

# Wolf (Common):

This race appears as Common Wolf.

## Abilities:

Armor Restrictions:

Base Defense:

Body Weapons:

## Explanation and rulings for Abilities:

This race cannot wear armors, or use a shield.

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Attacks per turn: 2 (bite, bite).

Damage: Bite: 1-D6. Damage will increase by 1-D6 per 5 levels advanced above level #1.

Howl:

At the beginning of each melee turn, the Common Wolf will howl. Roll 1-D6 (a score of 1 will indicate another (random) wolf will aid you in battle). This can be any type of wolf, whether it be common, giant, etc.

Note: You must be in an area where wolves can be encountered in order for this ability to work. When the battle is over, it will depart.

Item Restrictions:

The wolf can only wear 1 amulet (neck) and 2 earrings (one in each ear).

Life-points:

This race will begin with 26 life-points at level #1.

Life-points per level advanced: 1-D8.

Tracking:

There will be a 1 in 6 chance to find a creature that is hidden (roll 1-D6: a 1 will indicate the creature has been found). For every 10 levels advanced, the chance to successfully track will be as follows:

2 in 6 chances (roll 1-D6: a 1-2 will indicate the creature has been found).

3 in 6 chances (roll 1-D6: a 1-3 will indicate the creature has been found).

4 in 6 chances (roll 1-D6: a 1-4 will indicate the creature has been found).

5 in 6 chances (roll 1-D6: a 1-5 will indicate the creature has been found).