



LYCANTHROPE

You gain the following abilities during the Night:

Add 2 to your attack score during battle and psychic combat.

Whenever you land on a space with another character (except in the Inner Region), you must attack him instead of encountering the space.

Whenever you defeat another character in battle or psychic combat, in addition to claiming your normal reward, he must roll 1 die on the Werewolf's chart.



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