

Lycan (WereCat):

This race appears as a cross between a panther and a humanoid creature.

Abilities: Explanation and rulings for Abilities:

Base Defense:

8.

Body Weapons:

Attacks per turn: 3 (claw, claw, bite).

Damage: Claw: 1-D6, Claw: 1-D6, Bite: 1-D6.

Note: Damage for claws and bite will increase by 1-D6 per 5 levels advanced above level #1.

Evasive:

+2 on defensive rolls to evade attacks.

Life-points:

This race will begin with 30 life-points at level #1.

Life-points per level advanced: 1-D8.

Regeneration:

This race will regenerate at a rate of 1 life-points per melee turn.

Swiftrun:

The Lcan WereCat can run as fast as a warhorse.

WereCat Disease:

Maximum damage bite inflicts Lycan Sickness, a disease that will persist until the victim is cured:

WereCat Disease effect:

Defensive rolls to evade: -2

Special:

If you inflict 3 maximum bites on a foe in one single battle, and if it survives, it will be transformed into a Raging WereCat in 1-D6 +1 travel turns. Once it has transformed into a Raging WereCat, the only thing that can cure it is a powerful spell from a Mystic (or death).

Note: A foe that survives an encounter after receiving 3 maximum bites must be kept track of by the Game Master. If others venture into this general area of the map (within 6 spaces of where the Raging WereCat resides), there will be a 10% chance per travel turn of encountering it. In this, legends are created. See: "WereCat, Raging" for more information.