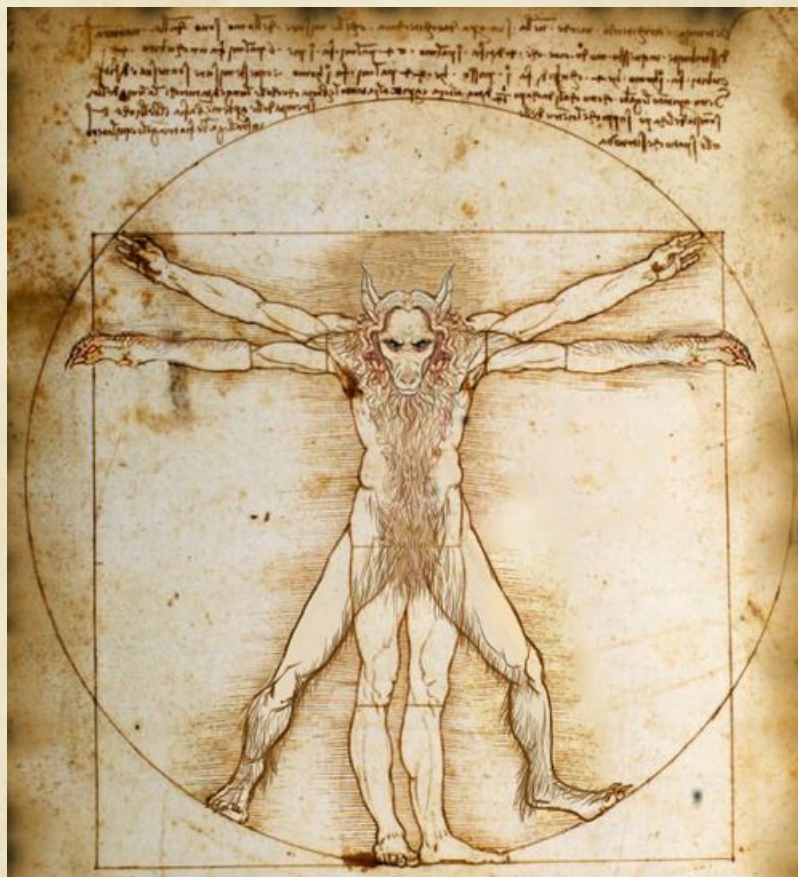


THE LYCANTHROPE / WEREWOLF

CLASS FOR DUNGEONS AND DRAGONS 5TH EDITION
Version 2.0





LYCANTHROPE

You hear the agonizing yelling of your friend beside you. They are on the ground pulling at their chest and face as if they are tearing off flesh itself. Trembling, you see them transform into a humanoid canine before your very eyes. They look to you, and then look towards the group of bandits who thought you would be easy prey, the tides have turned as your friend now starts biting and tearing them into shreds as they scream in fear running.

You have been tracking a beast who has been terrorizing a town for some time. You and your compatriots look to you, as you keenly smell the trails of blood when you wounded your bestial foe. With your teammates beside you, you begin in a full sprint as the scent is so close you can taste it. The hunt is on.

Even if at one point a Werewolf was once a simple farmer or a noble king, their lives are now changed forever, their paths are twisted bordering between beast and human.

The Lycanthrope is a terrifying as well as empowered individual, who has taken on the burden of transformation to enact their will consciously or subconsciously. Will the animal in each Lycanthrope have the final say? or will the human become the arbiter of something greater?

CURSED ADHERENTS

The Lycanthrope which are also known as a Werewolf are individuals who have undergone a cursed transformation. Not much is known of the curse, although it has been known throughout the ages to be a form of disease contracted by another with the curse. The now more commonly known werewolf, undergo painful shifting at times such as the full moon or nightly cycle, which then morphs their body into a canine-like visage resembling both man and beast. There are various forms of which the Lycanthrope can attain their curse, whether it is through bloodline or bite during a confrontation with one.

CHANGE OF DESTINY

Those now with the curse, comes the change to each of their lives irrevocably. You will find many Lycans torn away from their past life, figuring out what to do next with what they have been given. You may find them searching for more like themselves, or becoming solitary hunters as well as the possibilities of the individual becoming truly maddened. Regardless of the past, what has now come to fruition will be addressed regardless of the individuals will. Truly those who find a Lycanthrope may be shocked, but all may not be lost, depending on the one they find, and depending upon the process which was taken.

CREATING A LYCANTHROPE

When you make a Lycanthrope, there are important things to consider; was your lycanthrope a poor farmer who happened to run into the wrong wolf? was he or she born into a powerful bloodline of lycanthrope? Are you deciding to embrace your powerful curse or to search to be rid of it once and for all? All you have left now is choices to be have good or evil moral standings with what light remains of your past self. Is it your goal to change those so you are not alone with your curse? Do you want to keep those from further being harmed by other lycanthropes? What is left for you is to overcome or embrace your inner beast.

THE LYCANTHROPE/ WEREWOLF

Level	Proficiency Bonus	Features	Transformations	Lycanthrope Boons	Claw Damage	Bite Damage
1st	+2	Werewolf/Lycanthrope Transformation, Burdens of the Cursed	2	0	1d4	1d6
2nd	+2	Lycanthrope Boons	2	2	1d4	1d6
3rd	+2	Vicious Critical, Heightened Senses	2	2	1d4	1d6
4th	+2	Ability Score Increase	2	2	1d4	1d6
5th	+3	Extra Attack	2	3	1d6	1d8
6th	+3	Extra Lycan Boon	2	4	1d6	1d8
7th	+3	Canine Leap, Cursed Claws	2	5	1d6	1d8
8th	+3	Ability Score Increase	3	5	1d6	1d8
9th	+4	Controlled Transformation	3	6	1d6	1d8
10th	+4	Quickened Transformation, Superior Willpower	3	6	1d6	1d8
11th	+4	Extra attack (x2)	3	6	1d6	1d10
12th	+4	Ability Score Increase, Lycan Regeneration, Symbiotic Regenerative Defence	3	7	1d6	1d10
13th	+5	Beastily Percision	3	8	1d6	1d10
14th	+5	Ability Score Improvement	4	8	1d6	1d10
15th	+5	One with the Inner Wolf	4	9	1d6	1d10
16th	+5	Ability Score Increase	4	9	1d6	1d10
17th	+6	Ravaging Strikes (Superior Critical), Howl of the Alpha Wolf	4	9	1d6	1d10
18th	+6	Embrace the Curse, Superior Lycan Regeneration, Alpha Wolf	Unlimited	10	1d6	1d12
19th	+6	Ability Score Improvement, Extra attack (x3)	Unlimited	10	1d6	1d12
20th	+6	Lycanthrope Demigod	Unlimited	10	1d6	1d12

CLASS FEATURES

As a Lycanthrope, you gain the following class features

HIT POINTS

Hit Dice: 1d12 per Lycanthrope level

Hit Points at first level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your

Constitution modifier per lycanthrope level after the 1st

PROFICIENCIES:

Armor: None

Weapons: Claw(s), Bite (During Transformation only), daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving throws: Strength, Constitution

Skills: Choose two skills from Intimidation, Survival, Perception, Athletics, Acrobatics, Animal Handling

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background.

- (a) a light crossbow and 20 bolts or (b) dagger or quarterstaff
- (a) a dungeoneer's pack or (b) an explorer's pack
- Starting Gold: 2d4 x 10

QUICK BUILD

You can make a Lycanthrope quickly by following these suggestions. First, put your highest ability score in Constitution, followed by Strength. Second choose the Outlander or Far Traveler background.

LYCANTHROPE TRANSFORMATION

As a Lycanthrope, you have the ability to transform into your Humanoid Wolf form willingly or unwillingly as an action.

While you are transformed, you gain benefits as well as receiving negative effects. These positive and negative effects will have their own descriptions separate from each other.

TRANSFORMATION BENEFITS

These are the notable benefits you will receive while you are transformed in your Lycanthrope form. Some effects may carry over to your primary form and will be stated promptly if they do.

- You gain the ability to willingly transform into a Werewolf. You can stay in transformation for a number of hours equal to half your lycanthrope level (rounded down, Minimum of One), and can do so twice per short/long rest. As you level in this class, you gain the ability to transform more times during these intervals. You regain all transformations after a short or long rest.
- You gain resistance to all bludgeoning, piercing and slashing damage
- **+1 to AC.** Your overall transformation **AC = 1 + 10 + Con. + Dex. (During Transformation only)** (This is known as **Unarmored Lycanthrope Hide**) The +1 to AC is only added during transformation as well as the Constitution modifier.
- You gain dark vision of up to 60 feet.
- You gain 10ft to your base movement speed during transformation
- Your climbing speed no longer costs extra movement due to your clawed hands and feet
- While in transformation, you have proficiency with your unarmed/ claw attacks, which use your strength modifier for every attack and damage roll(s).
- **Predatory Strikes:** When you use the Attack action with a claw attack or bite attack, you can make another claw attack as a bonus action. The bonus action for a claw attack **can only** be used after having used the attack action. The bonus action claw attack takes into account any damage increases including your Strength Modifier as well as any boons/stat increases from leveling in this class.

Your claw attacks deal 1d4 slashing damage. This die increases to 1d6 at 5th level and onward. (Proficiency + Str. to hit) ; (1d4 + Str. Mod for Damage)

- **Canine Bite:** You have the ability to make a bite attack which uses your strength modifier, **this takes your full attack action to use**, and will use both your first attack and extra attack if you have the extra attack feature but you can still do one claw attack as a bonus action. **Your bite attack does 1d6 piercing damage. This die increases to 1d8 at 5th. 1d10 at 11th level and 1d12 at 18th. (Proficiency + Str. to hit) ; (1d6 + Str. Mod for Damage)**
- You gain the ability to jump 5 feet further during a long jump, as well as gaining half of the amount of normal feet when performing a vertical jump

TRANSFORMATION DEFICITS

When you transform willingly or unwillingly as an action, you gain the following negative effects which are known as **The Burdens of the Cursed**

BURDENS OF THE CURSED

These are the notable negative effects that happen to you when you are transformed. Some of these effects may affect you in your primary form when not transformed.

- If you lose consciousness during your transformation you revert back into your original form, and must take another action to revert back into werewolf form. If you are transformed unwillingly, you may transform even though you may be out of available transformations.
- Your transformation lasts until the end of its duration or until you choose to drop form which is learned at level 9.
- You lose the ability to speak during your transformation except for being able to create wolf like/ animalistic noises such as howling or barking
- You are unable to wear armor, including shields.. Certain clothing items may still be worn and still gain their magical effects, however the certain wears/items may be few, and must be specifically designed and/or meant for your form as a Lycanthrope.
- You are unable to wield weapons normally, as such you have disadvantage on attacks with them if you are holding a weapon during your lycanthrope form, even if you are proficient in them. You can use weapons normally if you are proficient with them while in your regular humanoid form.
- During this form you may find it difficult to perform any intricate task examples such as drinking a health potion, writing on a parchment..As such you must make a certain form of a check such as a Dexterity when you attempt to do a task like these. You are still able to perform tasks which do not require a smaller form such as pulling a lever, or pushing on a door. (DM discretion advised)
- You gain a vulnerability to silvered weapons, or weapons of silver make. As such, they specifically cut through your already resistant trait to damage. Silvered items are also painful to have near or on your skin while in transformation or outside of transformation
- **You become unable to cast spells and/or concentrate on any spells during transformation.**
- It will take a full action to transform until 10th level where it becomes a bonus action

BURDENS OF THE CURSED CONTINUED

- **Painful transformation:** When you transform you are dealt 1d6 points of damage levels 1 to 4, this damage increases to a 2d6 at 5th level, 3d6 at 11th, and 4d6 at 18th level onward. This damage does not take into account resistance. If your current hit points equals to half or under half your hit point total, you do not take damage when you transform. (*Damage is dealt through resistance (as if you are **NOT** resistant)*).
- **Forever Cursed:** The lycanthrope curse that you have obtained is advanced, and will not be rid of by a simple remove curse spell, or ritual. Known spells and methods to rid someone of this particular curse/ infection has only been known to be **death or a wish spell, or a gods intervention**.
- If you take a source of damage from a known or unknown lethal threat, you must make a DC Wisdom save of 10 or half of the total damage you've taken from the attacks, or whichever number is higher. **On a failed save you forcefully transform.** During this transformation you retain control, but are transformed on a failed save regardless.
- **Bloodlust.** At the start of your turn, if you've taken any damage since the beginning of your last turn, you must make a Wisdom saving throw to maintain control. The DC equals 10, or half of the total damage you've taken from attacks since your last turn, whichever number is higher. On a failed save, you must move directly towards the nearest creature to you and use the attack action against that creature. If there is more than one possible target, the DM chooses the target. You then regain control for the remainder of your turn.
- **Lust of the Moonlight:** During a full moon, or specific time of month, season, or planetary cycle your inner animalistic form takes its full hold of you, and you are taken over by your feral instincts. **You have no control over yourself during this time**, and are overwhelmed with sensations of hunger and the need to hunt, making you dangerous to your allies and even enemies. You can force yourself to try and not transform, but this is known to be near impossible to do so. You also may have memory loss (amnesia) after you revert back to your normal humanoid form. (**DM discretion advised**).

Tapetum Lucidum

Improved night vision

Yellow / amber



4 canines

12 incisors

16 premolars

*Increased
bone
density*



*Enhanced strength
muscle mass*

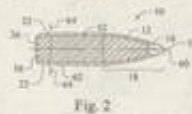
5 fingers

*Claws -
distal phalanx
up to 6" in length*

*Lupine parvovirus
Pread by bite*



*Only known cure
Death*



Lycanthrope



LYCANTHROPE BOONS

You have learned to focus, and empower your transformations during your time as a Lycanthrope.

Starting at 2nd level, you gain access to Lycanthrope Boons. These allow you to further your transformations benefits such as giving higher skill checks or special abilities. Your boon options are detailed at the end of the class description. You can choose 2 Boons at second level. When you gain certain Lycanthrope levels, you gain additional boons of your choice, as shown in the Lycanthrope Boons column of the Lycanthrope/Werewolf class table. You can choose to replace one Lycanthrope Boon of your choice with another Boon when you level up in this class.

EMBRACING THE BEAST

VICIOUS CRITICAL

Beginning at 3rd level, Your lycanthrope form causes you to become so animalistic that you have a higher chance at damaging a target more than normal, causing more strikes to become critical. At 3rd level you gain the ability to critically strike on a natural 19 or 20 attack roll.

HEIGHTENED SENSES

Starting at 3rd level, you begin to adopt the improved abilities of a natural predator. You gain advantage on any Wisdom (Perception) checks that rely on hearing or smell.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 19th level in this class.

EXPERIENCED LYCANTHROPE

EXCESS LYCANTHROPE BOONS

At 6th level, you have become more experienced as a Lycanthrope and as such, have gained another boon. You will also gain another excess Boon at 13th level, which can be shown on in the Lycanthrope Boons column of the Lycanthrope/Werewolf class table.

CANINE LEAP

Starting at 6th level, You gain another 5 feet to your long jump distance and another half of your base feet to your high jump distance.

CURSED CLAWS

At 7th level, your claw and bite attacks are considered magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

ADDITIONAL TRANSFORMATION

At 8th level, You have now gained the ability to transform 3 times between long/short rest(s).

POWER OF THE MOON: CONTROLLED TRANSFORMATION

At 9th level you have managed to gain the ability to control your transformation, by figuring out how to stop your inner lycanthrope from unleashing itself out of your control. You learn to drop your transformation as an action.

You can now also withhold any forceful transformation by making a *Wisdom saving throw with a DC Wisdom saving throw of 15+ during a full moon, planetary movement, or seasonal change and prevent yourself from transforming.*

The DC Wisdom saving throw for a Blood Moon is a 20+ to save.



TRANSFORMATIVE EXPERTISE

Beginning at 10th level, you have learned to unleash and control more of the beast within. You can now transform into your Lycanthrope form as a bonus action (**Quickened Transformation**), as well as gaining the willpower to better resist the violent urges of your lycanthropic curse. (**Superior Willpower**). Whenever you make a Wisdom saving throw to maintain control of your bestial tendencies, you do so with advantage.

REGENERATIVE ABILITIES

Starting at 12th level you have gained the use of Regenerative abilities as a Lycanthrope.

At the start of each of your turns, you regain hit points equal to 1 + your Constitution modifier (minimum of 1) if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

SYMBIOTIC REGENERATIVE DEFENSE

Lycan regeneration can only be active during a time of survival or immediate threat, as such the lycan must be in initiative/combat in order to trigger the curses regenerative abilities.

BEASTILY PRECISION

At 13th level you have gained a bonus to your melee attack rolls made with your claw and bite attacks equal to half of your proficiency bonus (rounded down).

ONE WITH THE INNER WOLF

Starting at 15th level you have gained the ability to use your wolflike and canine nature. You have gained the use of the Pack Tactics ability, as well as being able to transform 4 times between a short/long rest(s).

PACK TACTICS

You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. You also gain the ability to transform 4 times between a short or long rest.

RAVAGING STRIKES

Starting at 17th level, your claw and bite attacks now score a critical hit on roll of 18-20.

HOWL OF THE ALPHA WOLF

At 17th level as an action you can howl at any number of creatures within 60 feet, chilling their blood and stunning them with fear. Any of the target creatures that can hear you must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + Charisma modifier) or become frightened of you until the end of your next turn. If they fail their saving throw by 5 or more, they are stunned until the end of your next turn instead. Once saved If a creature's saving throw is successful or the effect ends for it, the creature is immune to the alpha wolf's frightful presence for the next 24 hours.





THE ALPHA WOLF

At 18th level you have become a one of the most feared of your kind, as well as a leader to many. You have now gained the use of new unique Alpha Wolf abilities.

CURSE INFECTION

You gain the ability to infect others with your curse, allowing you to possibly create a pack of other wolfs, and to lead them as an Alpha wolf. The DC for the recently bitten is (10 + Your Constitution Modifier) if the bitten target fails this save, they have been cursed with Lycanthrope.

EMBRACING THE CURSE

Starting at 18th level, You can remain in lycanthrope/Werewolf form indefinitely unless you choose not to. At this level in your Lycanthrope, you also able to automatically succeed wisdom saves when the full moon is out, as well as when you have blood lust during combat. A blood moon however still holds some power over you and will still make you have DC 15+ Wisdom Saving throw.

SUPERIOR LYCAN REGENERATION:

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain Hit Points equal to 5 + your Constitution modifier if you have no more than half of your Hit Points left.

LYCANTHROPE DEMIGOD

At level 20 you have become a Lycanthrope legend that is to be told about for thousands of years. Your maximum Strength and Constitution scores can now exceed the score of 20 to a 22 score maximum. You can further improve these scores to 22 if you take the respective boons or increase these scores by magical means.

LYCANTHROPE BOONS

ADDITIONAL BOON INFORMATION

There are specific Boons known as Leveling Boons, which improve themselves as you level up in this class. The Leveling Boons gain in strength, and typically require you to attain the previous Boon. Example: The Boon On the Hunt will improve to be a stronger version when you reach level 6 in this class. There are also Boons that will require you to have a Prerequisite Boon, these are notably more powerful and require a larger investment. Prerequisite Boons may require a specific level in this class, or having another boon currently being used. If a player decides to replace a Boon with a leveling Boon, they will gain the improved version if they meet the required level, gaining benefits of both. If a player chooses to replace a leveling Boon such as On the Hunt, they will lose the features from all of the upgraded versions of the Boon. There are also Boons known as Superior Boons which will require you to have the class level prerequisite as well as either the Improved and Base Boon of the specific Superior Boon you have chosen.

BASE BOONS:

These Boons are Boons you must choose from when you level up in the class, and some can eventually upgrade as you level up in the class. These Boons are also the first prerequisite for achieving any boon that is a Superior Boon. Boons that can become upgraded upon leveling, will have this information next to any prerequisites the boon may have. The description will simply say that it upgrades at a specific level into the *Improved version*

ENLARGED TRANSFORMATION

Prerequisite: 4th level

When you transform, you enlarge yourself, becoming one size larger than your current size however, not nearly doubled in size. You gain a +2 to damage rolls if your target is smaller or equal to you in size. Your actual size is still considered medium on a battle mat, but you are considered large for logistical reasons such as carrying capacity and or attacking a medium or smaller creature, or large creature thus gaining the +2 to damage in these situations).

AGGRESSIVE MUTAGEN

Upgrades at level 17

You become immune to disease and forms of poison that would harm you. (Resistance to poison damage, and Diseases/Sickness)

LIGHTENED BONES

When transformed, your bones become lighter, but retain their durability, this causes you gain (proficiency or double proficiency if proficient) on acrobatic checks, such as jumping or leaping on a Cliffside, as well as being able to add half your current jumping distance both vertical and long jump.

ON THE HUNT

Upgrades at level 6

When transformed, you are able to add 1/4th of your base speed your movement, as long as you are moving towards an enemy target. If it is an uneven number such as 7.5, it is rounded up to the next highest number such as 10.

LEARNED COMMUNICATION

Upgrades at level 9

You gain the ability to talk in your full transformation, but only so much so to convey simple ideas and sentences:

STALKER OF THE NIGHT

Your lycanthrope form becomes darker, and you become more aware of surroundings that can conceal you during your transformation. You gain the ability to double your proficiency bonus on stealth checks during transformation (if you are proficient, if not you become proficient thus gaining proficiency) as well as gaining the ability to hide as a bonus action. Normal hiding/ stealth rules still apply.

UNNERVING VISAGE

Upgrades at level 6

Your lycanthrope form is unsettling and of a predator with a vicious stare and snarled teeth. With this feature, you gain the ability to intimidate a foe into submission and as such gain advantage on all intimidation checks during your transformation.

PREDATOR REFLEXES

Upgrades at level 7

If already transformed, you gain your proficiency to initiative rolls, and if you are not transformed, gain the ability to transform at will before initiative is rolled.

CANINE COMPANIONS

Upgrades at level 6

You gain the ability to communicate with other canine like animals and races when you are transformed or not, and as such you have advantage on animal handling/ charisma checks to persuade or communicate with them. As example, you could persuade a pack of frost wolves to let your party pass by a forest trail unharmed, or deceive a group of hellhounds into going the wrong direction.

RABID BITE

Prerequisite 5th level

Your fangs and teeth become sharper, as well as your saliva becoming acidic. When you successfully hit a bite attack, you deal an extra 1d6 acid damage. This bite improves in damage when you reach 11th level to 1d8 acid damage. The damage from the acid of this bite can only be used when using the normal bite attack (Not Restraining, or Curshing Bite).

RESTRAINING BITE

Upgrades at level 8

When you choose this Boon, when you make an attack with your bite you can sink your teeth further into the enemies flesh and attempt to pin them by making a grapple check. You gain advantage on attacks against the enemy you have grappled, as well as restraining both you and them. During the time of this particular restraint, you may only use claw attacks.

TRACKERS PROWESS

Upgrades at level 15

When transformed and you are looking for an enemy/prey, you have double proficiency (or gain proficiency(in survival) usage in tracking them, by finding tracks and or using them to find a direction they went towards. You also have (double proficiency) on finding signs of beasts and or signs of monster(s) whereabouts.

FERAL FOCUS

Prerequisite Level 6

When transformed, you find yourself being hyper focused on the task at hand, in an instinctual will to survive and not lose focus. You gain the ability to have advantage against being charmed, distracted or similar magical effects that effect your mind during transformation.

FEAST OF THE WOLF

Upgrades at level 9

When transformed, you gain the ability to eat corpses and dead prey. In order to feast, there must be a dead target, who was recently killed and in which their corpse is not rotting. It must be made of flesh, or a form of consumable meat. You must also be out of combat/initiative with an enemy to do so. During this time, when you feast, you can use a (1d12 +your constitution modifier) and heal that amount. You must finish the feast uninterrupted and can only do so once per long rest.

CONDITIONED TRANSFORMATION

This boon allows you to allude environmental conditions by either shedding fur if somewhere is exhaustingly hot, or to gain masses of fur if the environment is brutally cold. You have gained the ability to avoid being exhausted to due the environment.

UNNATURAL STRENGTH

Your transformation gives you the ability to push the limits of your strength, as well as improving your bodies muscles. You gain proficiency,(advantage if proficient) on any check **(except for grappling and restraining)** that require strength, and have advantage on any strength saving throw when transformed.

BESTIAL FURY

Choosing this boon you gain the ability to attack recklessly, ignoring any form of defense for fierce desperation. You gain the ability to attack recklessly (See Barbarian class features for more information).

SIGHT OF DEMONIC ORIGINS

With this boon, you gain the ability to see normally in darkness for up to 120 feet, both magical and non-magical.

LEAPING STRIKE

When you use this ability, you must be doing a running start (Running straight for at least 10 feet) for a long jump, and when you do so in a direction, you can then do a "shove" action combined with an attack action which has a chance to knock a creature down and does claw damage as normal. This ability allows you to do the shove action and still do damage, as well as knocking a creature prone.

Normal shoving and attack rules still apply.

HOWL OF ADRENALINE

Upgrades at level 6

You can howl as an action causing you to gain 1d4 +4 temporary hit points for a duration of 1 hour. You can only use this ability twice per long rest.

ENDURANCE OF THE BEAST

During your transformation, you retain a surge of adrenaline and animalistic impulse that flows through your veins, giving you more durability during your fights in combat. This is also combined with your unnatural ability to slowly regenerate over time. *On your turn as a Bonus Action you can regenerate Hit Points equal to 1d12 + your Lycanthrope level.* Once you use this feature, you must finish a short or long rest.

IMPROVED BOONS:

These are Boons that you achieve as you level up in this class, and if you have the chosen Base Boon prerequisite. If you decide you want an Improved Boon, you must be of level for the class, and will obtain both the Base Boon and the Improved version when chosen. In order to get a Superior Boon, you must have the Improved/ Base Boon first in order to be able to choose a Superior Boon. **The Improved Boons Base version, is noted under the Improved Boons Name, as well as any prerequisites required to attain the Boon.**

RESILIENT CURSE

Improved Aggressive Mutagen

Your mutagenic curse, has allowed you to become resistant to harmful effects that would normally cause you to die or cause pain to you. Having this effect in your blood has made it abnormally resilient and you are no longer vulnerable to silvered weapons.

THRILL OF THE CHASE

Improved On The Hunt

When transformed, you can now add up to half of your base movement when running towards a target. You can also add advantage to your Constitution saves while on a chase when exceeding your dash limit. You can also You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace when chasing.

LYCANTHROPIC ORATOR

Improved Learned Communication

You have practiced, and gained the ability to fully speak during your transformation, and can form complex sentences and commands, as well as ideas.

TERRIFYING VISAGE

Improved Unnerving visage

You glare at an enemy with bloodlust in your eyes with a show of vicious intent making the enemy fear your very being... With an action you can use this ability and the enemy must make a Wisdom save (DC = 8 + Prof. + Charisma Modifier.), and if they fail they are feared, and have disadvantage on all attack roles. If they failed an intimidation check made by you before, they do so with disadvantage. They can make another wisdom save at the end of each of their turns, and if they save from this ability they are immune to it for the next 24 hours.

ENHANCED PREDATORY REFLEXES

Improved Predator Reflexes

If you are surprised at the beginning of Combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your transformation before doing anything else on that turn.

CANINE PACK LEADER

Improved Canine Companions

You have communed with other canine-like species and have become aware of their dispositions thus making you an ally of sorts. While transformed if you are with another canine like species or if another creature has pack tactics, you gain this trait as well. Example(s): if your druid ally transforms into a wolf and fights alongside you, or if a party members beast master wolf pet is fighting with you.

CRUSHING BITE

Improved Restraining Bite

When you are able to restrain a target using restraining bite for a whole round, you can forgo doing claw attacks and instead do a crushing bite attack (You do not need to roll for an attack) dealing 2d12 bludgeoning damage, attempting to crush their bones with your jaw. You cannot add the rabid bite ability with this effect, as rabid bite only effects the target upon puncturing them. You may continue to do so on each of your turns if you continue your restraint on them. **You may only do one claw attack as a bonus if you use crushing bite as your action.**

DEVOURING WOLF

Improved Feast of the Wolf

You have enjoyed your ability to feast on the corpses of the fallen as well as prey you have slain. You now are able to feast twice per long rest.

SHAPE CHANGER LORE

Improved Trackers Prowess

You can gain advantage on history checks when researching and or learning lore on shape changers including werewolves, vampires and druids. This also allows you to spot specific information on the whereabouts of other shape changers such as werewolves and their lairs.

RALLYING HOWL

Improved Howl of Adrenaline

When you use an action to howl, you can choose up to three creatures (that can include yourself) near you (60 feet) that then gain 10 temporary hit points. Example: If you and your allies are under the effects of Rallying Howl you cannot gain this effect again and or stack it. You can only use this ability twice per long rest.

SUPERIOR BOONS

These are Boons that you must choose and do not upgrade on their own. These boons will usually require the Improved Boon version of the Base Boons in order to be chosen to achieve the Superior Boon. The prerequisites to achieve these boons are noted under the name of the Boon. These Boons are notably more powerful due to their effects and uses.

GIGANTIC WOLF

Prerequisite level 17, Enlarged Transformation

You grow even more as you have gained in strength and power, eventually becoming a huge lycan that has pushed further in its transformation. You can choose to grow larger when you are in your enlarged transformation. You gain an extra +4 to damage rolls because of your immense size, as well as becoming huge in size.

GLUTTONOUS WOLF

Prerequisite: Devouring Wolf

You have found yourself in a sense of insatiable hunger and gain satisfaction from eating your entire fill with ease. You can now gain up to half hp from eating a corpse. You can still feast twice per long rest.

UNMATCHED HUNTER

Prerequisite: Improved on the Hunt

Having perfected and strengthened your ability to chase foes and prey, you have gained the ability to now use dash as a bonus action, as long as it is in the direction of an enemy/prey. You also have advantage against any obstacles/impediments in your way during the chase as well as ignoring difficult terrain costs.

SUPERIOR LEAPING STRIKE/DIVING STRIKE

Prerequisite Leaping Strike, Level 14

Having learned the ability to leap at targets and cause them to be knocked prone, you have learned to harness this ability at a closer proximity, as well as being able to do it efficiently in close quarters. When transformed you can cause a large or smaller creature to be knocked prone when you hit it with claw attack as a bonus action.

LEGENDARY CONSTITUTION

Prerequisite Conditioned Transformation, Level 20

Becoming near impossible to take down by a natural means, you have attained a point at which your durability has reached its maximum. Taking this boon, you gain a +2 to your Constitution score up to a maximum of 22.

MIGHT OF THE BEAST

Prerequisite Unnatural Strength, Level 20

Your physical abilities have been unmatched and untamed. You have used your pure willpower as well as your Lycanthrope physicality to push the limits of the animal body, causing you to give way to even greater strength. Taking this boon, you gain a +2 to your Strength score up to a maximum of 22.

BRANCHING BOONS:

These Boons are Boons that you can choose and will require the prerequisite to either the Base Boon or Improved Boon. They usually will not contain the power of the Superior Boons, but can have specific benefits or uses.

STUNNING BITE

Prerequisite Rabid Bite, Level 7

You fangs have become more caustic, and more effective at leaving prey vulnerable and incapacitated. You gain the ability to try and stun an enemy with a bite attack, piercing their nervous system causing momentary shock which can make them stunned until the end of your next turn. When you make a bite attack, you can declare the use of stunning bite after the attack has hit. They must make a Constitution saving throw, The DC equals $8 + \text{Proficiency} + \text{Strength Mod}$. You can use this feature 3 times per short/ long rest.

EXPERT OF THE CHASE

Prerequisite On the Hunt

When you are chasing an enemy, your allies within 60 feet of you receive +10 base speed to their movement if they are in on the chase with you.

CREDITS AND SPECIAL THANKS; END NOTES:

All Artwork that was used in this class guide/ homebrewery does not belong to me and or should NOT be used to profit from the artists and their hard work.

Homebrewery or/ Naturalcrit.com was used to format and produce this work, as well as deviantart.com and imgur.com for the links to the images. Various ideas and credits go to Matt Mercer and his Bloodhunter class/ Order of the Lycanthrope, as well as many other Homebrewery class/ race creations that have helped this project. Perhaps the biggest amount of credit goes to Wizards of the Coast and their wonderful game and Books (PHB, DMG, MM) etc.

SPECIAL THANKS:

A Special thank you to my DnD group and friends for going over and looking at my designs for this class, as well as various ideas and suggestions that pertaining to figuring out this classes details. A thank you to the inspirational films and artworks, as well as any other media that inspired me to make this class. Another thank you to the cast of Critical Role, and their inspirational streams. A biggest thank you as well to Dungeon and Dragons 5th edition in making this something a truly enjoyed making using their rules and roleplaying game.

END NOTES AS WELL AS THOUGHTS ON CLASS:

GENERAL THOUGHTS AND DESCRIPTIONS

As far as this class was concerned I wanted to focus on something that would not only change the way people could see a class, but how I could involve roleplay and a focus story element into a class. This class really had its beginnings in the simple fact that finding a balanced werewolf class was hard, as well as searching for a way to truly give an opportunity to play as a Werewolf/ Lycan. It was also a way for me to experiment and increase my knowledge as a DM, a player and an overall understanding of DnD 5e. It is also something I look forward to in playing as, as well as play testing, further experimentation and to allow others to use and play as. The class itself meshes some of the classes such as the fighter, barbarian, warlock, monk etc. making it versatile as well as familiar in design. It has its occasional new spin on things, as well as giving players to still have something to work with in the roleplaying, combat and interactive aspect, including involving the DM to an extent as well.

WHO SHOULD PLAY THIS CLASS?

Anyone looking to kick ass as a Werewolf/ Lycan should be very interested in this class, as well as being all out animal and predator. If you are someone who is willing to let the DM control and or make decisions that may effect your current situation (This is through forceful transformation). As far as DnD 5e goes, you should be interested if you love playing as a fighter or barbarian, but want to not have to deal with looking for the next set of magical armor/ weaponry, as well as wanting a simple yet effective method of combat. Using this class, you are a very hardy tank, as well as mobile on the battlefield. This class gives a good amount to roleplay, as well as direction i.e. figuring out who gave you the curse? seeking revenge on the Lycan who bit you, and ruined your life? Being able to act as if you are feral or a beast who seeks only prey?...

WHO SHOULDN'T PLAY THIS CLASS?

People who SHOULDN'T play this class are people who want to use magic, various magical items, ranged attacks and similar things. This class makes magical weaponry and armor (most armor and weaponry) unusable as well as magic during transformation. An important note is if people are looking to multi class and have versatility in an archetype (At class level 3 typically) should not play this class, as it is very one directional (although having choices through Boons), and is not the best class to multiclass as. You also do lack a primary means of cohesion with the party, and it should be mentioned that they will have to deal with you on the battlefield due to your bloodlust, and not being able to break transformations at early levels.

CHANGELOG FOR VERSION 1.5

- Toning down AC buffs, You get +1 AC base throughout the whole length of this class AC = 1 + 10 + Con. + Dex.
- Took out Impenetrable Hide/ Alpha wolf hide to better offer important choices with ability score increases, as well as balancing overall tankiness.
- Changed Rabid bite from being bite = 1d8 + 1d8 + 1d8 to, the proper 1d8 (prc.) + 1d8 Acid. Updated Rabid bite to properly describe sequence and procing usage.
- Make apparent that you can bite or claw during a round of mult-attacks. You can choose to Bite ONCE or do a round of claw attacks. However, it is noted that you can bite but still do a claw as a BONUS action, which is without your Str. mod if the bonus attack claw hits.
- Better reflect that a Lycan with magical items is a RARE occurrence, as well as magical items that work with this class..

CHANGELOG FOR VERSION 2.0

- Proper ASI placement in class leveling
- Claw damage reduction from 1d8/1d10 in later levels to a 1d6 throughout later levels. This change is to make the bite stand out more as an option, as well as balancing the damage with critical strikes and beastly precision as well as any boons you may aquire along the way.
- Changed descriptions to better reflect that a bonus claw attack takes into account the Strength ability score modifier, as well as stating that you must make an attack (bite or claw) to do an offhand claw attack.
- Changing Lycanthrope Demigod, by lowering the maximum Str. and Con. Modifiers achievable to 22. Getting rid of the Ability score increases, as well as the resistance to magical damage. These changes were due to the very overtuned nature of this final milestone in leveling, and to put it on par with other class level 20 features. With the new changes there are now more important decisions to make when deciding final boons to take as well as any ability score increases etc.
- Added new Boons to better reflect late game class choices, such as getting strength to 22 or constitution to 22. *Added 2 new Superior boons for later levels*
- Toning down the Gigantic wolf boon damage from 1d8 to a base +4 damage. This is basically just doubling the damage from Enlarged transformation from +2 damage to +4 on attacks.
- Moved Quickened transformation and superior Willpower to level 10, as to not have a dead level in the class, and make the halfway point in the class more signifigant.
- Moved Ravaging strikes to level 17 to make way for the 16th level Abiltiy score increase.
- Minor grammatical/design fixes./ Added 2 More pages for space, seperating the changelog as well as due to more boon options.
- A thank you to username: Gage R. for helping balance and give much needed feedback for this class!