

Get to Know your Werewolf. (09/30/2011)

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Werewolf Design Notes:

Dragon Storm is a game that will always be growing and expanding. That means that card interactions may change over time due to new cards being added. There will also be times when we need to express what we intended the cards to do. Therefore, will be reviewing and updating these Guides as needed.

Werewolves are designed to be melee focused warriors. They have more potential melee attacks than most other shifters and combat cards to make them difficult to deal with individually. Their senses are focused on their nose.

This Guide and Rule 3.4.

Your GM has the right to modify, ignore or expand on this Guide.

Werewolf Forms that could be "Adopted" by other shifter races:

Dog Form, Fox Form, Wolf Form, Human Form.

This is here because we know that in the future experienced shape shifter characters will be able to shift into more forms than come with their starting shifter race. Sometimes preparing for future releases makes no sense until later.

Werewolf Abilities available whether in Form or not.

There are several Werewolf cards that can be used at anytime by the Werewolf character. They include: Howl of Rage One, Summon Fox, Sense Location, Enhance Senses, Leap Away, Summon Wolf, Wolf Dance, Regenerate, Summon Great Wolf, Canine Empathy.

Keep in mind that using these abilities in daily ways it will be possible for people to realize that your character is a Werewolf. Gm's will be watching for this, so players should also keep it in mind when they use the abilities.

Werewolf Senses:

The Werewolf cards focus on the sense of Smell. For Sight, sound and touch skills the Werewolf can learn the Perception Anchor and add those. The Perception Anchor bonus of +2 would apply to Keen Nose, Wolf Tracking, and Wolf Night Sense.

The Werewolf also has a card called Enhance Senses that would enhance the Werewolf perception based cards. It is not intended to add to non-werewolf perception cards.

It should be noted that the Wolf Night Sense has the effect of overcoming most negatives to senses at night and confers no bonus itself. You will still need to win contests to see anything special.

Werewolf Form Enhances:

Keen Nose only works in animal forms, like dog, fox, wolf and greater wolf. As an Enhance it does not cost a "thing" to put it in play, however, if you want to keep it in play it requires the expenditure of one Ind each round after the first (IUK).

Werewolf Role-Playing cards:

Keen Nose, Werewolf Hunt, Enhance Senses, Wolf Tracking, Canine Empathy, Wolf Prowl, Wolf Night Sense and Sense Location all have serious role-playing potential.

This means we expect that the players will want to use any, or all, of these in creative ways during adventures. We endorse stretching the rules, and even ignoring the rules to play unique uses. The GM will, of course, determine the results, difficulty and uses using the 3.4 GM ability. They may even ask you for extra contest rolls when you “stretch” the abilities beyond their original scope.

It should be noted that Wolf Night Sense is not just a sight based card. It includes smells, sounds and even feeling tremors in the ground. The player will need to tell the GM how they are focusing this sense, as your description may make a difference in how well it works.

Howl of Rage:

Howl of Rage cards are tied to the forms of the Werewolf. You can always use smaller Howls, but not the larger. That really does mean that a Prime Werewolf can do all three in a round, if they have enough "things" to perform them.

The most unusual of the Rages is One. The character does not even have to be in a form to use it. Like a Dragon's Dragon Eye, this is an ability that is always with you.

The Classic Howl of Rage is still a valid card. We will not be creating special rules to deal with specific cards. We expect players to use their cards within the spirit of the game as a fun role-playing game. Carrying the Classic Howl and two of the new Howls will be common for higher CP characters.

Werewolf Slashes:

These cards are tied to the size of forms. We expect players to be able to play any of these to support other cards like Channel Healing, no matter what form they are in, or even when they are not in form. These qualify as STR Enhancing cards.

Wolf Dance:

Wolf Dance is an unusual card. On the card type line you will see that it is an Ind-Enhance card. This means it takes an Independent to put it in play, yet the +2 SPD on it is an Enhance and can be combined with other IND, ACT, Initiative and other Speed contests that come up.

Summon Cards:

Gamemasters will need to work with players on these cards. Some players will want to be able to Summon all three and use three Boon slots to do so. Other players will want to carry just the most powerful Summoned Wolf available. GM's are encouraged to use 3.4 to allow characters to drop the earlier Boons and have just one, if that fits the character's personality.

Note that a Summoned creature uses the players “things” to Move, Act or perform Independents. That means if a Summoned Fox Moves and Acts the player character still has their Movement and Action, but only eight “things” they can do.

As an example, a werewolf Character in dog form moves and acts (2 things so far). Her Summoned Fox does the same (now at four things). She decides to keep Keen Nose and Wolf Night Sense active to be cautious (Six things). She still has four optional “things” she can do each combat round.

What are "Special Items" mentioned on forms?

Players have an interesting way of claiming to use ropes, saddle bags, belt pouches and belts to create gear for their dogs. We left this vague so that players and GM's would feel free to improvise. Good place to use a homemade proxy.

Speech and non-humanoid forms.

We are using the phrase "Speaking Limited" on a number of cards. This means that speaking in such a form may be limited by the GM. We left wiggle room because speaking is not simple, a character in dog form may find role-playing ways to communicate messages that could be considered speaking.

Classic cards and the Werewolf:

Taking a quick scan of the cards it looks like only Slash and Fangs of the Wolf are Enhances and everything else requires a "thing" to activate them. As far as (IUK) requirements of Classic cards, we leave that in the hands of the players and GM. Do what feels right and fair.

Werewolf Background overview:

Werewolves have been recorded throughout written history, so they have been a known Mortal shifter for a long time.

Most werewolves are Human Werewolves, but everything is possible.

Throughout history Dragon Clans used Werewolves as a "police" force because they can speak and use items. The legends of Werewolf raids, and their visual similarity to wakana, make mortals "nervous" of them, at best.

Werewolves are best known as nasty melee fighters, getting up close and personal with their enemies. Werewolves can, like everyone else, be magic users, scribes and anything else, but they are known as warriors.

Werewolf Sizes:

Players will want to take these in to account when they hear the description of spaces available as the GM describes them. If you have any doubt about forms you can use, ask your GM, be sure to include your size in the request to help the GM decide.

Standard Werewolf. 6'3" to 6'9" tall. 250 to 300 lbs weight.

Greater Werewolf. 7'3" to 7'9" tall. 325 to 375 lbs weight. Great Avatar's add another foot in height to account for the wing tips.

Prime Werewolf. 8'3" to 8'9" tall. 420 to 460 lbs weight.