Diseased (-20) [Sanies Ursus]:** If they deal a wound to another character with their natural weapons then that character must test Endurance -20 or contract Sanies Ursus.
* **Natural Toughness (5):** Reduce all damage by 5, does not count as armor.
* **Quadruped:** When Dashing, triples Speed.
* **Takedown:** Can choose to halve damage on a melee attack in order to cause knockback.

#### Wereboar

Wereboars are native to High Rock and can be found in Hammerfel as well. They are similar to large bipedal wild boar but typically more aggressive. They are known for being particularly hardy even compared to other lycanthropes. The lycanthropes are large hoofed creatures, with long muscular legs, bulging biceps and pecs, greyish-brown skin, with large protruding tusks and a mane of hair running from the top of its head and down its back and spine.

* **Strength increases by 10**
* **Endurance increases by 20**
* **Intelligence is set to 15** (Wereboar seem to be less cunning than most other form of lycanthrope)
* **Perception increases by 5**
* **Diseased (-20) [Sanies Suinae]:** If they deal a wound to another character with their natural weapons then that character must test Endurance -20 or contract Sanies Suinae.
* **Pain Tolerant:** The character gains +10 on tests to avoid the effects of pain (including wounds).
* **Quadruped:** When Dashing, triples Speed.
* **Resistance (Poison, 50%):** Reduce poison damage by 50%.
* **Tough (10%):** Increase the characters health by 20%.
* **Claws:** d12 Crushing or Splitting, Reach 1m.
* **Bite:** d10 Crushing, Bite, Reach 1m.
* **Maul (2 SP):** The bear makes a melee attack at 1m range tha deals 2d8 Crushing. Additionally, all targets of Medium of smaller size within Reach must test Acrobatics or Athletics or else they are knocked prone.

#### Werecrocodile

Werecrocodiles are native to the provinces of Black Marsh and Morrowind. This strain of lycanthropy is most common among Argonians. A Werecrocodile is a patient predator, but behind this veneer lies a ferocious beast. While in Werecrocodile form they wait patiently in large bodies of water, lashing out at prey that draws too near.

* **Strength increases by 10**
* **Endurance increases by 10**
* **Agility increases by 5**
* **Perception increases by 5**
* **Amphibious:** Can breath water and ignores the skill cap placed on his Combat rolls by his Athletics when fighting in water.
* **Diseased (-20) [Sanies Crocodylidae]:** If they deal a wound to another character with their natural weapons then that character must test Endurance -20 or contract Sanies Crocodylidae.
* **Quadruped:** When Dashing, triples Speed.
* **Jaws:** d10 Crushing, Bite, Reach 1m.

#### Werelion

Werelions are most commonly found in the provinces of Blackmarsh, Cyrodil, and the wetter parts of Eleswyr. While transformed they pounce and grab they prey much as normal tigers do, relying upon their deadly claws to maul their prey. Werelions are most commonly created from the Khajiit, however their presence is rare.

* **Strength increases by 15**
* **Endurance increases by 5**
* **Agility increases by 15**
* **Perception increases by 5**
* **Diseased (-20) [Sanies Panthera]:** If they deal a wound to another character with their natural weapons then that character must test Endurance -20 or contract Sanies Panthera.
* **Quadruped:** When Dashing, triples Speed.
* **Bite:** d8 Splitting, Bote, Reach 1m
* **Claws:** d10 Slashing, Reach 1m.
* **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.

#### Wereshark

Very little is known about the locations where Weresharks are known to inhabit, however they can reside anywhere there is a large body of salt water. Sources claim that they roam the seas of Tamriel, however much the same as their location, little is known about them.

* **Strength increases by 15**
* **Endurance increases by 5**
* **Agility increases by 5**
* **Perception increases by 10**
* **Amphibious:** Can breath water and ignores the skill cap placed on their Combat rolls by their Athletics when fighting in water.
* **Diseased (-20) [Sanies Elasmobranch]:** If they deal a wound to another character with their natural weapons then that character must test Endurance -20 or contract Sanies Elasmobranch.
* **Swimmer:** Suffers no penalty to speed when in water.

#### Werevulture

Werevultures are native only to the province of Valenwood, and are most usually created from native Bosmer afflicted with Sanies Accipitridae. These winged creatures hunt from the skies, and like other lycanthropes they hunger for blood, swooping down with slashing claws to tear at their prey.

* **Strength increases by 10**
* **Endurance increases by 10**
* **Perception increases by 10**
* **Diseased (-20) [Sanies Accipitridae]:** If they deal a wound to another character with their natural weapons then that character must test Endurance -20 or contract Sanies Accipitridae.
* **Flyer (Speed \* 1.5):** The character gains a fly speed equal to 1.5 \* their speed.

#### Werewolf

Werewolves are the most common type of Lycanthropes and can be encountered in all provinces of Tamriel. These hulking fury beasts have an insatiable bloodlust, the victims of werewolves are often left torn apart and eaten by the werewolf. Werewolves often hunt in packs much like their mundane counterparts wolves, and destroy anything they can hunt down.

* **Strength increases by 10**
* **Endurance increases by 5**
* **Agility increases by 10**
* **Perception increases by 10**
* **Diseased (-20) [Sanies Lupinus]:** If they deal a wound to another character with their natural weapons then that character must test Endurance -20 or contract Sanies Lupinus.
* **Quadruped:** When Dashing, triples Speed.

## 

## Lycanthropy Talents

### Talents for managing lycanthropy

* Talents that make the life of a werewolf more manageable.

#### Calm the Beast

*The Lycanthrope has increased control of their inner beast able to retain more control than most.*

**Journeyman (Willpower)**

The Lycanthrope can reroll failed Willpower tests relating to changing shape they no longer suffer the -20 penalty to resist bloodlust.

#### Friends of the Beast

*The Lycanthrope remembers its relationships even when in bestial form and knows friend from foe.*

**Adept (Willpower)**

**Requires Calm the Beast**

The Lycanthrope no longer needs to roll Willpower tests to avoid attacking nearby creatures it considers as allies when in its normal form. In the case of a PC, this almost always means their adventuring group as well as any close allies the group has.

#### Control the Beast

*The Lycanthrope has greater control over when they change than others..*

**Expert (Willpower)**

**Requires Calm the Beast**

The Lycanthrope may trigger transformation to and from their were-form at any time by passing an Ordinary (+10) Willpower Test.

#### Master the Beast

*The Lycanthrope has mastered their bestial form.*

**Master (Willpower)**

**Requires Control the Beast and Friends of the Beast**

The Lycanthrope may no longer has to take Willpower tests when transforming and no longer suffers from Bloodlust..

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### Talents for making the perfect killer

* Talents that make the werewolf a better hunter and killer.

#### Hunter

*The Lycanthrope is a deadly hunter, able to track down prey with ease.*

**Apprentice (Perception)**

The Lycanthrope can reroll failed Survival skill tests in order to track prey when transformed (but only once for a given test).

#### Insatiable Hunger

*The Lycanthrope is able to heal themselves by satisfying their hunger for flesh.*

**Adept (Endurance)**

**Requires: Hunter**

The Lycanthrope may reduce their current trauma by 2d10 if they consume a person or large animal.

#### Hunter’s Hide

*The Lycanthrope’s hide protects them from those who would do them harm.*

**Journeyman (Endurance)**

The Lycanthrope gains the Natural Armor (10) trait.

#### Killer’s Claws

*The Lycanthrope’s claws and teeth tear the flesh of its prey with ease.*

**Apprentice (Strength)**

The Lycanthrope’s attacks with its natural weapons gain the Tearing quality.

#### Totem of the Predator

*The Lycanthrope is a perfect predator, and can remain unseen by its prey until the last possible moment.*

**Adept (Agility)**

The Lycanthrope can reroll failed Stealth skill tests when transformed, but only once for a given test.