

Species, Breed: Lykkinnin (Lycanthrope), Worath

Type: Not applicable.

Class: Fiend (mammal)

Align: 01-50: Evil, 51-00: Good.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D10 +21

Number encountered: 3-D4

The number encountered will be outside a Worath civilization. If within the boundaries of their homeland, the number encountered will be 3-D12 x 4. Needed % roll to see if a Worath civilization has been discovered = 00

Experience points: 100 x level.

Characteristics:

Awareness: 55

Charisma: 20

Constitution: 50

Coordination: 36

Dexterity: 36

Intelligence: 20

Mental-strength: 50

Strength: 50

Wisdom: 20

Note: The characteristics of the Worath Lycanthrope are set in this creature sheet. When in human or shadow wolf form, see that specific creature sheet for stats, abilities, movement and all other information you should use while in the form of that creature.

Movement:

Flying: Can't

Grounded: 21

Swimming: 7

Luck: 100

Oxygen-points: 150

Blood-points: 150

Attack descriptions:

1 Bite: 1-D10 x4 +6 / 1 space (5') / Sharp attack
and:

2 Claws: 1-D10 x3 +6 / 1 space (5') / Sharp attack

Defense: 46

Offense: 46

Damage-Points: Roll: 1-D20 +8 x level while in Worath form

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D20 x3

Bronze: 71+ to have 1-D20 x2

Silver: 76+ to have 1-D12 x5

Electrum: 81+ to have 1-D10 x4

White-gold: 86+ to have 1-D8 x3

Yellow-gold: 91+ to have 1-D6 x2

Black-gold: 96+ to have 1-D4

Treasure item(s):

Common: 56+ to have 1-D4 +3

UnCommon: 66+ to have 1-D4 +2

Rare: 76+ to have 1-D4 +1

Legendary: 86+ to have 1

Check for each Worath to have treasure on its person.

Description:

Annihilation Strike?: Yes.

Description:

Height: 6' - 6"

Weight: 240 lbs.

Skin color: Black.

Skin texture: As a wolf.

Fur color: Black.

Hair texture: As a wolf.

Eye color: Black.

Eye shape: Medium-sized and sharply slanted. Even in human form, the eyes of the Worath are sharply angled, yet not quite as slanted as an elf's.

Posture: Biped.

Dislikes: Lycantra. This breed of Lykinnin are the natural enemy of the Lycantra.

Disposition: Howling: Worath Lycanthrope will always howl to each other over great distances, signaling a find. The Worath, like the common wolf, is a pack hunter. When they have located prey, they will fill the air their ghostly, unnerving, cries. This is communication among themselves during the hunt. When a victim is being pursued, the Worath will give a signal with a howl. Others will rush to a certain destination, setting up a relay to catch larger more powerful prey, thus using each other to chase and hunt quarry over long distances.

Fears: None.

Habitat: Dark Forest

Immunities: Fear; Pain (only in Worath form).

Life-span: 1,000 years.

Likes: Hunting.

Needs: Basic necessities of life (food, water shelter, etc.).

Note: None.

Special Abilities: Forest-Knight abilities: Lycanthrope will have all thieving abilities (see: "Forest-Knight Abilities" in the Seeker and Adventurer Abilities for full descriptions.

Full night-vision: Worath can see in the dark as well as in the light.

Lycanthrope Virus: Bite will infect another creature with the disease of Lycanthrope; a disease that will make him or her a lesser Worath Lycanthrope. This virus will become active in 36 hours after being bitten.

After being infected with the Lycanthrope Virus, the victim will shape-change when threatened unless a successful avoidance-roll vs. "Mental-Attack" is rolled. If the avoidance-roll is failed the infected must make a successful avoidance-roll vs. "Intelligence" in order to keep from blacking out. If successful the bitten will be able to control him or herself. If unsuccessful the infected will black out for 2-D12 hours (in which time he or she will be played by the G.M.).

G.M.: While in a black out state of mind, the nature of the character will determine what the infected will do.

Example: Once changed, and in a blackout frame of mind, a ruthless person will be merciless and violent to others.

The more compassionate and generous a person is the more gentle and reasonable he or she may be upon coming into contact with another. One that is blacked out in this manner will not remember what has transpired while in this state.

If a creature is bitten or scratched by the Lycanthrope's claws, there will be a 50% chance of that creature contracting the Lycanthrope Virus. If this occurs, the following will occur:

Lycanthrope virus effects after being bitten or scratched:

1-D8 hours: Slight dizziness, which will intensify gradually over the first eight hours.

9-24 hours: Itching will occur all over the body and hair will begin to slowly grow from every pore of the skin.

25-36 hours: Strong euphoria will set in. Transformation will occur at the 36 hour mark. An overwhelming sense of well being will fill the mind and body of the bitten. It is a falsehood that Lycanthrope are ravenous creatures, stalking the lands in search of blood and carnage; this is a lie. As in any race and culture, there is good and bad. Lycanthrope are no different.

Modification-points: Each Lycanthrope will have a 30% chance of having modification-points as follows: 2-D6 +1 per 2 levels advanced.

These points can be used to learn any skills and spells from the Adventurer Abilities. These skills and spells can be purchased without having to buy the Seeker prerequisites (meaning they can learn skills directly from the Adventurer Abilities and Spells).

G.M.: You may also choose to pick the abilities and spells quickly without rolling up modification-points (it is up to you).

Shape-Change: Lycanthrope can take form of both human and a shadow wolf at will. It takes 3 turns (15 seconds) to do so, and is very painful to complete.

An avoidance-roll vs. "Pain" must be successful or consciousness will be lost for 1-D100 turns. To change back into Worath Lycanthrope form takes the same amount of time, but there is no pain involved in this change reversal.

Tracking: A successful Avoidance-roll vs. "Awareness" will indicate that a track can be picked up and followed for 2-D12 hours by scent. This is not the Forest-Knight's ability to track (it is natural). The Worath Lycanthrope's awareness is so keen, it will take only a % roll of 91 or below to successfully pick up a trail by scent.

Special defenses: Resistances: Magic: 30%; Mental-attack: 40%; Spiritual-attack: 20%

Special offenses: Vicious Rage: Once per 24 hours the Worath Lycanthrope can break into a vicious round of attacks, thus doubling their normal attacks (2 bites and 4 claws). Vicious Rage will last for 1-D4 +1 turns. While this ability is in effect, the Worath Lycanthrope will gain a +10 to all offensive physical attacks.

Susceptibilities: Unknown.

Weapon susceptibility: Rank-0 (or better) enchanted weapon to harm.