

John Baxter

NAME

Rahu Werewolf2

1000

CLASS

EXPERIENCE

2

3000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	22	+6	22	+6	22	+6
DEX Dexterity	15	+2	15	+2	15	+2
CON Constitution	18	+4	18	+4	18	+4
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	12	+1	12	+1	12	+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+6

=

+2

+

+4

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+11

=

+5

+

+6

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+7

=

+5

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

+11

=

+5

+

+6

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11	1d3+6	20/x2	5 ft.

Greataxe		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	19-20/x0	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+11		2d6+6				
Special Properties						

*Hybrid Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+11	1d6+9				
Special Properties					

*Hybrid Claws		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+6/+6		1d6+3				
Special Properties						

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Phil

PLAYERNAME

Human

Medium

5' 0"

126 lbs.

RACE

SIZE

HEIGHT

WEIGHT

VISION

0

Male

EYES

HAIR

POINTS

AGE

GENDER

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP
hit points

75

AC
armor class

14

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE
modifier

+6

=

+2

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+5

None

ALIGNMENT

VISION

POINTS

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

5/5

MISC MODIFIER

✓ Appraise

INT

2

=

2

+

+

✓ Balance

DEX

6

=

2

+

4.0

+

✓ Bluff

CHA

1

=

1

+

+

✓ Climb

STR

10

=

6

+

4.0

+

✓ Computer Use

INT

3

=

2

+

1.0

+

✓ Concentration

CON

4

=

4

+

+

✓ Craft (Writing)

INT

2

=

2

+

+

✓ Demolitions

INT

7

=

2

+

5.0

+

✓ Diplomacy

CHA

1

=

1

+

+

✓ Disguise

CHA

1

=

1

+

+

✓ Drive

DEX

2

=

2

+

+

✓ Escape Artist

DEX

2

=

2

+

+

✓ Forgery

INT

2

=

2

+

+

✓ Gather Information

CHA

1

=

1

+

+

✓ Heal

WIS

1

=

1

+

+

✓ Hide

DEX

2

=

2

+

+

✓ Intimidate

CHA

1

=

1

+

+

✓ Jump

STR

10

=

6

+

4.0

+

✓ Listen

WIS

1

=

1

+

+

✓ Move Silently

DEX

3

=

2

+

1.0

+

✓ Navigate

INT

6

=

2

+

4.0

+

✓ Pilot

DEX

7

=

2

+

5.0

+

✓ Repair

INT

6

=

2

+

4.0

+

✓ Research

INT

2

=

2

+

+

✓ Ride

DEX

2

=

2

+

+

✓ Search

INT

2

=

2

+

+

✓ Sense Motive

WIS

1

=

1

+

+

✓ Spot

WIS

1

=

1

+

+

✓ Survival

WIS

1

=

1

+

+

✓ Swim

STR

10

=

6

+

4.0

+

✓ Tumble

DEX

6

=

2

+

4.0

+

✓ Use Rope

DEX

6

=

2

+

4.0

+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Plastic Explosive			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	none/x0	5 ft.
	10 ft.	20 ft.	30 ft.		40 ft.		50 ft.
TH	+7	+5	+3		+1		-1
Dam	4d6+6	4d6+6	4d6+6		4d6+6		4d6+6
Special Properties		Burst Radius 10, Reflex DC 18, Ill					

Submachine Gun				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried		M	20/x0	5 ft.
	30 ft.	40 ft.	80 ft.	120 ft.		160 ft.		
TH	+7	+7	+5	+3		+1		
Dam	2d8	2d8	2d8	2d8		2d8		
Special Properties		Lic						

Bite				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+11				1d8+9				
Special Properties								

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Greataxe	Carried	1	8.0	0.0	
Hybrid Bite	Equipped	1	0.0	0.0	
Hybrid Claws	Equipped	1	0.0	0.0	
Plastic Explosive	Carried	1	1.0	0.0	
Burst Radius 10, Reflex DC 18, III					
Submachine Gun	Carried	1	8.0	0.0	
0 lbs. Lic					
Bite	Carried	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			17 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	173	Medium	346	Heavy	520
Lift over head	520	Lift off ground	1040	Push / Drag	2600

SPECIAL ATTACKS
<p>Beast Form</p> <p>The bestial form more closely resembles the werewolf's alien form rather than an Earth wolf or dog (only an idiot would mistake a beast form werewolf as a real wolf in anything but dim light). In beast form, the werewolf's Dexterity and Constitution increase by +2, his speed increases to 40 feet, he gains a bite attack, gains a +8 bonus on Listen and Spot checks and gains the scent ability. While in beast form, a werewolf cannot speak human languages, but he can communicate with other werewolves in beast form or hybrid form. (Even a werewolf's human ears cannot make out werewolf speech.) A werewolf in beast form cannot use the Diplomacy or Gather Information skills except on other werewolves. The beast form cannot see color. While in beast form, a werewolf has low-light vision, and can see twice as far as a normal human in conditions of low light.</p> <p>Hybrid Form</p> <p>The hybrid form is powerful but unstable, both physically and mentally. The hybrid form is bipedal and tall, covered in hair the color of the human form's, has opposable thumbs and can speak human languages and the werewolf language. The hybrid form has Bite/Claw/Claw. The hybrid form has good hearing (+4 bonus on Listen checks) and sight but limited color vision (+4 bonus on Spot checks except when color vision is important). The werewolf's Strength and Dexterity increase by +4 and Constitution increases by +2. While in hybrid form, a werewolf has low-light vision, and can see twice as far as a normal human in conditions of low light. The hybrid form is a being of pure rage; the werewolf can barely manage the clarity to speak (DC 20 Will save to bark out a few words). The werewolf cannot use Charisma-, Dexterity- or Intelligence-based skills (except for Balance, Escape Artist, Intimidate and Ride), the Concentration skill or any abilities that require patience or concentration or rites (unless the rite specifies otherwise). He can use any feat he has except Combat Expertise. Every round on his turn, a hybrid-form werewolf must attack or move toward an enemy; if the werewolf can't see a living foe, he has to strike out at something nearby (a car, fallen foe and so on). He can still discern friend from foe, fallen foes from living ones, and can decide between multiple available foes. To do anything other than move, attack or activate an allowed rite (even to exit hybrid form), the werewolf must make a DC 20 Will save.</p>

SPECIAL QUALITIES
<p>Rite - Clarity</p> <p>When you activate this ability, you become alert and ready for battle. If you are surprised, you are no longer surprised (and get to take a turn during the surprise round). If you are flat-footed, you are no longer flat-footed. This rite does not affect stunning, paralysis, sleep or other conditions that make you unable to take actions. You may activate this rite even if you are surprised or when it is not your turn. If you activate this rite before combat, you get a +8 bonus on Initiative rolls. Action None - Cost 1 Essence - Duration 1 minute</p> <p>Rite - Primal Urge ()</p> <p>Your maximum Essence increases by 10, and the number of Essence you can spend per round increases by 1. You can remain in hybrid form for one additional round. Your alien spirit is fearsome to humans - even if they don't know you are a werewolf, they can sense that something is horrible and wrong about you. You take a #3 penalty on Diplomacy, Gather Information and Sense Motive checks (or simple Charisma checks) involving peaceful relations with humans; this penalty also applies to rites relying on those checks. This rite has no effect on Intimidate checks. [Special - You may take this rite up to five times. Its effects (bonuses and penalties) stack.]</p> <p>Hardiness</p> <p>A werewolf 's alien soul enhances the werewolf's human metabolism, making it immune to normal sickness and disease. The werewolf is still vulnerable to magical diseases and poison.</p> <p>Pack Mentality</p> <p>Werewolves feel most comfortable in groups, whether this group is composed of werewolves or other powerful creatures. Werewolves have the mystical ability to forge a special bond with up to four other creatures, which the werewolf calls his 'pack.' Inviting someone into a pack takes a full-round action and must be done in the presence of the potential packmate. A werewolf with four packmates who wants to add another must first release one (a free action) before inviting a replacement. A creature (werewolf or otherwise) can be in only one pack at a time. A packmate is a trusted kin; forcing a packmate to harm another is nearly impossible (doing so is like trying to force someone to harm himself). Some werewolves learn supernatural powers (called rites) that work only on packmates.</p> <p>Silver Vulnerability</p> <p>In hybrid or beast form takes double damage from silver up to 5 points. Sprint healing cannot heal the extra damage from silver.</p> <p>Sprint Healing</p> <p>A werewolf has sprint healing 5/20 (Heal up to 5 hp a rnd, up to 20 hp in a day)</p> <p>Essence</p> <p>Essence - 24 max; spend 2/round.</p> <p>Heal Wounds</p> <p>Heal Wounds, 10 per essence point</p> <p>Werewolf Shapechanging</p> <p>You can channel your alien spirit into your flesh, reshaping meat and bone. You have two nonhuman forms: a completely bestial form and a hybrid form that mixes its human and bestial shapes. Changing form is a full-round action, though you can change as a free action if you make a DC 15 Will save, or spend one Essence to do it without a roll</p>

FEATS
<p>Armor Proficiency (Light)</p> <p>When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.</p> <p>Improved Initiative</p> <p>You get a +4 bonus on initiative checks.</p>

PROFICIENCIES
<p>Assault Rifle, Auto Pistol, Bayonet, Bite, Bow, Brass Knuckles, Chain, Club, Concealed Pistol, Crossbow, Dynamite, Frag Grenade, Grapple, Greataxe, Greatsword, Hybrid Bite, Hybrid Claws, Knife, Longspear, Molotov Cocktail, Pepper Spray, Pistol, Pistol Whip, Plastic Explosive, Rifle, Rifle Butt, Sap, Shotgun, Shuriken, Smoke Grenade, Sniper Rifle, Spear, Submachine Gun, Taser, Teargas Grenade, Thermite Grenade, Throwing Axe, Tranquilizer Gun, Unarmed, Unarmed Strike, Whip, Zip Gun</p>

LANGUAGES
<p>Dutch, English</p>

TEMPLATES