

# 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 3<sup>rd</sup> 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