

# WEREWOLF

Werewolf is a Special Good trait costing 5 character points. Those touched by the moon surrender to their bestial nature when bathed in its light. The nature of Werewolves might vary from creature to creature, but Mags is reasonably typical, if a little sensitive. The Doctor will encounter another type of Werewolf later on when his travels take him to Scotland (see Tooth and Claw in The Tenth Doctor Sourcebook).

When they see the moon (or, in Mag's case, are simply hit with silver blue light) a werewolf will transform into a frightening creature. They grow claws and fangs and lose control of themselves, seeking only to kill anything in their path.

In Werewolf form the creature gains the following traits until the moon has gone:

- **Alien Appearance** (Minor Bad): The Werewolf's hair grows longer and it gains powerful claws and teeth.
- **Fast** (Major Good): The Werewolf doubles its usual speed.
- **Fear Factor** (Special Good) 2
- **Frenzy** (Minor Bad Trait): The Werewolf must resist frenzy whenever injured by making a Resolve + Strength roll (with a difficulty equal to 12 + damage taken). While frenzied, the Werewolf attacks anything nearby.
- **Natural Weapons** (Minor Good): Close combat weapons (claws, teeth) that do Strength +2 damage.
- **Quick Reflexes** (Minor Good): A Werewolf always goes first in its Action Round unless taken by surprise.
- **Tough** (Minor Good): Reduce total damage by 2.

[good](#), [special](#), [characters](#)

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