

# Species, Breed: Wolf, Arctic

Type: Not applicable.

Class: Animal (mammal).

Align: Basic instinct creature.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D20 +10

Number encountered: 3-D4 +1 x 7

Experience points: 20 x level.

## Characteristics

Awareness: 45

Charisma: Not applicable.

Constitution: 40

Coordination: 40

Dexterity: 40

Intelligence: 4

Mental-strength: 50

Strength: 40

Wisdom: 4

## Movement:

Flying: Can't

Grounded: 25

Swimming: 8

Luck: None.

Oxygen-points: 150

Blood-points: 120

## Attack descriptions

Bites: 2

Damage: 3-D20 +4

Range: 1 space (5')

Attack Type: Sharp

Defense: 40

Offense: 40

Damage-Points: Roll 3-D10 +3 x level.

Treasure: %Roll needed to have money and treasure:

None.

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature appears as a rather large common wolf, yet snow-white.

**Eye color:** Silver-white.

**Eye shape:** As a large wolf.

**Fur color:** White.

**Fur texture:** As a wolf.

**Height:** 5'-0"

**Length:** 11'-2"

**Skin color:** As a wolf's.

**Skin texture:** As a wolf's.

**Posture:** Quadruped.

**Weight:** 500 lbs.

**Dislikes:** Fire. Any creature-type but its own. Arctic Wolves hate and fear humanoids, though they fear them less than their distant cousins the Common Wolf.

**Disposition:** Arctic Wolves drive their quarry into exhaustion by means of communication and chase, thus taking advantage of their prey's weariness and lack of strength to defend. In this manner, a pack can take down swift animals that, normally, one or two of them cannot.

Breeding occurs in the early springtime. In 60 days from conception the female will give birth to the following number of pups:

%Roll: Number of young

01-90: 1

91-00: 2

Wolflings awareness is at 0 at birth, meaning they cannot see when born. And as normal dog types, they are extremely playful and curious about everything. At the end of the second moon after birth, they are strong enough to be trained by their parents to hunt (they are level #1 at three moon's time (3 months)).

**Fears:** Fire (wolves will only come close to fire to take down quarry if they are starving to death, and then a successful avoidance-roll vs. "Fear" must be rolled for. If burned or singed in any way, a wolf will flee unless two more consecutive fear checks are successful.

**Habitat:** Arctics.

**Immunities:** None.

**Life-span:** 18 years.

**Likes:** Hunting.

**Needs:** Basic needs of life (food, water, shelter, etc.)

**Note:** As the Common Wolf, the Arctic Wolf is also highly trainable before it is fully developed (about one year). After one year they are only trainable at the hand of a master trainer.

**Special Abilities: Tracking:** Can track on a roll of 05+.

**Wolfsong:** Arctic Wolves will always howl to each other over great distances, signaling a find. The Arctic Wolf is a pack hunter. When they have located prey, they will fill the air with their voices. This is communication among themselves during the hunt. When a victim is being pursued, the Wolf will give a signal with a howl. Others will rush to a certain destination, setting up a relay to catch larger more powerful prey, thus using each other to chase and hunt quarry over long distances.

**Trap detection:** Can sniff out a trap that has the scent of another creature on it on a roll of 25+ If it fails this roll-check, it will set off the trap if it fails initiative against itself.

**Special Defenses:** Blunt weapon resistance: -2, Fear-resistance: 70%.

**Special Offenses:** Surround attacks at all times.

**Susceptibilities:** The smell of blood; it attracts them.

**Weapon susceptibility:** Rank-0 (or better) weapon to harm.