AFTER SUNSET
WEREWOLVES

After Sunset: Werewolves

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Introduction

The werewolf is a classic archetype of the gothic and horror genres. While it hasn't received as much focus as creatures such as vampires in recent gothic-action films and TV programs, they are slowly starting to make inroads into the genre as both a savage villain and a powerful hero.

Whether they are solitary victims struggling for release or savage packs fighting a vicious war for territory and vengeance, werewolves continue to stake their claim in our consciousness as an iconic creature of the night. Whether they are serving as adversaries or heroes, they retain the kind of imagery and power that catches our attention as viewers.

While d20 already includes rules for werewolves as monsters, they are clumsy and difficult to implement in a game where the GM wants to open the classic archetypes of horror and gothic narratives up to his players as player characters.

Working out the right balance between the werewolf's natural abilities and those provided by other races and character classes can be a nightmare, and may ultimately serve to kill some campaigns before they can get off the ground.

Presented here are rules for treating the werewolves as a player race in d20 campaigns, designed to allow players to start howling their way through combat right from first level. In addition, the PDF include a range of options available to those who want to build their hybrid warrior into a true engine of destruction. They can be played alongside human heroes with ease, offering a player an archetype that is different in focus but no more powerful than a human fast hero or dedicated hero of the same level.

Sources and Inspiration

These werewolves presented here owe some of their origins to the classic lycanthropes of myth and fantasy literature, but also to a host of films, comic books and fiction that have chosen to rewrite the werewolf as the stuff of high action as well as gothic melodrama.

For creative works that help inspire the look and feel of the action gothic genre and the werewolves that inhabit it, we suggest the following sources: *The Brotherhood of the Wolf, Underworld, Buffy the Vampire Slayer* (TV Series), *Dog Soldiers, An American Werewolf in London*

Authors Note: After Sunset

The After Sunset line owes its existence to a host of films, TV shows and computer games that have started to blend elements of gothic horror and fast-paced action movies into a seamless whole.

Each release is designed to provide GMs with the some of the tools they need to imitate hi-octane gothic-action films, games and novels that merge aspects of horror with a stylized action aesthetic. Films that set aside the human everyman of classic horror, replacing him with butt-kicking kung fu masters taking on hordes of vampires. Games where wild werewolves fight urban turf wars against hordes of zombie street gangs. Books where deranged revenants come back from the grave to avenge their lover's death one killer at a time, or those where ordinary humans are transformed into mystical warriors destined to save humanity from destruction.

In short, any kind of narratives where saving humanity is the goal but the heroes are creatures of gothic horror just like the enemies they fight,

Werewolves as a PC Race

No one is sure where the first werewolf was born or how it came to exist. Some people claim that they are a race that wasn't born so much as it was created; the result of a curse that transformed the progeny of an entire bloodline, or a genetic mutation engineered by an ancient civilization before the dawn of human history. It has even been suggested that the werewolves have always been here, a more primal alternative to humanity that was swamped by homo-sapiens superior ability to breed and gift for technological innovation.

The truth of the matter is irrelevant, as long as you realize one fundamental truth. Werewolves exist, and they exist as a race that is somehow separate from the rest of humanity. Ignore the myths and legends that say anyone bitten by a werewolf will transform into one by the next full moon – if that was true humanity wouldn't have survived the dark ages. As near as modern science can tell, lycanthropy is a genetic trait rather than a disease. You aren't turned into a werewolf, you are born one.

Most of the time you wouldn't recognize a werewolf if you passed them on the street. While they're in their human form, there's very little to give them away. A surplus of facial hair, perhaps, or a strangely feral cast to their features. People have made all sorts of claims, outlined dozens of minor tells that may give a werewolf away, but they tend to be the kind of thing that's only obvious after you know the truth.

When you really get down to it, there's only one thing that separates a werewolf in human form from the rest of humanity – the howling beast that always seems to linger just behind their eyes, waiting to get out. Easily disguised with a pair of two-dollar sunglasses from the nearest convenience store, unless the werewolf chooses to let the beast loose.

Once they've transformed there's no mistaking them. Seven feet of wolf-hybrid killing machine is kind of hard to miss, especially when it's shrugging off the damage from your .45 and trying to rip your lungs out.

Werewolf Species Traits

Werewolves share the following species traits:

Type: Humanoid (Werewolf)

Size: Medium size. Werewolves have no particular bonuses or penalties due to their size.

Ability Modifiers: +2 Constitution, -2 Intelligence, +2 Wisdom, -2 Charisma. Their inner beast makes Werewolves sturdy and intimately aware of their surroundings, but often clouds their reasoning and makes it difficult to interact with others.

Speed: 30 feet.

Alternate Form (Ex): Werewolves carry the blood of wolves in their veins, acutely aware that there is an inner beast nestled inside them waiting to get out. By harnessing the bestial savagery of their lycanthropic nature, Werewolves can physically transform themselves into a human-wolf hybrid that possesses extraordinary strength and power. The hybrid form is usually between six inches and two feet taller than the werewolf's human form, and it possesses a short tail and heavy fur. The werewolf's head takes on a mixture of human and wolf features, although the exact mix of the two varies from werewolf to werewolf.

Werewolves can voluntarily assume their hybrid form once per day. Changing form is a move-action, and the werewolf can maintain the form for 3 rounds + their Constitution modifier. The base duration for the werewolf's transformation increases by 1 round for every three character levels they possess. For every five character levels the Werewolf possesses, the number of times they can use this ability each day increases by one. So a seventh level Werewolf can assume his alternate form two times per day, with each transformation lasting for 5 rounds plus the Werewolf's Constitution modifier (instead of 3 plus their Constitution modifier).

While in their hybrid form a werewolf gains a +2 bonus to their Strength, increases his base land speed by +10 feet, and grows a pair of long claws that can be used as natural weapons. These claws deal 1d4 points of damage plus the Werewolf's

Strength bonus. The werewolf can attack with one claw as a standard action, and two claws as a full round attack action (as a primary natural weapon). He cannot attack more than once per round with a single claw, even if his base attack bonus is high enough to give him multiple attacks. He can attack with a claw as a light off-hand weapon while wielding a weapon in his primary hand, but all his attacks in that round take a –2 penalty to hit.

A werewolf in hybrid form cannot wear armor designed for normal humans. Any armor worn at the time of transformation is destroyed.

A werewolf that has used all his daily allotment of transformations can spend an action point to gain an additional use of this racial ability.

Low-Light Vision (Ex): A Werewolf has low-light vision. He can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of shadowy illumination. He retains the ability to distinguish color and detail under these conditions.

Skill bonuses: +2 racial modifier on Balance, Climb and Jump checks. Their animal nature gives Werewolf a natural talent for such skills.

Involuntary Transformation

During the three nights of the full moon each month, beginning at sunset and ending at dawn, the werewolf adopts his hybrid form whether he wishes to or not. During an involuntary transformation the werewolf can maintain his hybrid form for the duration of the evening, gaining all the normal benefits of his alternate form.

While in the grip of an involuntary transformation, a werewolf's human consciousness is submerged beneath a layer of savage rage. He has access to only the vaguest human memories, acting on instinct rather than rational thought. While in his hybrid form during this period, the werewolf cannot use any Charisma-, Dexterity- or Intelligence-based skills (except Balance, Escape Artist and Intimidate), the Concentration skill, or any abilities that require patience or concentration, nor can speak or activate items that require speech to function. He can use any feat he has except Combat Expertise and Dead Aim. A

werewolf can only use thrown weapons to make ranged attacks while in his hybrid form.

Werewolves that are trapped or injured during this period can become volatile engines of destruction. When the Werewolf suffers damage or finds himself imprisoned while in hybrid form, he must make a Will save (DC 20) or he begins to run amok. He attacks the creature that attacked or imprisoned him immediately, if possible. If the attacker is disposed of or the werewolf is unable to find him, the werewolf attacks the nearest living creature. If there is no living creature nearby, the werewolf begins attacking objects smaller than himself. The berserk condition automatically lasts for five rounds; thereafter, he may attempt a Will save each round to regain control. The initial DC is 20, falling by 2 each round.

Skill Points and Feats for Werewolves

Werewolves who take levels of a character class do not gain as many skill points or feats as a human character of the same class. Werewolves gain 4 fewer skills at 1st level than a human character and 1 fewer skill point each level thereafter. They also gain 1 fewer feat than humans of the same class at 1st level.

These penalties have already been factored into the description of the Werewolf Racial Hero class described later.

WEREWOLF CHARACTERS

Although werewolves are created using the same rules as any other character, the following options can be used to enhance their bestial or occult nature in the game. It is up to the Gamesmaster to decide which of the following options is suitable for his campaign.

New Starting Occupations

The possibility that a race of lycanthropes exists alongside normal humans gives rise to a number of potential backgrounds that can be difficult to represent using the core rules. To create characters that have a familiarity with werewolves and their culture, add the following starting occupations to those available in the campaign.

Feral Werewolf

Feral werewolves have let their inner animal run free, either as a result of growing up far from civilization or simply lacking the self-control to tame their wilder impulses to survive in urban environments.

Prerequisites: Werewolf, Con 13, Age 15+

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Climb, Hide, Jump, Listen, Move Silently, Spot, Survival

Bonus Feat: Select either Power Attack, Son of the Moon or Thick Hide.

Wealth Bonus: +1

Urban Werewolf

The urban werewolf is a creature of the cities, comfortable among the teeming throngs of humanity and trained to carefully conceal their true heritage.

The urban werewolf occupation covers any lycanthrope that has grown into adulthood with complete knowledge of their abilities, as well as werewolves that have mastered their inner beast and done their best to live a normal life.

Prerequisite: Werewolf, Age 16+

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Disguise, Hide, Intimidate, Knowledge (Streetwise), Move Silently, Sense Motive

Bonus Feat: Select either Alertness, Attentive or Deceptive.

Wealth Bonus: +3

Werewolf Shadow-Warrior

Werewolves are not the only super-natural creatures that lurk under the cover of shadows, and conflict between the supernatural races has been the norm for centuries.

The werewolves have raised some of their number as Shadow-Warriors, urban mercenaries that fight for the protection and glory of their race. Whether they fight with sword, fang or shotgun, they are men and women devoted to waging an invisible war of superiority.

Prerequisite: Werewolf, Age 18+

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Climb, Demolitions, Hide, Knowledge (Arcana), Knowledge (Streetwise), Move Silently, Survival.

Bonus Feat: Select one of the following: Archaic Weapon Proficiency, Combat Martial Arts, Personal Firearms Proficiency or Thick Hide
Wealth Bonus: +2

New Feats

Ferocious Assault
You have learned to make a furious flurry of blows when charging your opponent.

Prerequisite: Improved Natural Attack (Bite, Claws), base attack +8

Benefit: You can attempt a charge attack and still take a special full-attack action using your natural weapons.

Hide of the Wolf

Your natural defenses improve in the grip of your lycanthropic transformation.

Prerequisite: Werewolf, Thick Hide

Benefit: While in werewolf form, your natural armor bonus increases to +4.

Improved Natural Attack [Werewolf]

One of your natural weapons grows more dangerous.

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose either your claws or you bite. The damage for this natural weapon increases one step, as if your size had increased by one category. Claws that inflict 1d4 damage now inflict 1d6, while a bite that inflicts 1d6 damage now inflicts 1d8.

Special: You can take this feat multiple times. Each time you take this feat, you must select a different natural attack.

Improved Natural Healing

You recover from wounds and injury faster than normal.

Prerequisite: Base Fortitude save bonus +5.

Benefit: You recover 2 hit points per character level per rest period (8 hours of sleep). If you undergo complete bed rest (doing nothing for the entire day), you recover 4 hit points per character level per day. Ability damage returns at 2 points for resting 8 hours, or 4 points per day with complete bed rest.

Normal: Normal natural healing is 1 hit point per character level for 8 hours rest, or 2 hit points per character level per day for complete bed rest. Ability damage returns at 1 point for 8 hours rest, or 2 points per day with complete bed rest.

Rend

You can rend your opponents asunder with your claws.

Prerequisite: Werewolf, +4 base attack bonus

Benefit: When you hit with both claw attacks on the same target, you latch onto your opponent's body and tear at their flesh. You automatically deal 1d4 + ½ your Strength modifier, plus 1 additional point for every five character levels you possess.

Savage Bite

Your sharp fangs can rend opponents with great efficiency.

Prerequisites: Werewolf, +6 base attack bonus

Benefit: Your bite attack now has a critical hit multiplier of x3.

Son of the Moon

Your connection to the moon gives you great strength, but also clouds your judgment.

Prerequisite: Werewolf.

Benefit: When under the open night sky with a visible moon, you gain a +2 enhancement bonus to your Strength and Constitution scores but suffer a –2 penalty to your Intelligence and Wisdom.

Thick Hide

You grow a thick hide that is resistant to damage while in the grip of your lycanthropic transformation

Prerequisite: Werewolf

Benefit: You gain a +2 natural armor bonus to defense while in Werewolf form.

Werewolf Plus

Supernatural blessings coupled with your drive to excel enable you to progress faster toward becoming a deadly lycanthropic creature.

Prerequisite: Werewolf

Benefit: You gain a talent from the Werewolf Racial Hero's talent trees. The talent must be selected from the following list and you must meet all the prerequisites of a talent to select it.

Damage Reduction 5/Silver, Damage Reduction 10/Silver, Regenerative Transformation, Large Hybrid, Intimidating Gaze, Scent

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different talent.

When using the infectious lycanthropy optional rules, the Control Lycanthropy talent should be added to the prerequisites to this feat.

New Equipment

The presence of lycanthropic creatures in the campaign can have a significant impact on the types of weaponry and technology that is used. Unlike the horror tales of the past, protagonists in gothic-action stories carry around clips of silver bullets and other equipment specially created to deal with supernatural menaces.

Silver Ammunition

Silver ammunition is useful for dealing with werewolves and other supernatural creatures. Silvered ammunition deals lethal damage to regular targets and bypasses the damage reduction of any creature that is vulnerable to silver.

Unless werewolves are a publicly recognized and widespread problem in a campaign, it is rarely available through commercial channels. Most silver ammunition is handcrafted, with each bullet requiring a Craft (mechanical) check (DC 12).

Characters working for organizations dedicated to hunting supernatural menaces may be able to acquire boxes of silver ammunition through specialists or requisition them from their employer. In such cases, silver ammunition increases the DC needed to purchase ammunition for the firearm by +6.

Silver Nitrate Ammunition

This ammunition is a hollow dart filled with liquid silver nitrate. It's used to deliver silver directly to the bloodstream, and is especially effective against targets that have no resistance against silver weaponry.

If a silver nitrate bullet hits a werewolf or any creature with a vulnerability to silver, the liquid seeps into the blood stream. The silver acts as a poison with a save DC of 15 that inflicts 1d4 points of Constitution damage as both its initial and secondary damage.

Although effective against werewolves and similar creatures, silver nitrate ammunition reduces the damage dealt by 1 die if used against targets that is wearing any sort of armor or has a natural armor bonus of +2 or higher.

Like silver ammunition, silver nitrate shells are rare and only available through specialist channels. Buying silver nitrate ammunition for a firearm increases the purchase DC by +10. Silver nitrate ammunition can only be purchased for pistols and sub-machine guns.
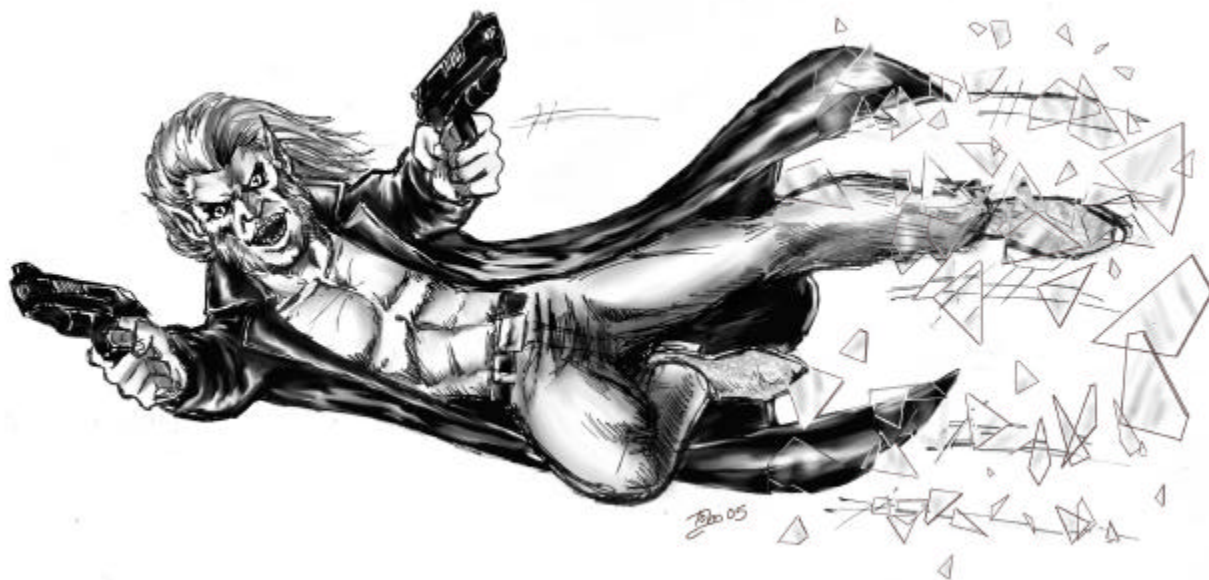
Werewolf hero Base Class

Unlike human heroes, werewolves have the option of taking racial hero levels alongside the other base classes. These levels represent the hero's mastery of his own developing natural abilities and talents, learning to control their inner animal.

This option also serves as a means of maintaining a sense of game balance between the werewolves and members of other races – while a werewolf that possesses damage reduction and the ability to track by scent is too powerful when compared to normal humans, these abilities are far more balanced when acquired by a higher level character.

Werewolf racial heroes use their bestial nature and transformations to their best advantage. Taking levels in this class demonstrates a stronger connection to the power of lycanthropic blood, and a greater control over the animal power gained when a werewolf changes form. Werewolf heroes become terrifying hand-to-hand combatants, but also develop heightened awareness that separates them from normal humans.

A werewolf racial hero may be a werewolf that grew up in the wild, or one that has chosen to revel in their animal nature. He might have been raised by other werewolves, taught to control his inner nature in order to live in urban areas. He could be a savage warrior, a bestial powerhouse, or a master of quiet restraint and self-control.

While the werewolf racial class can be used to represent typical members of the species that haven't taken levels in a hero class, it is important to remember that not all werewolves take racial levels.

Game Rule Information
Werewolf racial levels have the following game statistics.

Hit Dice
Werewolf gain 1d8 hit points per level. The characters Constitution modifier applies. A 1st-level Werewolf receives hit points equal to 8 + his or her Constitution modifier.

Action Points
Werewolf gain a number of action points equal to 5 + one-half their class level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills
The Werewolf class skills, and the key ability for each skill, are as follows: Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis).

Skill Points at 1st level: (2 + Intelligence Bonus) x4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+0	Talent	+1	+0
2nd	+1	+2	+0	+0	Feat	+2	+0
3rd	+2	+2	+1	+1	Talent	+2	+1
4th	+3	+2	+1	+1	Feat	+3	+1
5th	+3	+3	+1	+1	Talent	+3	+1
6th	+4	+3	+2	+2	Feat	+3	+2
7th	+5	+4	+2	+2	Talent	+4	+2
8th	+6/+1	+4	+2	+2	Feat	+4	+2
9th	+6/+1	+4	+3	+3	Talent	+5	+3
10th	+7/+2	+5	+3	+3	Feat	+5	+3

Skill points at Each Additional Level: 2 + Intelligence Bonus

Starting Feats

In addition to the feat all Werewolves start with at 1st level, a Werewolf hero begins play with the Simple Weapon Proficiency feat.

Class Features

All of the following are class features of the Werewolf hero.

Talents

At 1st, 3rd, 5th, 7t and 9th level, the Werewolf hero selects a talent from the following talent trees. Some talents have a set order that must be followed, while others provide a list to choose from. As long as the hero meets all the prerequisites, he can select freely from any and all talents available. No talent can be selected more than once unless expressly indicated.

Beginning Talents: A 1st-level Werewolf Hero can choose from Greater Lycanthrope or any of the talents on the Inner Beast talent tree.

Greater Lycanthrope Talent Tree

The Werewolf Hero possesses a stronger understanding of his lycanthropic nature, and his understanding of his inner beast makes him stronger and faster than other werewolves while in his hybrid form.

Greater Lycanthrope: The Werewolf's lycanthropic hybrid form is stronger and faster than others of his race. He now gets a +4 bonus to Strength instead of the usual +2, a +2 natural armor bonus to defense, and grows fangs that can be used as a natural weapon in addition to his claws. The fangs deal 1d6 points of damage (plus an additional +1 for every five character levels he possesses) on a successful bite attack.

The duration of the werewolf's alternate form racial ability increases by +1 for every level he possesses in the Werewolf racial hero class.

Regenerative Transformation: When you finish a lycanthropic transformation and return to your human form, you immediately heal a number of hit points equal to your character level. This benefit does not occur if you die.

Prerequisite: Greater Lycanthrope.

Large Hybrid: The Werewolf hero's hybrid form looms at nearly eight feet in height. Whenever the werewolf hero is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts) he is treated as one size larger when it is advantageous to him. He is also considered to be one size larger when determining whether special attacks based on size (such as improved grab or swallow whole) can affect him. He can use weapons designed for a creature one size larger without penalty (for example, a medium-size werewolf hero with this ability can wield a large weapon one-handed while in his hybrid form). This talent does not change the werewolf's face or reach.

Prerequisite: Greater Lycanthrope, Regenerative Transformation

Hybrid Damage Reduction Talent Tree

The Werewolf hero has the ability to ignore a set amount of damage from most weapons, but not from energy, special attack forms or weapons made from pure silver. Before the hero can select a talent from this tree he must have previously selected at least one talent from the Greater Lycanthrope Talent Tree.

Damage Reduction 5/Silver: The Werewolf hero ignores 5 points of damage from melee and ranged weapons while in his hybrid form, but takes full damage from weapons crafted from pure silver.

Prerequisite: Greater Lycanthrope, Regenerative Transformation

Damage Reduction 10/Silver: The werewolf hero ignores 10 points of damage from melee and ranged weapons while in his hybrid form, but takes full damage from weapons crafted of pure silver.

Prerequisite: One other talent from the Greater Lycanthrope Talent Tree, Damage Reduction 5/Silver

Damage Reduction 15/Silver: The Werewolf hero ignores 15 points of damage from melee and

ranged weapons while in his hybrid form but takes full damage from weapons crafted from pure silver.

Prerequisite: One other talent from the Greater Lycanthrope Talent Tree, Damage Reduction 10/Silver.

Inner Beast Talent Tree

The werewolf hero's inner beast is always lurking below the surface, and he learns to draw strength from it even when he is not in his hybrid form.

Intimidating Gaze: The Werewolf hero's inner beast is visible through his eyes, giving him a savage stare that intimidates others. With this talent, he applies his Werewolf hero level as a bonus on his Intimidate checks.

Unnatural Metabolism: The supernatural force of lycanthropy keeps the Werewolf from aging normally and protects him from many of life's lesser constraints. He ages only one year for every (Constitution modifier x 10, minimum 10) years, can hold his breath for five times the normal period for a person of his Constitution, needs only one meal a week, and is immune to allergies and natural poisons and diseases. Alcohol and most other drugs have no effect on him; he cannot get drunk, stoned, or otherwise intoxicated by non-magical means.

Scent: The Werewolf hero possesses the wolf's keen sense of smell, even when he is in human form. This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take a move or attack action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level the Werewolf hero gains a bonus feat. This feat must be selected from the following feat list, and the Werewolf hero must meet any prerequisites.

Alertness, Animal Affinity, Combat Reflexes, Endurance, Ferocious Assault, Frightful Presence, Heroic Surge, Hide of the Wolf, Improved Natural Attack, Improved Natural Healing, Rend, Run, Savage Bite, Thick Hide, Toughness.

Optional Rules

Option 1: Infected Lycanthropes

The rules presented here assume that lycanthropy cannot be transmitted. Instead lycanthropes are a race unto themselves, separate from humanity and lurking in the shadows to avoid drawing attention to themselves. Although this strays a little from the classic archetype of the werewolf, it provides the necessary balance that allows characters to play a werewolf character from first level without the added complication of making endless saving throws for the opponents the PC werewolf fights.

If you would prefer to use these rules to replicate the classic werewolf archetype, anyone who suffers damage from a werewolf's bite attack must make a Fortitude Save (DC 15) or contract lycanthropy.

When a character contracts lycanthropy through a werewolf's attack, no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes a hybrid form and becomes a ravenous beast, forgetting his or her own identity. The character remains in hybrid form until dawn and remembers nothing about the incident.

Characters transformed into a lycanthrope can only make an involuntary transformation on the night of the full moon, and the base DC needed to recover from going berserk is raised to 30.

Infected lycanthropes cannot control their transformations, nor can they willingly adopt their hybrid form when no full moon is visible. A character that wishes to control and utilize their lycanthropic abilities without the presence of the full moon must take levels in the Werewolf Hero base class, and they must take the Control Lycanthropy talent introduced below as their beginning talent.

Curing Transmitted Lycanthropy

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within an hour of a lycanthrope's attack can attempt a Fortitude save (DC 20) to shake off the affliction. If someone with ranks in the Treat Injury skill administers the herb, use the character's saving throw or the healer's Treat Injury check, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

Fresh or not, belladonna is toxic. A character consuming the herb must succeed on a Fortitude save (DC 13) or take initial damage of 1d6 points of temporary Strength. One minute later, the character must succeed on a second save (same DC) or take an additional 2d6 points of temporary Strength damage.

The only other way to remove the curse of lycanthropy is to cast remove curse or break enchantment on the character during one of the three days of the full moon. After receiving the spell, the character must succeed on a Will save (DC 20) to break the curse (the caster knows whether the spell works). Otherwise, the process must be repeated. Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect.

Only afflicted lycanthropes can be cured of lycanthropy. Natural lycanthropy cannot be cured.

New Werewolf Class Talent: Control Lycanthropy

Control Lycanthropy: The newly transformed werewolf hero learns to control his inner beast. He gains all the benefits of the werewolf's alternate form racial ability, as well as developing low-light vision.

Prerequisite: None.

Option 2: Skill-Based Transformations

The level based limit to the number of times a werewolf can assume its hybrid form may seem

limiting, but becomes necessary when ensuring the werewolf is balanced with other player character species. If you are comfortable putting a little extra power in the hands of the werewolf player, you can instead allow them to exercise more control their transformations by basing it on a skill check instead.

Note that this option places the player in total control over their transformation, allowing relatively skilled PCs to walk around in their hybrid forms for as long as they wish. In these situations, the GM may wish to add a number of additional triggers that will cause the character to assume their hybrid form involuntarily. Suggested triggers include being challenged in combat, feeling strong emotions such as lust or anger, or exposure to other supernatural creatures.

New Skill: Control Shape (Wis)
Trained Only

Any werewolf character who is aware of his or her racial heritage can learn Control Shape as a class skill. This determines whether the afflicted werewolf can voluntarily control his shape.

Check: The afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming their hybrid form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his or her hit point total to three-quarters of its full normal value and again after each additional one-quarter lost (save DC same as for full moon).

Task	DC
Resist involuntary change	30
Return to humanoid form (full moon [1])	30
Return to humanoid form (not full moon)	20
Voluntary change (full moon)	10
Voluntary change (not full moon)	15

[1] For game purposes, the full moon lasts three days every month.

Try Again?: Check for an involuntary change once each time a triggering event occurs. On a failed check to return to humanoid form (see below), the character must remain in animal or hybrid form until the next dawn, when he or she automatically returns to humanoid form.

Special: A character can take 10, but cannot take 20.

When returning to normal form after an involuntary change, the character attempts a Wisdom check (DC 15) to realize what has happened. If the check succeeds, the character becomes aware of the affliction and can now voluntarily attempt to change to animal or hybrid form, using the appropriate DC. An attempt is a standard action and can be made each round.

An afflicted character who is aware of his or her condition can also try to return to humanoid from after assuming animal or hybrid form, using the appropriate DC. Only one attempt is allowed, however, as described above.

Time: Attempting to control one's shape is a full-round action.

Option Three: Wolf-kin
Shadowtouched

If you would prefer to use the werewolves introduced in the core rules but still want the option of lycanthropic PCs in your game, then the rules presented here can be used to represent a new type of shadowtouched that have inherited a small fraction of the true werewolf's supernatural power. They are the legacy of a previous incursion by shadowkind into the mundane world, the ancestors of mundane humans that unwittingly bred with werewolves in their human form.

In times when magic was weak, their powers remained dormant and they appeared to be just like any other mortal. Upon the return of magic through whatever supernatural veil kept it hidden, a number of seemingly ordinary people started to discover the power of their heritage and banded together for their own survival. They became the Wolf-kin, a shadowtouched race that serves as a bridge between humanity and the shadow races.