



Name	Wolf			Race	Were-Creature			Loot	PC Racial Loot			Level	3		
Body	12	Arms	12	Legs	13	R-Mana	15	Psi/PsiC	7	S/SC	7	Gold	80	XC	80
Were-Form Hit Bonus: B/A/L:3													Negate Win	4	
Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2)															
Knife Lv2(Paired), Short Sword Lv2(Paired), One Handed Mace Lv2(Paired)															
Berserk Lv3(Punch gloves & eye contact, “Berserk”, Body+3 Arms+2 Legs+2, Every punch= 1HP, 3 Targets only then 15S exhaustion or 30S “Swallow your Rage” to turn unspent HP bonus into HP healing, 9x/hour, Auto-Triggers (which do NOT negate a 'Per Day' use) are BackStab, Shank and Last Body HP)															
Skill	Blind Fighting Lv3(Can negate first 15S of any variation of 'Blind', 9x/hour)														
Skill	Hide in Shadows Lv3(Motionless & un-noticed for 10S, signal 'Hidden' for 9M, may not move)														
Skill	Incorruptible Lv3(can negate any variation of Persuade, “Incorruptible”, 9x/hour)														
Skill	Punch for Damage Lv3(Punch gloves, Punch Target, “Punch for Damage”, Target receives 1 HP, 1/3S)														
Skill	Scent Lv3(Can smell all Hidden, Invisible & Astral Targets in 25' area for 3M each time used, 9x/hour, Can track by Scent by 2x sniff (sniff, sniff standing still) then 2x step (Step, step to Target) and repeat)														
Skill	Maul Lv2(Hold Target Limb for 3S, “Amputate”, Limb receives 6 HP regardless of Armour, Must release the hold and wait 3S before attempting to Maul another Limb, 6x/hour)														
Skill	Gore Lv1(Punch Gloves & bear hug the Target for 6S, “Decapitate”,Target receives 6 HP to Body, If the Target survives you must release the hold and wait 3S before attempting to Maul another Limb, 3x/hour)														
Psi	Master Fear Lv3(FT- 2S, Psi-S -1,“Fearless 3M”, Can negate any variation of “Fear” for duration)														
Spell	Fear Lv3(CT- 6S, SS- 2, Throw rice and hit Multiple Targets, “Fear 1M”, All Targets must flee for duration)														