

BITE ME!

Playing Lycanthropes



By Robert H. Hudson Jr.
with Jeff Erwin and Rich Howard



BITE ME!

Credits

LEAD AUTHOR: Robert H. Hudson Jr.

ADDITIONAL WRITING: Jeff Erwin, Rich Howard and J.M. Perkins

DEVELOPER: Christina Stiles

EDITOR: Ian “Lizard” Harac

COVER: Rick Hershey

INTERIOR ART: Jacob Blackmon and stock art

LAYOUT: Richard Kunz

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—Christina Stiles

DEDICATION: This book is dedicated to Morgan Boehringer, Steve Geddess, Rich Howard, and Steven Schopmeyer.

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DEFINITION OF TERMS

Afflicted Lycanthrope—As defined in this work, afflicted lycanthropes are individuals that have been affected by the curse of lycanthropy, and whose shapeshifting nature is imposed, not natural. There are numerous subtypes of afflicted lycanthrope, defined by the base animal they transform into.

Base Animal—As defined in this work, base animal is the specific type of animal that an afflicted or natural lycanthrope assumes while in their beast form, and which defines which subrace (natural) or subtype (afflicted) that they belong to.

Base Character—As defined in this work, base character is the humanoid form that an afflicted or natural lycanthrope possesses.

Base Race—As defined in this work, base race is the specific humanoid race that a natural lycanthrope draws their humanoid form's appearance from.

Beast Form—As defined in this work, beast form is the animal form that natural and afflicted lycanthropes transform into.

Curse of Lycanthropy—As defined in this work, the curse of lycanthropy is a curse that transforms individuals into afflicted lycanthropes. It is most commonly transmitted through the bite of another afflicted lycanthrope; however, this is not the only way it can be acquired.

Hybrid Form—As defined in this work, hybrid form is the upright, bipedal form that all afflicted lycanthropes and some natural lycanthropes may transform into, which blends physical traits and cosmetic appearance between their beast form and base character.

Natural Lycanthrope—As defined in this work, natural lycanthropes are individuals whose shapeshifting nature is the result of a natural, inheritable bloodline. They are a specific race composed of numerous subraces defined by the base animal they become in beast form.

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