**Canine Powers**

**Highlights**

* Stuff

**Super Stats**

* Strength

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Call Pack\* | Sum | R | -- | 0 | -- | 2 dogs | 10u | * Summons 2 dogs to fight with you * Defeated dogs cannot be summoned until the next day | 10 |
| Chase | Mov | M | -- | -- | -- | Self | 1r | * +6” running * +3” jump | 10 |
| Go for the Throat\* | Atk+ | A | -- | -- | -- | -- | 4u | * +1d10 physical damage * Pierce(4) * Can be used against prone or stunnned | 10 |
| Howl | Atk | A | Area | 0 | -- | 5” rad | 10u | * Enemies are chilled (WIL, CHA 20) | 10 |
| Lunge | Atk | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d6 physical damage * Prone (STR, AGI 20) * May attack after full move | 10 |
| Night Hunter | Utl | -- | -- | -- | -- | Self | -- | * Night vision | 6 |
| Rabid Beast | Buf | M | Touch | 0 | -- | 1 target | 2r | * +2 to hit * +2 damage/die * -2 defense | 10 |
| Tracking Scent | Utl | -- | -- | -- | -- | Self | -- | * Can track by scent (+6 to tracking rolls or 20) * Can identify smells * Can target by scent within 6” | 10 |
| Wolf Tongue | Utl | -- | -- | -- | -- | Self | -- | * Can speak with canines | 6 |

**Additional Information**

**Call Pack**

* You summon 2 dogs from your pack to hunt with you

|  |  |  |  |
| --- | --- | --- | --- |
| **STR, TOU** | 13 | **Melee** | 14/14 |
| **AGI, DEX, SPD** | 15 | **Missile** | 0/14 |
| **INT, CHA, INU** | 8 | **Mental** | 0/14 |
| **WIL** | 10 | **Damage** | 3d6 |
| **PER** | 22 | **Armor** | 6/6/2 |
| **Hit Points** | 26 | **Move** | 8” Run |
| **Mental Hits** | 20 |  |  |

* *Extra Summon* – One additional hound comes to fight (20)

**Chase**

* Your animal nature allows you to run faster and leap farther than normal men

**Go for the Throat**

* When attacking prone enemies, you do a massive amount of damage and have a chance of finding the weak spots in their defenses

**Howl**

* Your beastly howl causes all of your nearby opponents to feel hesitant and uncertain
* All enemies in the area are *chilled* until they save

**Lunge**

* You can attack after a full move, doing STR + 1d6 physical damage
* Targets that fail a save are rendered *prone*

**Rabid Beast**

* Your rage gives you bonuses to hit and damage, but you take a penalty to defense

**Tracking Scent**

* Your sense of smell is as acute as a dog’s
* You can identify people by their scent and track them with ease (+6 to tracking rolls, or 20 tracking)
* You can use your sense of smell to track enemies in combat as long as they are within 6” of you