

## Shadow Wolf

| Value | Characteristic | Points    |
|-------|----------------|-----------|
| 15    | <b>STR</b>     | 5         |
| 15    | <b>DEX</b>     | 15        |
| 15    | <b>CON</b>     | 10        |
| 10    | <b>BODY</b>    | 0         |
| 8     | <b>INT</b>     | -2        |
| 5     | <b>EGO</b>     | -10       |
| 8/23  | <b>PRE</b>     | -2        |
| 6     | <b>COM</b>     | -2        |
| 5     | <b>PD</b>      | 2         |
| 5     | <b>ED</b>      | 2         |
| 3     | <b>SPD</b>     | 5         |
| 6     | <b>REC</b>     | 0         |
| 30    | <b>END</b>     | 0         |
| 26    | <b>STUN</b>    | 0         |
|       | <b>Total</b>   | <b>23</b> |

| Points | Powers  | END |
|--------|---|-----|
| 10     | +15 Bark and Bay (PRE); Active Points: 15; Only to cause fear: Seriously, -1/2  |     |
| 18     | 1d6 Bite (HKA) (Total 2d6); Range: 0; Active Points: 22; Reduced Penetration: -1/4; Reduced END: Zero, 1/2  | 0   |
| 9      | Enhanced Perception (all) (+3 to PER)   |     |
| 7      | 1d6 Fear Howl (EGO Drain) (Return/turn); Range: 75; Affects: Single Power, +0; Ranged: +1/2; Incantation: Instant Power, -1/4; Linked: -1/2; Target must have been affected by a PRE attack from wolf before power can be used: Slightly, -1/4; Active Points: 15 |     |
| 10     | 1d6 Fear Howl (PRE Drain) (Return/turn); Range: 75; Ranged: +1/2; Incantation: Instant Power, -1/4; Target must have been affected by a PRE attack from wolf before power can be used: Slightly, -1/4; Affects: Single Power, +0; Active Points: 15               |     |
| 2      | Running (+1", 7", NC: 14"); Non-Combat Multiplier: ×2, +0; Has Turn Mode: No, +0  | 1   |
| 5      | Tough Hide (Damage Resistance) (5 PD/5 ED)  |     |
| 10     | Tracking Scent  |     |
| 20     | 2d6 Tremble (Ego Attack); Active Points: 20   | 4   |

|           |                     |  |
|-----------|---------------------|--|
| 3         | Ultrasonic Hearing  |  |
| 5         | Ultraviolet Vision  |  |
| <b>99</b> | <b>Total Powers</b> |  |

| Points    | Skills, Talents, Perks  | Roll |
|-----------|---|------|
| 3         | Concealment   | 11-  |
| 3         | Stealth   | 12-  |
| 7         | Tactics (Pack) ; When attacking in a coordinated fashion Shadow Wolves will Bay, Howl, then either Tremble or Bite (preferred). | 13-  |
| <b>13</b> | <b>Total Skills, Talents, Perks</b>   |      |

|            |  |
|------------|--|
| <b>75+</b> | <b>Disadvantages</b>   |
| 15         | Always Obeys Orders of Summoner (Very Common, Moderate)  |
| 15         | No Fine Manipulation (Frequently, Greatly)   |
| 15         | Pitch Black Wolves With Solid Blue Eyes (Distinctive Features); Concealability: Concealable, 10; Reaction: Always noticed & major reaction, +5 |
| 15         | Susceptibility to Any Type Of Light/Good/Heal Attack (1d6 STUN/Phase); Condition: Uncommon, +5   |
| <b>60</b>  | <b>Total Disadvantages</b>   |

**COSTS:**

|              |               |              |              |                |             |
|--------------|---------------|--------------|--------------|----------------|-------------|
| <b>Char.</b> | <b>Powers</b> | <b>Total</b> | <b>Total</b> | <b>Disadv.</b> | <b>Base</b> |
| 23           | +             | 112          | =            | 135            | 135         |
|              |               |              | =            | 60             | +           |
|              |               |              |              |                | 75          |

| OCV | DCV | ECV | Mental Def. | PD/rPD | ED/rED | Phases   |
|-----|-----|-----|-------------|--------|--------|----------|
| 5   | 5   | 2   | 0           | 5/5    | 5/5    | 4, 8, 12 |