

Prime Werewolf Form 15



STR +18
DEF +4
SPD +3
CAP +7

Werewolf, Form Act/V (L1P, RST)

Must have Seasoned Lifeline to use. Activate to shift to Prime Werewolf. May use non-armor items.

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Prime Werewolf Form

Fox Form 2



COR +2
SPD +3
CAP 2 max

Werewolf, Form Act/V (L1P)

Activate to shift to Fox form. May use only special items. Limited speech, at GM discretion. This is an animal form.

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Fox Form

Human Form 1



Werewolf, Form Act/V (L1P)

Activate to shift to Human. May use items and Human aces. +2 versus Detect Shape Shifter.

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Human Form

Howl of Rage Three 11



STR +12

Werewolf Ind/F (L1R, RST)

Play in any 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 Three

Werewolf Slash Three 38



STR +57

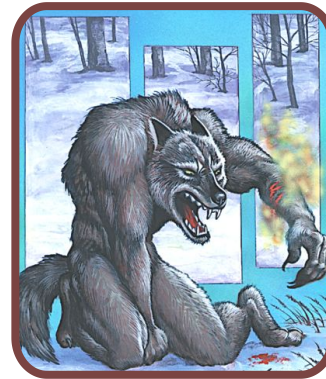
Werewolf Enhance/F (L1P, RST)

Activate in any Prime form. Combine with a melee attack.

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Werewolf Slash Three

Regenerate 5



Werewolf Ind/C (IUK, L1P, RST)

Drain after 5 minutes. At the end of the round the werewolf heals d6 physical damage. Does not heal Disease or poison damage. Out of combat healing total is 10d6.

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Regenerate

Summon Great Wolf Boon 10



STR 12
DEF 3
SPD 2
HP 92
CAP 5 max

Werewolf Ind/V (DWN)

Once per day the Werewolf may summon a Great Wolf friend. The wolf acts on the characters initiative. Must have Seasoned Lifeline to use. Actions and Movements of the Wolf count as part of the character.

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Summon Great Wolf

Wolf Night Sense 4



Werewolf Ind/V* (IUK)

Use in any named Werewolf, Avatar, Fox, Dog or Wolf form. The werewolf uses all of their senses to "see" what is within 200 feet of them. GM may call for an appropriate perception roll.

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Wolf Night Sense

Canine Empathy 1



Werewolf Act/V (IUK, L1P)

User 2D6+LLB+2 vs. 2D6+GM MOD Success allows the user to get a "flash" of information from any canine. GM determines the information gained.

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Canine Empathy