BITE ME!

Wereblooded

By Ben McFarland

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Credits

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Product Identity & Open Game Content

I started the *Bite Me! The Gaming Guide to Lycanthropes* project in early 2013 to bring more options for playing lycanthropes to the gaming table. I've always been a fan of weres, you see—just check out *SpirosBlaak*, and you'll know what I'm talking about—and I wanted to create a book that would be the ultimate toolbox for them. This race is one piece of that book, though the sample characters will not appear in the final product. Therefore, even if you buy the book (or have backed it), you are getting material that will not be presented elsewhere in the future. Plus, you will not have to wait until March 2014 to add this race to your game.

The first author up is Ben McFarland. I've had the pleasure of working with Ben on numerous Kobold Press projects over the last few years, including Ben's award-winning *Streets of Zobeck*, which won the 2012 Ennie for Best Adventure. Ben continues to do amazing work for the *Pathfinder Roleplaying Game* with companies like Kobold Press, Rite Publishing, and even (currently) Paizo—now he can add Misfit Studios to his impressive credits! In addition to d20 material, Ben is also well-known for his work for Atlas Games' *Ars Magica* line and the *Sub Rosa Ars Magica* fanzine. What can I say, I'm a fan of Ben's, and I'm happy he joined me on this project. I tasked Ben with creating a lycanthrope-related race for the upcoming book, and he created the wereblooded to fill in the gap between weres and humans—a half-blooded, if you will. I think you will find this race useful for your campaign. I know it will certainly fit in the Archduchy of SpirosBlaak, Misfit Studios' fantasy setting of weres and black powder weapons.

Now, go get your bite on!

Christina Stiles
September 2013

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