

Species, Breed: Lykkinnin, Lycanthur, Norst` Kin

Type: Norst` Kin

Class: Fiend (mammal)

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

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

Level: 1-D20 +11

Number encountered: 2-D4

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

Experience points: 110 x level.

Characteristics:

Awareness: 55

Charisma: 20

Constitution: 50

Coordination: 40

Dexterity: 40

Intelligence: 20

Mental-strength: 50

Strength: 60

Wisdom: 20

Note: The characteristics of the Lycanthur are set in this creature sheet. When in human or Common timberwolf 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: Cannot.

Grounded: 24

Swimming: 8

Luck: 125

Oxygen-points: 150

Blood-points: 150

Attack descriptions:

1 Bite: 1-D12 x4 +8 / 1 space (5') / Sharp attack
and:

2 Claws: 1-D10 x3 +8 / 1 space (5') / Sharp attack

Defense: 50

Offense: 50

Damage-Points: Roll: 2-D20 +4 x level while in Lycanthur 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: 51+ to have 1-D4 +3

UnCommon: 61+ to have 1-D4 +2

Rare: 71+ to have 1-D4 +1

Legendary: 81+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description:

Height: 8' to the tip of the ears.

Weight: 300 lbs.

Skin texture: Furry.

Hair color: Brown-Light-Brown mix.

Hair texture: Course, straight.

Eye color: Icy-Blue.

Eye shape: Medium-sized, slanted

Posture: Biped.

Note: In humanoid form the Norst`Kin Lycanthur seem to be common folk: Dark-brown, light-brown mix hair. Their darker complexion adds to their mysterious nature. But their eyes of icy-blue are a rarity in the human trait, thus the hint of their true identity.

Dislikes: Lycanthra.

Disposition: Very solitary and quiet creature. At times the Norst`Kin Lycanthur will be charged to seek out civilizations and map out their progressive behaviors (i.e., whether they are expanding too close to Lycanthur borders and territories, what is their current social, economic and political state, etc.).

Norst`Kin Lycanthur love the solitude and peace of forested regions. They do not want anything to do with the outside world, and will go to any measure of action to prevent the world from knowing of their existence.

Norst`Kin are very protective of their own kind, defending each other with their lives.

It is a falsehood that Lycanthur 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 to be seen. Lycanthur are no different.

In their society and cultural ways, the Lycanthur males totally dominate the females. This is enforced without resistance; for resistance means banishment from society.

Culture information: To bend the right paw to the ground, the backside of the paw down, indicates a respectful bow.

Fears: Discovery and exploitation of their race.

Habitat: Mountains (Dense Forested). They love the backwoods.

Immunities: Magic, Mental, Pain, and Spiritual attacks while in Lycanthur form.

Life-span: 300 years.

Likes: Unknown.

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

Note: This race is among the species of Lykkinnin, just as the Lycanthrope (werewolf) and Lycanthra (werecoat), taking on the half humanoid, half timberwolf shape naturally.

If a traveler happens upon a Lycanthur dwelling, and is caught, he or she will be instantly captured (hunted and killed if they flee or resist by use of force). If the Pack Council deems them worthy, the captured may be given the choice to dwell with them for a time (to build a relationship of trust). In any case, it is a very rare thing to be set free (discretion of the G.M.).

If the Pack Council deems an outsider to be worthy of great trust, he or she may be called forth and offered the chance to become **One With the Pack**. If this is accepted, the Pack Leader will perform a ceremony before all The Pack on the New Moon. He or she will be bitten and infected with the Lykkinnin virus. If this course of action is taken, the following will occur:

Time frame: Effects:

1-D8 hours: None.

9-24 hours: Slight dizziness and nausea.

25-48 hours: Total blindness. Bitten will slip in and out of consciousness during this time.

49-69 hours: Unconsciousness will occur unless a "Constitution" check is successful.

70-72 hours: Transformation will occur. The first time this happens, a successful avoidance-roll vs. "Death" must be successful, or bitten will die.

73-96 hours: If the bitten lives, a deep sleep and fever will set in, forcing him or her to hallucinate vividly. These hallucinations will be the Kazar Lycanthur instructing and welcoming him or her to The Pack. After the 96th hour, the bitten will then awaken to his or her new life.

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: Lycanthur can see in the dark as well as in the light.

Infra-Red-Vision: As Psychics spell.

Lycanthur Virus: Bite will infect another creature with the Lycanthur Virus; a disease that will make him or her a lesser Lycanthur. This virus will become active within the bitten within 96 hours. After being infected with the Lycanthur Virus a person will Shape-Change if he or she feels threatened unless a successful avoidance-roll vs.

"Mental-Attack" is rolled (two chances to succeed). If these two rolls are 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.: The nature of the character will determine what the infected will do while blacked out.

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. A blacked out Lesser Lycanthur will not remember what has transpired while in this state.

Note: Do not confuse this with the ceremony, "One With the Pack", which will make the bitten a true race Lycanthur. This is a very rare thing, to be invited as a brother or sister of the pack. To be otherwise bitten will result in the Lycanthur Virus.

Modification-points: Each Lycanthur will have a 40% 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).

Shadows of The North: This creature can envelope him or herself in an unnatural shadow at will, concealing him or herself from the penetrating eyes of those with normal or special vision abilities (i.e., night-vision, infra-red-vision, etc.). This ability will even block out the keen eyesight of elves, creating a deep shadow that halts most all penetrating visions. This ability takes 1 turn (5 seconds) to invoke (no verbal or body movement required).

Shape-Change: Lycanthur can take form of a human and common timberwolf at will. It takes 3 turns to do so, and is very painful to complete. An avoidance-roll vs. "Pain" must be successful or it will lose consciousness for up to 100 turns. To change back into Lycanthur form takes the same amount of time, but there is no pain involved (only transforming into human or timberwolf form is painful).

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 Norst`Kin Lycanthur'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: 25%

Special offenses: The bite of a Lycanthur will infect another creature with the Lycanthur Virus; a disease that will change the bitten into a Lycanthur every time a threatening situation occurs (unless a successful avoidance-roll vs. "Mental-attack" is rolled (best of two rolls to succeed).

Susceptibilities: The Lycanthur seem to attract encounters, as if each one wears the Enchanted Item, "Lurion's Hat". For some unknown reason, trouble always seems to follow this creature wherever it roams. Encounters do not know this, and aren't especially more hostile, or out to get this creature, it just happens naturally.

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