

LYCAN RACE

D&D 5TH EDITION

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Credit: Unknown

If Tieflings are a rarity, Lycans are nearly unheard of. They're so rare that some people don't even believe they exist. In reality, Lycans are the result of illegal magical and alchemical experimentation on Werewolves.

In the distant past, a powerful sorcerer's daughter was bitten by a werewolf. The sorcerer, in an effort to save his daughter from the Lycan Curse, performed many illegal experiments involving ancient magic and alchemical potions. While he was successful in freeing her mind from the Curse, his experiments forced her body to become a permanent hybrid of human and werewolf. In fear and shame, she fled into the forest with the few other werewolves that her father had freed. They found a spot deep inside the forest where few people ever went and started their own small village in the wild, taking the name Lycan.

In the centuries since, Lycans have become more numerous, but no easier to find. They tend to keep to themselves, and are so rarely seen by the general populace that some people don't believe they exist at all. When a Lycan does venture away from their home, they are often met with distrust and sometimes open hostility, for fear of the ancient Curse that still flows in their veins. Most people don't realize that the magic which freed their minds also prevents them from transmitting the Curse to anyone other than their own offspring.

Lycan can speak in their hybrid form, though it is a rough, guttural speech and can be grating on races that typically have more elegant languages, such as Elves.

Modern Lycans have learned how to focus their will and transform into their ancient ancestors human form for a short time. However, even in human form, they still show signs of their bestial heritage. Often retaining subtle markings around their eyes, or pointed teeth. Some rarely, if ever, use their Human form, preferring instead to be honest and show their true nature. Others, however, fear the backlash that might occur if they were seen in their true hybrid form. Most Lycans tend towards the martial, and many of them follow the path of the Barbarian, Fighter, and Rogue. However, their magical heritage does draw some to the sorcerous and druidic arts as well. Lycan Clerics, Paladins, and Warlocks are exceedingly rare, but not unheard of.

The personality of the Lycan is as varied as that of their human ancestors. Many can be brutish bullies or cunning tricksters, but still others are kind and gracious. Like Half-Orcs, Lycans who wish to fit in to society will find creative ways to do so. Some try to intimidate their way through life, while others wish to show people that Lycans can be gentle.

When a young Lycan comes of age (about age 19-20), the pack requires them to go through a Rite of Passage. These Rites can be virtually anything, though they usually involve something that requires the Lycan to put both his body and mind to the test. Though few, some Lycans enjoy the Rite so much that they seek additional adventures, and may join an adventuring party. Work with your DM to create a suitable Rite of Passage for your character. Alternatively, your first adventure can function as your Rite of Passage, so long as you return to your pack for at least 5 days after it is over.

ABILITY SCORE IMPROVEMENT:

+2 Str **or** +2 Dex

AGE:

Lycan cubs mature at about the same rate as humans, reaching adulthood around age 20. However, because of the magical origin of the Lycan, they age more slowly, and can live around 200 years.

ALIGNMENT:

Given their wild nature, Lycans are generally chaotic. However, unlike their werewolf brethren, they have no innate tendency towards evil.

SIZE:

Lycans are Medium. Males are often well over 6 feet tall, and bulky, weighing between 260-300 pounds. Female Lycan are somewhat smaller, being just under 6 feet tall, and between 180-210 pounds.

SPEED:

Your base walking speed is 30 feet

TWO FORMS:

Each day, for a number of hours equal to half your total levels, rounded down, you can assume the form of a human. These hours need not be consecutive. Entering combat (i.e. rolling initiative) immediately reverts you back to your Lycan form with no penalty.

DARKVISION:

Accustomed to dark forests, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

RAPID REGENERATION:

When you roll a hit die during a short rest, you may roll twice and use either result.

UNNATURAL FORTITUDE:

When you take damage that would not reduce you to zero or fewer Hit Points, and you are conscious, you may use your reaction to immediately heal for half the damage received, rounded down. You may not use this feature if the damage was dealt by a silvered weapon. Once you use this feature you may not use it again until you have completed a long rest.

FEAR OF SILVER:

You have vulnerability to damage dealt by silvered weapons. If you have resistance to weapon damage via any source, such as the Barbarian's Rage, you simply take normal damage from silvered weapons while under the effects of that feature.

BESTIAL FURY:

Lycans in their natural (hybrid) form can attack with their claws and mouth as if armed. You are proficient in these attacks, and they are considered weapon attacks with the light and finesse property. The claw attack deals 1d4 slashing damage, and the Bite attack deals 1d6 piercing damage. Due to the magical nature of your origin, your claw and bite attacks are considered magical. Claw attacks cannot be used while holding any item, including weapons and shields.

IMMUNITY:

As they are already infected, Lycan are immune to the curse of all Were-Creatures. Also, they cannot transmit the Lycanthropy Curse to anyone except their own offspring.

LANGUAGES:

You know Common.

SUB-RACES:

BLOODFANG

Your progenitors were some of the most vicious, brutal alphas in your packs history. In your cursed blood still flows the incessant need to prove yourself in combat.

ABILITY SCORE IMPROVEMENT:

+1 CHA

ALPHA PROWESS:

Gain proficiency in the Intimidation skill.

OLD DOG:

You may choose to gain advantage on any Grapple or Shove roll, either when attacking or defending. Once you use this feature, you can't use it again until you've had a short rest.

GHOSTFANG

Your progenitors were accomplished pack hunters who harried their prey for hours on end. Even now, you sometimes awaken at night in a cold sweat, with the burning desire to set out and simply run until you drop.

ABILITY SCORE IMPROVEMENT:

+1 WIS

WILD CUNNING:

Gain proficiency in the Perception skill

THIS IS NOTHING:

When you would suffer a level of exhaustion you may choose not to. Once you use this ability you may not use it again until you have had a long rest and have no levels of exhaustion.