

NEW LYCANTHROPE POWERS

BY

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ALL FUR AND CLAWS

There are some were-creatures that seem to be where the bullets are not, with *All Fur and Claws* the creature is a blur making them harder to hit with ranged weapons. For every level of this power opponents add +1 to their ranged attack TN to try and hit this varmint.

This power is only in effect while in were form.

4	Blue	Blue
5	Legendary	Legendary

Level	Chip Spent	Marshal Counters With
1	White	White
2	White	White
3	Red	Red
4	Blue	Blue
5	Legendary	2 Blue Chips

ANIMAL MAGNETISM

Animal Magnetism gives the werewolf a bonus to *Bluff* and *Persuasion* rolls made against the opposite sex, but only when in a non-hostile situation (unlike *Alpha Male*). The creature gains a +1 bonus for every level of Animal Magnetism possessed.

This power only works in human form.

BAD MOON

A werewolf with *Bad Moon* can alter the fate of others at a price. He can use this power to cancel someone else's chip that has just been spent, based upon the level of *Bad Moon*. Since the Marshal doesn't use Legendary Chips he has a separate chart than the players to use *Bad Moon*.

Level	Chip Spent	Player Counters With
1	White	White
2	White	White
3	Red	Red

CHILD OF THE MOON

In some cultures the moon is connected with the use of magic and the werewolf is able to tap into that connection, giving them some resistance to magic. Any hex, miracle or black magic spell cast against them has its TN increased by the level of this power.

This power is only in full use when the creature is in full were form, but some advantage is gained while in human form making this power effectively two levels weaker, with a minimum of zero protection. Note that *Child of the Moon* works against helpful as well as harmful magic and cannot be lowered voluntarily.

DRAW UPON THE EARTH

The werewolf is able to absorb energy from the earth and harden their flesh giving them some extra protection from weapons. The following chart tells the protection received by the werewolf.

Level	Armor Value
1	Light Armor (-2)
2	Heavy Armor (-4)
3	1
4	2
5	3

Draw Upon the Earth is in full effect only while in were-form. Some limited protection is granted while in human form, as this power works as two levels lower with a minimum of zero protection.

Draw Upon the Earth doesn't work against silver weapons.

DREAMSPEAK

Some were-creatures can enter the world of dreams and communicate with those who are asleep. They do this while entering a trance and must be in human form.

The target must be known and the distance is based upon the powers level of *Dreamspeak* as follows:

Level	Distance
1	1 Mile
2	2 Miles
3	5 Miles
4	10 Miles
5	20 Miles

DREAMWEAVER

A werewolf with the terrible *Dreamweaver* power can manipulate the dreams of another person causing powerful nightmares that some never wake up from. The person afflicted must make a *Guts* check based upon the level of the *Dreamweaver* power.

Level	TN
1	3
2	5
3	7

4	9
5	11

Those who fail their *Guts* check must then roll upon the Scart chart.

Those unlucky individuals with the *Night Terrors Hindrance* suffer a -2 penalty to their *Guts* check, while those using an Indian dreamcatcher gain a +3 bonus.

This power can only be used while in human form and requires the werewolf to fall into a deep trance, lasting for 4 hours and will only work on normal humans.

The creature gains no beneficial rest while in this trance.

EYES OF THE WOLF

The lycanthropes vision is increased giving him much keener sight, allowing him to see far better than other creatures within the darkness. For every level of *Eyes of the Wolf* possessed the werewolf gains a +1 bonus to negate the effects of darkness. *Eyes of the Wolf* can never give an actual bonus it just negates penalties.

This power works fully in were-form and at two levels lower in human form.

FERAL HASTE

Feral Haste heightens the werewolf's already quick reactions, making him a lean mean fighting machine. Every level of *Feral Haste* allows the werewolf to add +2 to his *Quickness* roll to determine the number of Action Cards he draws while in combat.

Feral Haste can only be used while in were-form.

HEART OF THE BEAR

A werewolf with this power has augmented Strength, above and beyond

others of his kind. For every level of *Heart of the Bear* his *Strength* die type is increased by +1.

HOWL OF MADNESS

This power releases the rage of the beast within normal people causing them to become feral and attack with their hands and teeth. Those within 10 yards of the werewolf when he uses *Howl of Madness* must make a *Spirit* check with a Target Number based upon the werewolf's *Howl of Madness* level.

Level	TN
1	3
2	5
3	7
4	9
5	11

Those who fail throw down whatever is in their hands and attack using only their hands and teeth. An hombre can spend an action attempting to overcome the madness with another *Spirit* roll. The character can still choose whom he wants to attack and/or if he wants to run away, however if a character ever botches his *Spirit* roll against *Howl of Madness*, the madness is permanent.

The werewolf must be in were-form to use this power.

HOWLING WIND

By calling upon the powerful forces of nature a werewolf can control some of its elements.

A werewolf with this power emits a spine-chilling howl that causes the wind to kick up and swirl into a powerful force of nature. This causes *Wind* type damage from the debris kicked up by the storm. The storms size and *Wind Damage* are based upon the power level

of *Howling Wind* as listed below and is centered on the werewolf.

Level	Size	Damage
1	1 yard	1d6 Wind
2	3 yards	2d6 Wind
3	5 yards	3d6 Wind
4	10 yards	4d6 Wind
5	15 yards	5d6 wind

The werewolf takes 2d6 supernatural *Wind* damage when using this power and can only use *Howling Wind* while in were-form.

INFECTION

Some wonder how whole communities become full of werewolves, well the answer is this nasty power called *Infection*.

When using *Infection* the werewolf's mouth begins to foam wildly and his claws can be seen to drip with a pus like substance.

You see that whenever a were-creature wounds someone, their chances of becoming a were-creature go up dramatically. Every level of *Infection* increases the victims *Vigor* TN by +1 to see if they catch the disease of lycanthropy.

JAWS

The werewolf's teeth have grown larger and more vicious, causing more damage for every level gained in *Jaws*.

The chart below tells how the new base damage of the werewolf's bite based upon his level of *Jaws*.

Level	Bite
1	STR + 1d4
2	STR + 1d6
3	STR + 1d8
4	STR + 1d10
5	STR + 1d12

This power only works while in were-form.

MALEVOLENT PRESENCE

By tapping into the hunting grounds the wolf boy can instill a sense of dread in those around him. *Malevolent Presence* works in a 5 yard radius of the werewolf and causes a penalty of -1 per level to *Guts* checks for those in the area of dread, except of course for the werewolf using the power. But, this power comes at a price of 1d6 supernatural *Wind* from the werewolf and last for a number of rounds equal to the *Malevolent Presence* power level.

This power only works in were-form.

MARK PREY

Using the *Mark Prey* power the werewolf touches the target and can then sense where the target is at for a certain duration and distance. He can also sense if the prey is injured or not.

The distance and duration of this power is based upon the werewolf's level in *Mark Prey*.

Level	Distance	Time
1	100 yards	2 hours
2	500 yards	4 hours
3	1 mile	8 hours
4	5 miles	12 hours
5	10 miles	24 hours

The werewolf can only use *Mark Prey* on one creature at a time, although he can drop the mark at will. This power works in any form.

MASK TRACKS

A werewolf uses the *Mask Tracks* power to cover his passing; since this is a supernatural ability it works against

spells as well as natural sources to conceal his tracks. Every level of *Mask Tracks* hinders any *Trackin'* attempt by raising the TN by +1 per level of this power.

This power can be used in any form and is involuntary, but can be turned off at will.

MASTERING THE BEAST

Veteran werewolves have learned to transform almost at will, by mastering the monster within themselves and partially overcoming it. For every level of *Mastering the Beast* the creature has it adds +1 to its Change roll.

NATURES PROTECTION

A werewolf with *Natures Protection* has difficulty using Mad Scientist Gizmos, but those same Gizmos don't work well against them either. For every level of *Natures Protection* possessed, Mad Scientist items malfunction number is increased by 1, whenever used by or on a creature with *Natures Protection*.

PACK LEADER

A werewolf with the *Pack Leader* power increases in power while within a pack, which can include other werewolf's or non-were creatures, as long as they are known allies of the werewolf and fighting along side him.

For every member of his pack he gains a +1 increase in Size, with the maximum increase equal to his *Pack Leader* level or the number in his pack, whichever is lower.

Only one werewolf in a pack can use this power at a time, if more than one has it, then the highest power gains the benefit.

This power only works in were-form.

PRIMAL SWIFTNES

Some werewolf's are able to move with great speed. *Primal Swiftness* increases the werewolf's Pace by +1 for every level gained, but only while in were-form and the wolf boy must be moving on all fours to gain the increased Pace.

SHARPENED CLAWS

With this power the werewolf's claws become more powerful than the usual werewolf form allows and therefore inflict more damage. The chart below shows the new damage based upon the *Sharpen Claws* power level.

Level Claws

- | | |
|---|---------------|
| 1 | STR + 1d8 |
| 2 | STR + 1d10 |
| 3 | STR + 1d12 |
| 4 | STR + 1d12 +2 |
| 5 | STR + 1d12 +4 |

This power of course can only be used in were-form.

SILVER RESISTANCE

Some werewolf's have built up some resistance to silver weapons and items. Whenever a silver weapon strikes a werewolf in were-form reduce the damage by -1 for every level of *Silver Resistance* possessed for a minimum of 0 damage.

While in human form *Silver Resistance* allows the creature to handle and use silver without taking damage, and silver weapons do as much damage as normal weapons, with no reduced or additional damage.

TRANSFORMATION

Legends tell of werewolves with the ability to take on the form of other people, with the *Transformation* power

the legend comes to life. The were-creature can transform into another person, a process that takes 5 rounds and cost 1d6 *Wind*, although the *Quick Change* will speed this process up.

Anyone who knows the figure imitated gets to make an *Onerous (7) Cognition* check to see through the transformation.

Each level gained increases the *Cognition* TN by a +1 penalty.

WOLF FORM

Wolf Form allows a werewolf to assume the form of a wolf and still retain its wits and intelligence. The wolf boy looks like a common wolf at first and grows in power and size as *Wolf Form* increases. Listed below are the stats for each level of *Wolf Form* that can be gained. No other werewolf powers can be used while using *Wolf Form* and assuming the form of a wolf is painful causing 1d6 *Wind* damage.

Level One

Corporeal: D: 1d4; N: 3d10, S: 2d8, Q: 2d8, V: 3d10

Fightin': brawlin' 4d10, sneak 2d10

Mental: These do not change.

Pace: 20

Size: 6

Wind: 10 + Spirit die type

Terror: 0

Special Abilities:

Claws (STR)

Bite (STR + 1d6)

Level Two

Corporeal: D: 2d6; N: 4d10, S: 2d8, Q: 2d10, V: 3d10

Fightin': brawlin' 4d10, sneak 2d10

Mental: These do not change.

Overawe +1, Search +1, Trackin' +1

Pace: 20

Size: 6

Wind: 10 + Spirit die type

Terror: 3

Special Abilities:

Claws (STR)

Bite (STR + 1d8)

Claws (STR + 1d6)

Bite (STR + 2d6)

Level Three

Corporeal: D: 3d6; N: 4d12, S: 3d8,

Q: 3d10, V: 3d10

Fightin': brawlin' 5d12, sneak 3d12

Mental: These do not change.

Overawe +2, Search +2, Trackin' +2

Pace: 22

Size: 7

Wind: 10 + Spirit die type

Terror: 5

Special Abilities:

Claws (STR + 1d4)

Bite (STR + 1d8)

Level Four

Corporeal: D: 3d6; N: 4d12+2, S: 3d8,

Q: 3d10, V: 3d12

Fightin': brawlin' 5d12+2, sneak

3d12+2

Mental: These do not change.

Overawe +3, Search +3, Trackin' +3

Pace: 22

Size: 7

Wind: 12 + Spirit die type

Terror: 7

Special Abilities:

Claws (STR + 1d6)

Bite (STR + 2d6)

Level Five

Corporeal: D: 4d10; N: 4d12+2, S:

4d10, Q: 3d12, V: 3d12

Fightin': brawlin' 6d12+2, sneak

4d12+2

Mental: These do not change.

Overawe +3, Search +3, Trackin' +3

Pace: 24

Size: 8

Wind: 12 + Spirit die type

Terror: 9

Special Abilities: