Canine

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Alpha Dog | Amt | T | 30 | -- | -- | 1 tgt | 4 | * You summon a wolf to attack your current target * The wolf attack with your Strike-3 and do 2d6 physical damage * You can attack and move normally, but the wolf moves with you – essentially you get an extra attack each round | * Additional Wolf / x2 / +1B / 30P * Dmg Die Step / x2 / +1B / 20P * Pack Phalanx – Each wolf gives you +1 defense / x1 / +1B / 20P * Skill +1 / x2 / -- / 10P |
| Call Pack | U | R | 20 | 12 | -- | 2 allies | 0 | * Spend an energy, and up to two allies within range can make a ½ move to move toward your target | * Allies Can Make Full Move / x1 / -- / 10P |
| Chase | M | M | 20 | -- | -- | Self | 1 | * Run 12 * Jump 6 | * Burn -1 / x3 / -- / 10P * Move / x3 / +1B / 10P |
| Cleave | Vm | C | 10 | -- | -- | Self | 0 | * Cleave(11) * When you down a foe with a melee attack, you may spend an energy to make a ½ move and attack a second time. Downing an opponent with an x or more on your attack die waives the energy cost | * Proc +1 / x3 / -- / 10P |
| Go for the Throat | Am+ | + | 20 | -- | -- | Self | 3 | * +1d10 physical damage * Pierce(4) * Can be used against prone, dazed, or stunned opponents | * Pierce +1 / x3 / +0B / 10P |
| Howl | Ap | A | 20 | -- | -- | 5 rad | 5 | * Chill (Power, Charisma) | * Ear Piercer – Any enemy that fails their save takes 1d6 penetrating energy damage / x1 / -- / 10P * Save DL +2 / x3 / +1B / 10P |
| Lunge | Amt | A | 20 | -- | 0 | 1 tgt | 5 | * 2d6 + Muscle physical damage * Prone (Muscle, Skill) * May attack after full move | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P \*\*\* * Dmg Die / x3 / -2A / 10P \*\*\* * Fast +1 / x3 / +0B / 10P * Latch On – If you knock your target, you may choose to take a free move to end up adjacent to them / x1 / +0B / 10P * Pierce +1 / x3 / +0B / 10P * Range +1 / x3 / +0B / 6P |
| Night Hunter | Trait | N | 10 | -- | -- | Self | 0 | * You can see in natural darkness | * None |
| Rabid Beast | B | T | 20 | -- | -- | Self | 2 | * +2 Accuracy * +1 Damage/Die * -2 Defenses |  |
| Sweep | Vm | C | 10 | -- | -- | 2-3 tgt | 1 | * You may take a -3 accuracy to make a melee attack against two adjacent enemies | * Enemies +1 / x1 / +1B / 10P |
| Tough Hide | R | N | 20 | -- | -- | Self | 0 | * Armor 3/3/0 | * Armor 1/1/0 / x3 / -- / 10P \*\*\* |
| Tracking Scent | Trait | N | 20 | -- | -- | Self | 0 | * Can track by scent (+6 to rolls to track a target) * Can identify smells * Can target by scent within 6 hexes | * None |
| Transform | U | T | 20 | -- | -- | Self | E1 | * Transform into any species of canine * No combat effects * You are indistinguishable from a dog * Useful for disguise purposes and perhaps others at GM’s discretion | * None |
| Werewolf | B | T | 30 | -- | -- | Self | 2 | * Resist Physical(1) * Silver or magical origin attacks are not resisted | * Resist +1 / x2 / -- / 30P \*\*\* |
| Wolf Tongue | Trait | N | 10 | -- | -- | Self | 0 | * Can speak with canines | * None |