

Were-Forms for GURPS 4th Edition

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These templates are my attempt at creating Yrth style Were-creatures for GURPS 4th Edition. The first template is the base template common to all Yrth style Were's, with each other template representing a specific Were- form.

Normally Were- creatures have an animalistic mentality – however, the creature does share the same basic mind as the primary form, it just cannot comprehend it's world the same way *unless* the character has Split Personality.

To create a Were- with the same mind and personality as the character buy up the creature templates IQ, buy down Will & Perception, and buy off Bestial & Hidebound from the Wild Animal meta-trait (the cost for these changes is indicated by split prices fore each applicable trait).

The first cost listed for each template is for a standard bestial Were- form; the second cost is for the human intelligence Were- form. The third and fourth costs are for the bestial and intelligent cost added to the Alternate Form advantage with the 90% cost reduction (only correct if the native template is 0 points, e.g. Human; cost will be altered for other native racial templates).

Were- [17 + difference in template point costs]

Advantages: Regeneration: Regular (1HP/Hr) (Not in the presence of Silver, -10%) [23]; Shapeshifting: Alternate Form (Forced Change (Full Moons), -10%) [14]

Disadvantages: Infectious Attack [-5]; Vulnerability (Rarity: Rare (Silver), x1; Wounding Multiplier x3, -15) [-15]

Notes: All Were- forms share this base template. All the traits of this template apply in *both* the normal form and the Were- form.

The limitation Forced Change (Full Moons) forces the Were- to change to his Alternate Form during a Full Moon (at Moonrise) and stay changed for the duration of the Full Moon. At other times the Were- can change to or from his Alternate Form at freely.

Were-Bear [0/75][+0/+68] 9' tall, 1,400 lbs

Attributes: ST +14 (No Fine Manipulators, -40%; Size, -10%) [70]; DX +1 (No Fine Manipulators, -40%) [12]; IQ -6/+0 [-120/0]; HT +3 [30]

Secondary Characteristics: SM +1; Will +7/+1 [35/5]; Per +6/+0 [30/0]; Basic Move +1 [5]

Advantages: Claws: Blunt [3]; Damage Resistance +2 (Tough Skin, -40%) [6]; Teeth: Sharp Teeth [1]; Temperature Tolerance +2 [2]; Fur [1]; Penetrating Voice [1]

Disadvantages: Bad Temper (9) [-15]; No Fine Manipulators [-30]; Semi-Upright [-5]

Skills: Brawling@DX+2 [4]

Templates: Mentality: Wild Animal [-30/-15]

Notes: This is a *huge* bear - based on the Cave Bear template, but *bigger*.

Were-Boar [18/83][+17/+75] 7'-8' long, 400 lbs

Attributes: ST +5 (No Fine Manipulators, -40%; Size, -10%) [25]; DX +2 (No Fine Manipulators, -40%) [24]; IQ -5/+0 [-100/0]; HT +4 [40]

Secondary Characteristics: SM +1; Will +7/+2 [35/10]; Per +7/+2 [35/10]; Basic Move +2 [10]

Advantages: Combat Reflexes [15]; Damage Resistance +2 (Tough Skin, -40%) [6]; Striker: Cutting (Tusks) [7]; Fur [1]

Disadvantages: Bad Temper (9) [-15]

Templates: Mentality: Wild Animal [-30/-15]; Morphology: Quadruped [-35]

Were-Eagle [4/89][+4/+81] 5'-6' tall, 120 lbs

Attributes: DX +4 (No Fine Manipulators, -40%) [48]; IQ -7/+0 [-140/0]

Secondary Characteristics: Will +7/+0 [35/0]; Per +9/+2 [45/10]; Ground Move -4 [0]

Advantages: Acute Vision +3 [6]; Claws: Sharp [5]; Damage Resistance +1 (Tough Skin, -40%) [3]; Enhanced Move: Air [20]; Flight (Winged, -25%) [30]; Teeth: Sharp Beak [1]; Telescopic Vision x2 [5]; Feathers [1]; Penetrating Voice [1]

Skills: Brawling@DX+2 [4]

Disadvantages: No Fine Manipulators [-30]

Templates: Mentality: Wild Animal [-30/-15]

Notes: This is a *huge*, human sized, eagle with a 12 foot wingspan.

* Treat Feathers as Fur.

Were-Shark [26/121][+24/+109] 10'-12' long, 900-1,000 lbs

Attributes: ST +9 (No Fine Manipulators, -40%; Size, -20%) [36]; DX +3 (No Fine Manipulators, -40%) [36]; IQ -8/+0 [-160/0]; HT +2 [20]

Secondary Characteristics: SM +2; Will +8/+0 [40/0]; Per +10/+2 [50/10]; Water Move +1 [5]

Advantages: Combat Reflexes [15]; Damage Resistance +1 (Tough Skin, -40%) [3]; Discriminatory Smell [15]; Doesn't Breathe (Gills: only underwater, 0) [0]; Enhanced Move: Water (Costs 2 Fatigue per Min., -10%) [18]; Pressure Support 2 [10]; Striker: Crushing (Snout) [5]; Subsonic Hearing [5]; Teeth: Sharp Teeth [1]; Vibration Sense [10]

Disadvantages: Bad Temper (9) [-15]

Skills: Brawling@DX+2 [4];

Survival (Open Ocean)@Per+2 [8]

Templates: Mentality: Wild Animal [-30/-15]; Morphology: Ichthyoid [-50]

Were-Forms for GURPS 4th Edition**Were-Snake [4/99][+4/+90]** 20'-30' long, 400-500 lbs

Attributes: ST +10 (No Fine Manipulators, -40%; Size, -20%) [40]; DX +2 (No Fine Manipulators, -40%) [24]; IQ -8/+0 [-160/0]; HT +1 [10]

Secondary Characteristics: SM +2; Will +8/+0 [40/0]; Per +8/+0 [40/0]

Advantages: Amphibious [10]; Constriction Attack [15]; Damage Resistance +1 (Tough Skin, -40%) [3]; Discriminatory Smell [15]; Innate Attack: Toxic 3d (Cyclic: 1 hour, 12 cycles, +110%; Follow-Up (Fangs), +0%; Resistable (HT-5), -5%) [25]; Teeth: Fangs [2]

Disadvantages: Cold-Blooded (You "stiffen up" below 50°) [-5]

Skills: Brawling@DX+2 [4]; Stealth@DX [2]; Wrestling@DX+1 [4]

Templates: Morphology: Vermiform [-35]; Mentality: Wild Animal [-30/-15]

Notes: This is a very large snake which is both a constrictor and has an *extremely* poisonous bite.

Were-Stag [1/86][+1/+78] 9' long, 250 lbs

Attributes: ST +4 (No Fine Manipulators, -40%; Size, -10%) [20]; DX +3 (No Fine Manipulators, -40%) [36]; IQ -7/+0 [-140/0]; HT +2 [20]

Secondary Characteristics: SM +1; Will +7/+0 [35/0]; Per +7/+0 [35]; Basic Move +3 [15]

Advantages: Claws: Hooves [3]; Damage Resistance +1 (Tough Skin, -40%); Enhanced Move: Ground [20]; Striker: Impaling (Antlers) [8]; Super Jump [10]; Fur [1]

Disadvantages: Weak Bite [-2]

Skills: Running@HT [2]

Templates: Mentality: Wild Animal [-30/-15]; Morphology: Quadruped [-35]

Were-Tiger [33/108][+30/+98] 6'-8' long, 500 lbs

Attributes: ST +7 (No Fine Manipulators, -40%; Size, -10%) [35]; DX +3 (No Fine Manipulators, -40%) [36]; IQ -6/+0 [-120/0]; HT +1 [10]

Secondary Characteristics: SM +1; Will +7/+1 [35/5]; Per +8/+2 [40/10]; Basic Move +4 [20]

Advantages: Claws: Sharp [5]; Combat Reflexes [15]; Damage Resistance +1 (Tough Skin, -40%) [3]; Night Vision +5 [5]; Teeth: Sharp Teeth [1]; Temperature Tolerance +1 [1]; Fur [1]; Penetrating Voice [1]

Skills: Brawling@DX+2 [4]; Stealth@DX [2]; Swimming@HT+2 [4]

Templates: Mentality: Wild Animal [-30/-15]; Morphology: Quadruped [-35]

	Template Cost		Alternate Form added Cost	
	Bestial	Intelligent	Bestial	Intelligent
Were-	17 + difference in template point costs			
Were-Bear	0	75	0	68
Were-Boar	18	83	17	75
Were-Eagle	4	89	4	81
Were-Shark	26	121	24	109
Were-Snake	4	99	4	90
Were-Stag	1	86	1	78
Were-Tiger	33	108	30	98
Were-Wolf	1	76	1	69

Were-Wolf [1/76][+1/+69] 5'-6' long, 120 lbs

Attributes: ST +2 (No Fine Manipulators, -40%) [12]; DX +2 (No Fine Manipulators, -40%) [24]; IQ -6/+0 [-120/0]; HT +2 [20]

Secondary Characteristics: Will +7/+1 [35/5]; Per +10/+4 [50/20]; Basic Move +3 [15]

Advantages: Damage Resistance +1 (Tough Skin, -40%); Discriminatory Smell [15]; Night Vision +2 [2]; Teeth: Sharp Teeth [1]; Temperature Tolerance +1 [1]; Fur [1]; Penetrating Voice [1]

Skills: Brawling@DX+2 [4]; Tracking@Per [2]

Templates: Mentality: Wild Animal [-30/-15]; Morphology: Quadruped [-35]