

Aurora

Overview

Role: A divine protector and mobile combat medic. Aurora serves as a rare beacon of light within the Warfang Clan, utilizing her massive size and celestial energy to mend the pack's wounds while coordinating lethal strikes.

Unlike the other Worgs, Aurora possesses an unusually calm and nurturing spirit, making her both protector and caretaker of the pack. She is also the mother of Mange, the clan's corrupted Worg, and remains the only being capable of calming his violent feral episodes.

Core Information

Summon Points: 1 (Character)

Alignment: Light

Affiliation: Warfang Clan

Keywords

- Worg
- Large Creature (Melee)
- Divine Protector
- Support

Statistics

- **Health:** 6
- **Armor:** 1
- **Speed:** 6
- **Defense:** 6
- **Dodge:** 7
- **Willpower:** 7

Universal Worg Rules

- Stride
- Pack Hunter
- Pounce

- Pack Unity
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Special Rules

Natural Armor

Aurora's dense, matted fur provides inherent protection.

This Armor:

- cannot be repaired once damaged
 - may still be enhanced by external buffs and abilities
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Large Creature (Melee)

Due to her massive size, Aurora is an imposing target in close quarters.

All melee attacks targeting Aurora receive:

- +1 Fate.
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Celestial Stride

Aurora possesses the effortless, loping gait of the Worgs.

When Aurora performs a Run action:

- she automatically adds 6 inches to her movement without requiring a Fate roll.

Uniquely:

- Aurora may perform a non-attack ability immediately after completing a Run action.
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Maternal Bond

Aurora is the only member of the Warfang Clan capable of calming Mange's corrupted fury.

Aurora may target Mange with healing abilities normally despite his Corrupted condition.

Additionally:

- when Aurora successfully heals Mange, she may immediately remove Feral from him if it is currently active.

Abilities

Vicious Bite

- **Type:** Melee (M)
- **Mechanic:** Fate vs. Def
- **Damage:** Medium Damage

As a seasoned hunter, Aurora excels in coordinated pack strikes.

Successful attacks generate:

- 1 Fate Token.

If Aurora attacks an opponent already engaged by another friendly Worg during the same round:

- Aurora gains +1 Damage.

Lick Your Wounds

- **Type:** Free Action (FA), Melee (M), Burst 2 (B2)
- **Mechanic:** Fate vs. 6
- **Cost:** 1 Fate Token

Aurora carefully tends to the wounds of nearby allies, stabilizing them through instinctive nurturing and celestial energy.

Aurora may heal:

- up to 2 Health total
- divided between up to 2 allied units within melee range.

Aurora may:

- split the healing between targets
or
- apply all healing to a single target.

Aurora is not locked in melee combat while using this ability.

Divine Howl

- **Type:** Ranged 6, Burst 4 (B4)
- **Mechanic:** Fate vs. 6
- **Cost:** 3 Fate Tokens

Aurora releases a celestial howl infused with radiant spiritual energy, restoring strength to nearby allies.

Aurora may heal:

- up to 4 allied units within 6 inches.

Each target:

- rolls separately.

Successful targets recover:

- Medium Health.

Aurora may not move during a round in which she activates Divine Howl.

While channeling Divine Howl:

- Aurora gains +1 Defense
- Aurora gains +1 Dodge
- Aurora gains +1 Willpower

until the start of her next activation.

Tactics and Strategies

Aurora is the sustain engine and spiritual protector of the Warfang Clan. Unlike the other Worgs who specialize in aggression and battlefield pressure, Aurora ensures the pack survives prolonged engagements through mobility, healing, and battlefield stabilization.

Celestial Stride allows Aurora to rapidly reposition across the battlefield before immediately supporting wounded allies, making her one of the most flexible support units in the faction.

Lick Your Wounds excels at stabilizing overextended Worgs in the middle of combat, while Divine Howl provides powerful large-scale sustain during critical pack engagements.

Aurora's Maternal Bond with Mange gives her a unique role within the faction, allowing her to stabilize his corrupted fury and briefly restore clarity during battle.

Although capable of defending herself through coordinated pack attacks and Vicious Bite, Aurora performs best slightly behind the frontline where she can safely support the pack while still remaining close enough to exploit Pack Unity and coordinated Worg assaults.