

STR

Strength

22

+6

22

+6

22

+6

DEX

Dexterity

18

+4

18

+4

18

+4

CON

Constitution

18

+4

18

+4

18

+4

INT

Intelligence

12

+1

12

+1

12

+1

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

12

+1

12

+1

12

+1

SAVING THROWS

FORTITUDE

(constitution)

+8

=

+4

+

+4

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+8

=

+4

+

+4

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

MELEE

attack bonus

+15/+10

=

+9/+4

+

+6

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+13/+8

=

+9/+4

+

+4

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+15/+10

=

+9/+4

+

+6

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+15/+10

1d3+6

20/x2

5 ft.

Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+15

1d8+9

Special Properties

*Hybrid Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+15

1d6+9

Special Properties

*Hybrid Claws

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+10/+10

1d6+3

Special Properties

Character: New1

Player:

Created using PCGen 5.17.0 on Dec 20, 2009 at 3:15:29 PM

NAME

CLASS

6

Character Level

15000

EXPERIENCE

21000

NEXT LEVEL

PLAYERNAME

RACE

0

AGE

Human

Medium

Male

GENDER

DEITY

5' 4"

HEIGHT

138 lbs.

WEIGHT

ALIGNMENT

VISION

0

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

HP

hit points

117

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

AC

armor class

18

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+9/+4

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

9/9

MISC MODIFIER

✓ Appraise

INT

1

=

1

+

+

✓ Balance

DEX

4

=

4

+

+

✓ Bluff

CHA

1

=

1

+

+

✓ Climb

STR

6

=

6

+

+

✓ Computer Use

INT

1

=

1

+

+

✓ Concentration

CON

4

=

4

+

+

✓ Craft (Writing)

INT

1

=

1

+

+

✓ Diplomacy

CHA

1

=

1

+

+

✓ Disguise

CHA

1

=

1

+

+

✓ Drive

DEX

4

=

4

+

+

✓ Escape Artist

DEX

4

=

4

+

+

✓ Forgery

INT

1

=

1

+

+

✓ Gather Information

CHA

1

=

1

+

+

✓ Heal

WIS

1

=

1

+

+

✓ Hide

DEX

4

=

4

+

+

✓ Intimidate

CHA

1

=

1

+

+

✓ Intimidate (Physical)

STR

6

=

6

+

+

✓ Jump

STR

6

=

6

+

+

✓ Listen

WIS

1

=

1

+

+

✓ Move Silently

DEX

4

=

4

+

+

✓ Navigate

INT

1

=

1

+

+

✓ Research

INT

1

=

1

+

+

✓ Ride

DEX

4

=

4

+

+

✓ Search

INT

1

=

1

+

+

✓ Sense Motive

WIS

1

=

1

+

+

✓ Spot

WIS

1

=

1

+

+

✓ Survival

WIS

1

=

1

+

+

✓ Swim

STR

6

=

6

+

+

✓ Use Rope

DEX

4

=

4

+

+

=

+

+

=

+

+

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



EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Carried	1	0.0	0.0	
Hybrid Bite	Equipped	1	0.0	0.0	
Hybrid Claws	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 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

Beast Form [mc_wod, p.76]

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.

Hybrid Form [mc_wod, p.76]

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.

Special Qualities

Hardiness [mc_wod, p.77]

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.

Pack Mentality [mc_wod, p.77]

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.

Shapechanging [mc_wod, p.75]

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.

Silver Vulnerability [mc_wod, p.77]

In hybrid or beast form takes double damage from silver up to 5 points. Sprint healing cannot heal the extra damage from silver.

Sprint Healing [mc_wod, p.77]

A werewolf has sprint healing 5/20 (Heal up to 5 hp a rnd, up to 20 hp in a day)

Essence [mc_wod, p.77]

Essence - 14 max; spend 1/round.

Heal Wounds [mc_wod, p.77]

Heal Wounds, 10 per essence point

PROFICIENCIES

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

LANGUAGES

Character: New1

Player:

Created using PCGen 5.17.0 on Dec 20, 2009 at 3:15:29 PM

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoo.com with "OS Suggestion" in the subject line.

Notes:

Character Sheet Notes: