

SPECIAL: NATURAL ARMOR, LARGE CREATURE



EMBER:

EMBER, THE RING LEADER OF THE PACK. SHE RUNS ALL THE WORGS. THEY FOLLOW HER LEAD AND SHE FOLLOWS GROG, SHE WILL PROTECT HER PACK TILL HER DYING BREATH.

QUOTE:

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<u>DUALFATES</u>

ABILITY DESCRIPTION

STEPPES

NATURAL ARMOR, ARMOR CAN NOT BE REPAIRED.

LARGE CREATURE - DUE TO THEIR LARGE SIZE, WORGS MAKE EASY

TARGETS. ALL ATTACS AGAINST WORGS ARE MADE AT

VICIOUS BITTE

DIRE WORGS HUNT IN PACKS AND HAVE A VICIOUS BITE. THEY OFTEN ATTACK IN PACKS. IF TWO OR MORE WORGS ATTACKS THE SAME OPPONENT IN THE SAME ROUND AND CAUSE DAMAGE, THEY GAIN A FIXTH TOKEN.

POUNCES

if an opponent leaves melee combat, the dire worg will pursue them to keep them locked in combat. As the opponent retreats, the dire worg pounces forward to reengage in combat. Roll fate vs dod to reengage, if successful they remain in melee comabt with the worg after the movment, place the worg next to its opponent, if the dire worg's fate roll beats its opponent's dodge by or more, it can make an immediate attack (M: fate vs def: light damag). This ability can be used even if the worg has made an attack already this round.

PARALYZING HOWLS

RAISING HER HEAD TO THE SKY, EMBER RELEASES A BONE CHILLING HOWL. A SEPARATE ROLL IS MADE FOR EACH OPPONENT WITHIN 6 INCRES OF EMBER. ANY OPPONENT WHO IS AFFECTED, CANNOT MOVE OR TAKE AN ACTION THIS ROUND AND LOSES THERE SCORING STATUS FOR ONE ROUND.

PACK MATES

if unmounted ember may act on the same activation each round as any other worg, which counts as a single activation. As pack mates, they must stay within to inches of each other at all times. They do not have to attack the same target but must be near each other. If for any reason they are not within to inches of each other the worgs use their activation to get within to inches of each other. Other wise, each worg acts on its own.

MINIATURE INFO:

LINE: SUPER CHIBI QUEST

SCALE: 60MM

BASE SIZE: 60MM

Skin: DEFAULT



