

## Wolf

Grade E

Beast

**Defense** 14, **AR** 0

**Health** 25, **Speed** 15

**Senses** Night Vision

+0 Communication

+2 Constitution (Running)

-2 Cunning

+3 Dexterity (Bite, Stealth)

+0 Magic

+2 Perception (Smelling, Tracking)

+2 Strength (Jumping)

+0 Willpower

**Melee** Bite +5 (1d6+2)

**Favored Stunts:** Knock Prone and Pack Tactics.

**Pack Tactics:** 2 SP, As part of a group, a wolf can allow another wolf to attack the same target as a free action if it is close enough to do so.

Wolves are canine predators with excellent senses of smell. Alone, a wolf is rarely a threat to an adventurer unless it has a disease, such as rabies, which it can spread. An entire pack of wolves however is a threat to much larger creatures such as bears, or a group of adventurers. Packs are often led by an Alpha wolf which is often tougher than the others. Wolves live in hills, forests and mountainous regions, even living in extremely cold climes.

