

## Werewolf Form

1



STR  
+5

DEF  
+2  
SPD  
+2

CAP  
+2

### Werewolf, Form Act/V (LIP)

Activate to shift to Werewolf Form. May use non-armor items. This is the standard/basic Werewolf form.

Werewolf 200 Art © Mark Poole  
Set 212

Werewolf Form

## Dog Form

2



STR  
+3

DEF  
+2  
SPD  
+2

CAP  
3 Max

### Werewolf, Form Act/V (LIP)

Activate to shift to Dog form. May use only special items. Limited speech, at GM discretion. Is an animal form.

Werewolf 206 Art © Susan Van Camp  
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Dog Form

## Keen Nose

3



### Werewolf, Form Enhance/V (IUK, LIP)

Combine with form, drains with form. Activate in any animal form. The werewolf is +2 to smell and +2 to track by smell.

Werewolf 207 Art © Susan Van Camp  
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Keen Nose

## Werewolf Hunt

3



### Werewolf, Ind/V\* (IUK)

User 2d6+LLB vs 2d6+GM MOD Success gains the user 2d6+4 rations of edible plant and animal food. Werewolf Hunt requires 1 to 3 hours to complete.

Werewolf 208 Art © Susan Van Camp  
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Keen Nose

## Werewolf Slash One

6



STR  
+9

### Werewolf Enhance/F (L1R)

Activate in any Werewolf, Avatar, Dog or Wolf form. Combine with a melee attack.

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Werewolf Slash One

## Howl of Rage One

7



STR  
+4

### Werewolf, Ind/F (L1R)

Play in or out of form. Activate as a response to taking melee damage. The werewolf may immediately strike back at the attacker who hurt the werewolf.

Werewolf 210 Art © Susan Van Camp  
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Howl of Rage One

## Summon Fox

Boon



STR  
4

DEF  
4  
SPD  
3

HP  
24  
CAP  
2 Max

### Werewolf Ind/V (DWN)

Once per day the Werewolf may summon a hearty fox friend. The fox acts on the character's initiative. Actions and Movements of the fox count as part of the character.

Werewolf 211 Art © Susan Van Camp  
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Summon Fox

## Sense Location

1



### Werewolf Act/R

Activate to allow an immediate +6 Exploration roll. The successful user also gains directional orientation and knows where she came from.

Werewolf 212 Art © Susan Van Camp  
Set 212

Sense Location

## Enhance Senses

1



### Werewolf Enhance/C (LIP)

Play to add +2 to any Werewolf perception type skills. Including Sense Location, Keen Nose, Wolf Tracking, Werewolf Hunt and other Perception cards.

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Enhance Senses