

## Werewolf

Monster

**Defense** varies, **AR** varies

**Vulnerabilities** Fire, Silver

**Health** varies, **Speed** varies

**Senses** Night Vision

See *Becoming a Werewolf*.

**Favored Stunts:** Overwhelm, Skirmish, and Werewolf's Curse.

**Weapon Groups:** Same as base character.

**Talents:** Same as base character

Powers

**Animal Speech:** Werewolves can understand wolves, and when transformed may communicate with them as well. Even in human form they can communicate with wolves using posture, but at a -2 penalty.

Wolves are likely to answer summons from a werewolf that has been in the area for a while.

**Beast Shape [Alteration]:** Werewolves can assume the form of a Wolf as per the Beastform spell, with +1 bonuses to Constitution, Dexterity, and Strength. It retains the Animal Speech, Fast Healing, and Werewolf's Curse powers in this form.

**Fast Healing:** Werewolves gain +1d6 Health whenever they would otherwise heal if in beast or beast man form.

**Howl [Fear]:** A Werewolf in beast man form can force every being within 180 yards to test **Willpower (Self-Discipline)** versus TN 10 + Magic. Those who fail are affected by fear. It may Howl once per day.

**Overwhelm:** 3 SP, The creature knocks its opponent prone and pins it, giving the werewolf a +2 bonus to further attacks (this includes the usual +1 for attacking a prone target). The pinned character must make an opposed **Strength (Might)** vs. **Strength (Might)** test against the werewolf to escape.

**Werewolf's Curse:** 1+ SP, A werewolf that scores stunt points on a bite attack upon a humanoid can infect it with lycanthropy as a stunt (choosing to use 1 or more stunt points). The victim must make a **Constitution (Stamina)** test : TN 10 + the number of stunt points. A failed test means the victim is infected. An infected victim makes a new Constitution (Stamina) test against the same target number each night of a full moon (3 in a row). If the victim fails one of these tests, he becomes a werewolf.

Werewolves are born or infected with the magical condition of lycanthropy. By day they are normal humans. Howl and Overwhelm are associated with Advanced Werewolves. Newly infected lycanthropes do not gain beast man form, or these two powers. Even with control over their actions Advanced

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Werewolves are still bestial and hungry during any involuntary transformation.

Werewolves under the control of their beast side tend to be cruel and vicious. While motivated by hunger, their eyes are bigger than their stomachs and such rampaging werewolves will attack more victims than they could possibly consume. Werewolves who have master themselves usually act according to their human sensibilities.

Becoming a Werewolf:

- Gain the powers, special defenses and vulnerabilities of a Werewolf.

Beast man form:

- Increase the following Abilities: Constitution by 3 (max 8), Dexterity by 3 (max 8), Magic by 1, Perception by 2, Strength by 3 (max 8), Willpower by 2, and Speed by 2.
- Gain the Running focus for Constitution, the Bite focus for Dexterity, the Smelling and Tracking focuses for Perception, the Claws and Intimidation focuses for Strength and the Courage and Morale focuses for Willpower.
- Gain the Bite and Claw Attacks dealing 1d6+3 and 2d6 damage respectively.
- Gain Night Vision, an Armor Rating of 2, the Enchanted special defense, and Vulnerabilities of a werewolf.
- Gain 25 Health.

