

WERE-TOUCHED

You're a were-touched, the stabilized species descended from various crossbred lycanthropes and humans. Your appearance is that of a human with strong animalistic features. Most of your kind have broadened flat noses, enlarged fang-like teeth, large yellow eyes, and pointed tufted ears. The hair on the head is usually heavy and thick and excessive body hair, including sideburns, shoulder, back and chest hair are generally present on both males and females. Skin and hair tones are often shades of brown, though some colors (and patterns) from the were-touched's ancestry can also be expressed.

Physically you are likely to be lithe and strong. Some were-touched have a slender whipcord physique while others have a more muscle-bound appearance. Were-touched often express their animalistic heritage by assuming a crouched posture and springing and leaping along the ground instead of walking upright, especially when excited, surprised, or frightened.

Your people typically live in tribes, although many live among humans and other races in cities with a predominately "frontier" or "border town" feel. Generally, the feral lycanthropic side of your ancestry makes you uncomfortable in built up, urban areas.

Common Personality Traits: Angry, curious, savage, stubborn, wild

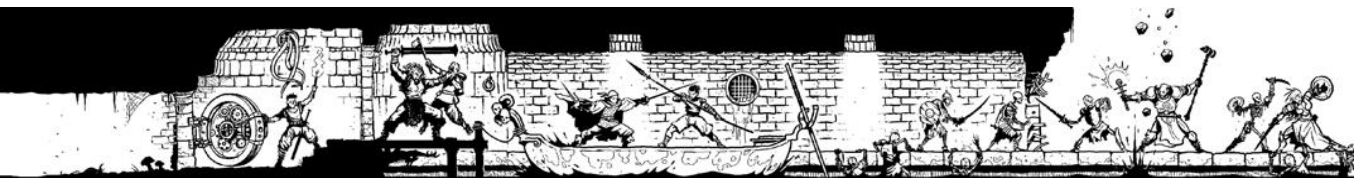
Common Physical Traits: Sharp teeth, claws, strong legs, tail, feline eyes

Example Names: Briar, Donnon, Jalk, Red, Terri

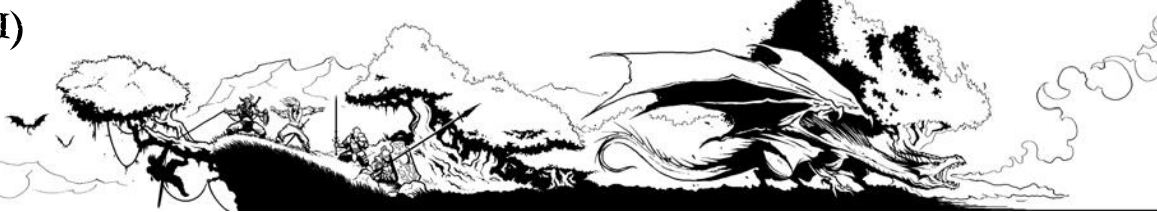
Splinter Race Feats: The various lycanthropic ancestor bloodlines do not express themselves as splinter races. Instead, the chosen Beast-marked stance represents your most dominant bloodline. The stabilization of were-touched as a species also means that most (if not all) types of lycanthrope are in your ancestral background somewhere, so that means that you don't necessarily favor or identify with any one lycanthropic archetype. The most likely or dominate ancestor lycanthrope for each beast-marked bloodline is as follows: Beasthide (Were-bear), Cliffwalker (Were-rat), Dreamsight (Were-fox), Gorebrute (Were-boar), Longstride (Were-panther), Longtooth (Were-wolf), Razorclaw (Were-tiger), Swiftwing (Were-bat), Truedive (Were-seal) and Wildhunt (Were-hound).

Type: Medium Biped Folk with a reach of 1. Your maximum wounds equal your Constitution score.

- **Attribute Modifier:** +2 Dexterity, -2 Intelligence
- **Base Speed:** 40 ft.
- **Adaptable Diet:** You gain a +4 bonus to Forage checks for yourself or others with adaptable diet.
- **Beast-Marked:** Choose one of the Beast-marked stances from the sidebar table on the next page. You may enter this stance a number of times per scene equal to your starting action dice. When you enter this stance you recover vitality equal to the number of Species feats you have. When you leave this stance you become *fatigued*.



WERE-TOUCHED (LTI) (SPECIES)



- *Darkvision I*: You gain the *Darkvision I* NPC quality, ignoring the effects of dim and faint lighting.
- *Enlightened Athletics*: Your maximum Athletics ranks increases to your Career Level +5. Only the highest bonus from any single enlightened skill may apply to each skill.
- *Repulsive Habits*: You suffer a -2 penalty to Appearance (see *Fantasy Craft*, page 153).

NEW ROGUE TEMPLATE

WERE-TOUCHED (+4 XP):

Benefit: The NPC's Base Speed increases by +10 ft., gains the Adaptable Diet and Beast-Marked abilities and *Darkvision I*.

NEW SPECIES FEATS

The following new Species feats expand the abilities of were-touched in any campaign containing them as a character option.

BEAST-MARKED AGILITY

You're hard to pin down.

Prerequisites: Were-touched, Beast-marked stance (Cliffwalker, Longstride, or Swiftwing)

Benefit: While in a beast-marked stance you gain a +2 dodge bonus to defense and a +2 bonus to reflex saves.

BEAST-MARKED DEFENSE

Your heritage shows in both your strengths and weaknesses.

Prerequisites: Were-touched

Benefit: While in a beast-marked stance you gain DR 3/silver.

BEAST-MARKED ELITE

Your mastery of the Beast-mark is most impressive.

Prerequisites: Were-touched

Benefit: You gain additional benefits while in a beast-marked stance.

- *Beasthide*: Your thick hide increases to 5.
- *Cliffwalker*: Your climb speed increases by +20 ft.
- *Dreamsight*: You gain a +4 bonus on Notice checks and can see invisible characters normally.
- *Gorebrute*: Your Strength rises by an additional 1 and your Gore gains the massive quality. You are still able to make these attacks even if your Strength is less than 15.
- *Longstride*: You gain an additional +20 ft. to your base speed.
- *Longtooth*: Your Strength rises by an additional 1 and your Bite also causes 1 point of Constitution damage. This cannot reduce an opponent's Constitution below 6.
- *Razorclaw*: Your Strength rises by an additional 1 and once per round you may re-roll a failed claw attack check.
- *Swiftwing*: Your winged flight speed increases by +10 ft. You may now hold objects in your hands and ready weapons while flying.



BEAST-MARKED STANCES

- *Beasthide (Beast-Marked Stance)*: Your Constitution rises by 1 and you gain *thick hide 3*.
- *Cliffwalker (Beast-Marked Stance)*: Your Dexterity rises by 1 and you gain climb speed +20 ft.
- *Dreamsight (Beast-Marked Stance)*: Your Wisdom rises by 1 and you may speak with all animals.
- *Gorebrute (Beast-Marked Stance)*: Your Strength rises by 1 and you gain a *Gore III* attack.
- *Longstride (Beast-Marked Stance)*: Your Dexterity rises by 1 and you gain +20 ft. to your base speed.
- *Longtooth (Beast-Marked Stance)*: Your Strength rises by 1 and you gain a *Bite III* attack.
- *Razorclaw (Beast-Marked Stance)*: Your Strength rises by 1 and you gain a *Claw III* attack.
- *Swiftwing (Beast-Marked Stance)*: Your Dexterity rises by 1 and you gain winged flight speed 20 ft. However, you cannot use your hands or ready weapons while flying.
- *Truedive (Beast-Marked Stance)*: Your Constitution rises by 1, you may hold your breath an additional 5 minutes, and you gain swim speed 30 ft.
- *Wildhunt (Beast-Marked Stance)*: Your Constitution rises by 1 and you gain *bloodhound* and a +2 bonus to Survival checks.



- *Truedive*: Your swim speed increases by +10 ft. You ignore penalties to melee attacks from being underwater.
- *Wildhunt*: You cannot be *blinded* while in this stance.

BEAST-MARKED FEROCITY

You fight like a lunatic!

Prerequisites: Were-touched

Benefit: While in a beast-marked stance you ignore penalties from *fatigue*. When you leave a beast-marked stance you may recover wounds equal to the number of Species feats you have.

BEAST-MARKED SAVAGERY

Red in tooth and claw is just the beginning.

Prerequisites: Were-touched, Beast-marked stance (Gorebrute, Longtooth, or Razorclaw)

Benefit: While in a beast-marked stance your natural attacks gain *keen 8* and your action die cost to activate critical hits with natural attacks is reduced by 1 (minimum 0).

BEAST-MARKED STAMINA

You're ready to keep this up until the moon sets and the sun rises.



Prerequisites: Were-touched, Beast-marked stance (Beasthide, Truedive, or Wildhunt)

Benefit: Your Constitution rises by 1. While in a beast-marked stance you gain Subdual Resistance 4 and you may spend a half action to return to normal stance without becoming fatigued.

TWICE-MARKED BEAST

Your transformations are quite dramatic.

Prerequisites: Were-touched, Beast-Marked Elite

Benefit: You gain a second beast-marked stance of your choice. While you are in a beast-marked stance, once per round you may change to your other beast-marked stance as a free action. This does not trigger any entering or leaving stance effects and does not count against the number of times you may enter a beast-marked stance per scene.

RACIAL ARMOR AND WEAPON UPGRADES

The following craftsmanship upgrades follow the same parameters as those in Fantasy Craft (see *Fantasy Craft*, pages 184-186) – namely that of a racial construction/craftsmanship upgrade for the were-touched race.



ARMOR UPGRADE DESCRIPTIONS

Were-touched: Were-touched armor often has additional coverlets, flaps, capes and hoods than conceal and causes opponents to second guess the wearer's actions.

WEAPON UPGRADE DESCRIPTIONS

Were-touched: Everybody knows that a predator is most dangerous when you corner it. Were-touched weapons have a natural balance and that is very useful for instinctive strikes while cornered or off-balance.

NEW MASTER CLASSES

There is one new master class that accompanies the addition of were-touched as a playable race to a campaign.

LEGENDARY WERE-TOUCHED (MASTER)

Those touched by the blood of lycanthropes sometimes come to forge a closer bond with their gifts and with the lunar cycles that lurk behind them.

Depending on your campaign, a Legendary Were-touched could be...

- A free spirited wanderer who travels the world in both his forms, always looking to the next horizon
- The immovable defender of his chosen home, a living bulwark behind which the meek find shelter
- A frightful predator whose name is a curse by the light of day and a whimper in the cold hours of the night
- A wise savant of the Were-touched tribes known for his deep connection to the starry skies
- A fierce gladiator who needs no crafted arms to make his contribution to the blood-soaked sands

Party Role: Specialist/Wildcard. As a Legendary Were-touched advances he becomes more resistant to the world's dangers, but mostly he becomes more adept at the things he could do before entering the class.

CLASS FEATURES

Requirements: Were-touched, Beast-Marked Elite, Survival 10+ ranks

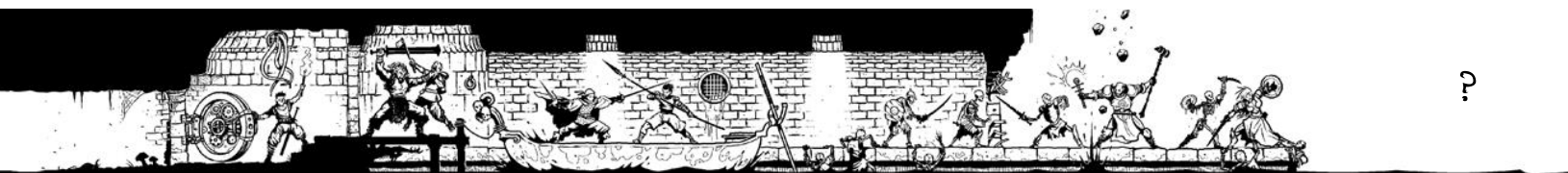
Favored Attributes: Varies by your Beast-mark.

Table X.X: Armor Upgrades (Craftsmanship)

Name	DR	Effect	DP	ACP	Speed	Disguise	Const	Comp	Weight	Era	Cost
Were-touched	—	+2 gear bonus to Distract	—	—	—	—	—	+2	—	Primitive	+50%

Table X.X: Weapon Upgrades (Craftsmanship)

Name	Effect	Const	Comp	Weight	Era	Cost
Were-touched	Grants Turn the Tables trick (see <i>Adventure Companion</i> page 142)	—	—	—	Primitive	+100%



WERE-TOUCHED (LTI) (SPECIES)

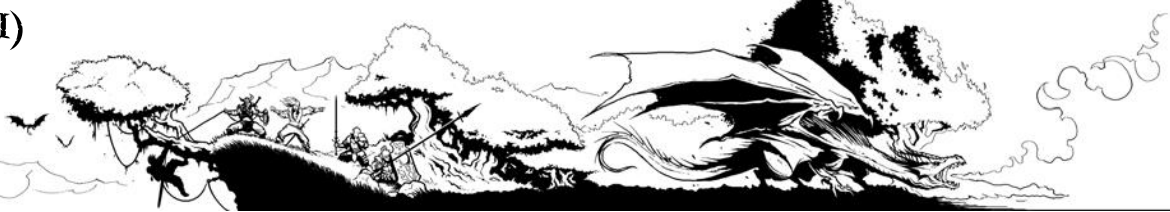


Table X.X: Legendary Were-touched

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+1	+1	+0	+1	+2	+1	+1	Altered beast, bonus feat
2	+1	+2	+2	+0	+1	+3	+2	+2	The bite of silver
3	+2	+2	+2	+1	+2	+4	+2	+3	Integration I
4	+3	+2	+2	+1	+2	+5	+2	+3	Bonus feat, living legend
5	+3	+3	+3	+1	+3	+5	+3	+4	Moon-soul

Class Skills: Acrobatics, Athletics, Intimidate, Notice, Search, Survival

Continuity: At Level 1, choose 2 skills that are class skills for any of your other classes. These become Legendary Were-Touched class skills for you.

Skill Points: 4 + Int modifier per level

Vitality: 12 + Con modifier per level

CLASS ABILITIES

Altered Beast: At Level 1, while you are in a Beast-marked stance the attribute bonus provided by the stance increases by 1. Further, you may remain in Beast-marked stances even if you are prone or *sprawled*.

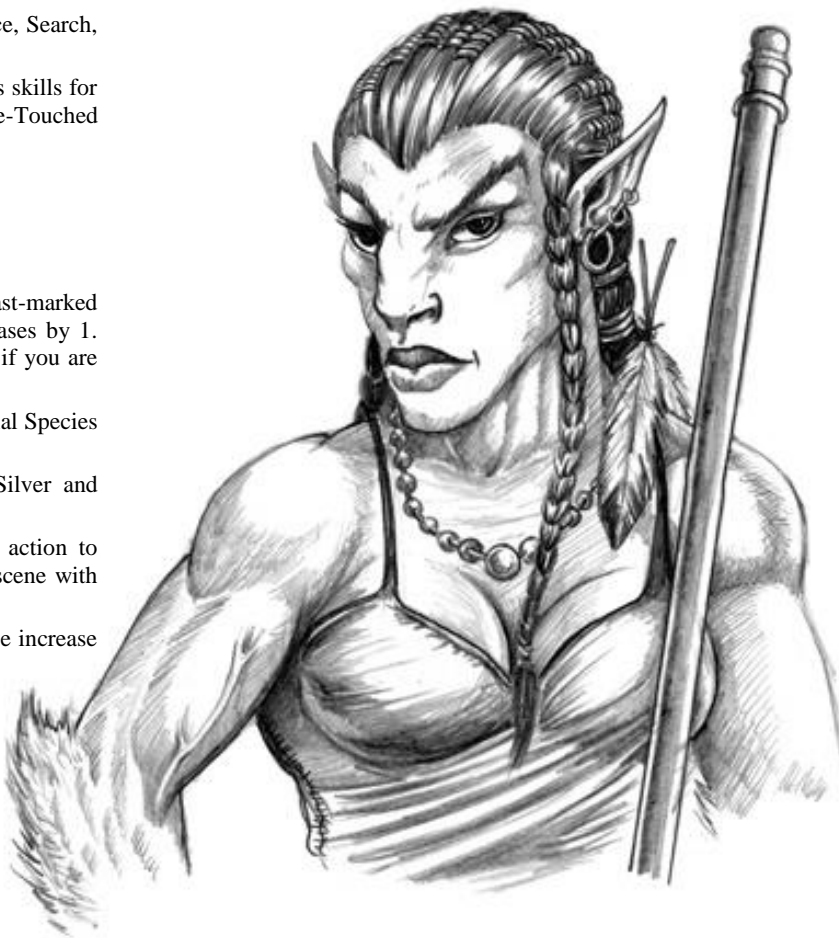
Bonus Feat: At Levels 1 and 4, you gain an additional Species or Terrain feat.

The Bite of Silver: At level 2, you gain DR 3/Silver and *Achilles' heel (silver)* at all times.

Integration I: At Level 3, you may spend a full action to recover 1 wound and 1 vitality point. You begin each scene with your full wounds and vitality points.

Living Legend: At Level 4, your starting action dice increase by 1.

Moon-soul: At Level 5, when you enter a beast-marked stance you may choose to increase your Size category by 1 while in a Beast-marked stance (Typically to large). Further, you may enter a Beast-touched stance as a free action any number of times per scene. Doing so does not trigger any entering stance effects or count against the number of time per scene you may enter a Beast-marked stance.



NPC CLASS ABILITIES

The following new class abilities from the Legendary Were-touched master class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Altered beast	2
Integration I (Special Character Only)	4
Moon-soul	5

Race, Feats, and Master Class by Morgenstern. Craftsmanship by Big Jim. Art by Darren Calvert.

