

### Wolf Form

3



STR  
+7

SPD  
+3

CAP  
4 max

#### Werewolf, Form Act/V (L1P)

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

Werewolf 201 Art © Susan Van Camp Set 213

Wolf Form

### Great Wolf Form

8



STR  
+15

DEF  
+3  
SPD  
+3

CAP  
8 max

#### Werewolf, Form Act/V (L1P)

Must have Seeker Lifeline to use. Activate to shift to Great Wolf. May use only special items. Limited speech, at GM discretion. Is an animal form.

Werewolf 202 Art © Susan Van Camp Set 213

Great Wolf Form

### Great Werewolf Avatar

10



STR  
+8

DEF  
+2  
SPD  
+3

CAP  
+3

#### Werewolf, Form Act/V (L1P)

Must have Seeker Lifeline to use. Activate to shift to Great Werewolf Avatar. May use only special items.

Werewolf 203 Art © Susan Van Camp Set 213

Great Werewolf Avatar Form

### Howl of Rage Two

9



STR  
+8

#### Werewolf Ind/F (L1R, RST)

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

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Howl of Rage Two

### Werewolf Slash Two

18



STR  
+27

#### Werewolf Enhance/F (L1P, RST)

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

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Werewolf Slash Two

### Leap Away

4



#### Werewolf Ind/C (IUK, L1P, RST)

Allows the Werewolf to dodge one extra physical attack per round. May be used to Dodge ranged weapons, but that is difficult and suffers a -6 SPD when dodging ranged attacks.

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Leap Away

### Summon Wolf

Boon



STR  
8

DEF  
3  
SPD  
2

HP  
46  
CAP  
3

#### Werewolf Ind/V (DWN)

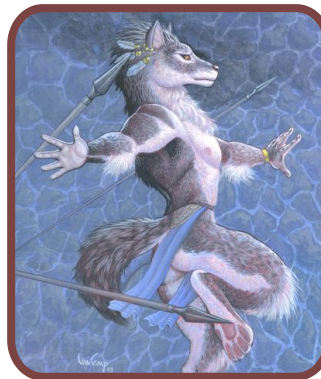
Once per day the Werewolf may summon a hearty wolf friend. The wolf acts on the characters initiative. Actions and Movements of the wolf count as part of the character.

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Summon Wolf

### Wolf Dance

5



SPD  
+2

#### Werewolf Ind/Enhance/C (IUK, L1P, RST)

Activate to increase the werewolf's speed for the next five minutes. May be used in or out of form.

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Wolf Dance

### Wolf Tracking

3



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

2d6+LLB vs. 2D6+GM MOD. Use in any named Werewolf, Dog or Wolf form. The Werewolf uses a combination of smell, sight, sound and touch senses to find and follow a track.

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Wolf Tracking