Canine

Fighting Profiles

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| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Beast | MS+5 | RT+2 | MR+1 | RS+2 | PT+0 |

Special Mechanics

Powers

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Category** | **Cost** | **Burn** | **Effects** | **Enhancements** |
| Alpha Dog | Buff, Toggle, Self | 30 | 4 | * You summon a wolf that accompanies you in battle, and when you attack, it attacks the same target right after * The wolf has your Strike – 3, and does Damage (3d4) (Physical, Bite) | * Additional Wolf / x2 / +1B / 30P * Dmg Die Step / x2 / +1B / 30P * Pack Phalanx – Each wolf gives you +1 defense / x1 / +1B / 20P * Skill +1 / x2 / -- / 10P |
| Call Pack | Buff, Two Allies | 20 | E | * Two allies make a free ½ move, but they must end their move closer to your target | * Allies Can Make Full Move / x1 / -- / 10P |
| Canine Form | Utility, Toggle, Self | 20 | M | * Change Shape (Canine) | * None |
| Chase | Movement | 20 | 1 | * Run (12) * Jump (6) * Overland (3) | * Burn -1 / x3 / -- / 10P * Move / x3 / +1B / 10P * Overland +1 / x3 / +0B / 10P |
| Go for the Throat | Adder, Melee | 20 | 3 | * Damage (1d8) (Physical, Bite) * Pierce (4) * Can only be used against Prone, Dazed, Stunned opponents | * Easy Target – Can use against restrained, slowed, and snared opponents / x1 / +0B / 10P * Pierce +1 / x3 / +0B / 10P |
| Howl | Attack, Point Blank Area | 30 | 5 | * Chill (Charisma, Power) * Radius (5) | * Ear Piercer – Any enemy that fails their save takes 1d6 penetrating energy damage / x1 / +1B / 10P * Save DL +2 / x3 / +1B / 10P |
| Lunge | Attack, Melee | 20 | 5 | * Damage (2d8 + Muscle) (Physical, Bite) * Prone (Muscle, Skill) * Charge | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 20P * Dmg Die / x3 / -2A / 20P * 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 |
| Night Hunter | Trait | 20 | 0 | * Dark Vision | * None |
| Rabid Beast | Buff, Toggle, Self | 20 | 2 | * Accuracy (2) * Damage (2) * Defense (-2) | * None |
| Sweep | Adder, Melee | 20 | 2 | * Accuracy (-2) * May attack two adjacent targets | * Enemies +1 / x1 / -1A / 10P |
| Tough Hide | Armor, Inherent | 20 | 0 | * Armor (3/3/0) | * Armor / x3 / -- / +10P |
| Tracking Scent | Trait | 20 | 0 | * Skill (Track RW) (6) * Can identify people by smell * Combat Sense (Smell) (6) | * None |
| Werewolf | Buff, Toggle, Self | 30 | 2 | * Resist (1) (Physical Damage) | * Resist +1 / x2 / -- / 30P |
| Wolf Tongue | Trait | 10 | 0 | * Language (Canines) | * None |