

# 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