

Wolven (Ability)

The Forest-Knight's body will shift, partially transforming into a Common Wolverine (25%).

Modification Point cost: 50

Ability-points to invoke: 25

Area of Effect: Forest-Knight only.

Avoidance-roll: None.

Damage: None.

Duration: 24 hours.

Effect time: 3 turns (15 seconds), in which time, the Forest-Knight can take each turn as normal. The four adjustment, listed in "Explanation" will not take effect until the transformation is complete (at the end of his or her 3rd turn).

Explanation: This ability will give the Forest-Knight the ability to transform partially into a wolverine, thus taking on the following:

75% of Forest-Knight physical appearance, 25% wolverine physical appearance.

+3-D10 awareness, coordination and dexterity.

+2 physical attacks, or actions, per turn.

Forest-Knight has all common wolverine abilities.

Hand movement: None. Forest-Knight merely has to concentrate to invoke Wolven.

Healing: None.

Immunities: None.

Invoke time: Instant. See: "Effect time"

Maximum adjustment: Not applicable.

Notes: The Forest-Knight must be in his or her right mind in order to invoke Wolven successfully.

Range: Forest-Knight only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 300,000