

Joshua Alderman

NAME

Irraka Werewolf5

CLASS

5

Character Level

10000

EXPERIENCE

15000

NEXT LEVEL

Conor Rhone

PLAYERNAME

Human

RACE

20

AGE

Medium

SIZE

Male

GENDER

5' 8"

HEIGHT

Gray

EYES

155 lbs.

WEIGHT

Dirty Blond,

HAIR

ALIGNMENT

VISION

0

POINTS

STR

Strength

17

+3

17

+3

17

+3

DEX

Dexterity

20

+5

20

+5

20

+5

CON

Constitution

16

+3

16

+3

16

+3

INT

Intelligence

17

+3

17

+3

17

+3

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

12

+1

12

+1

12

+1

HP

hit points

108

AC

armor class

19

TOTAL

19

FLAT

19

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

STAT

0

SIZE

0

NATURAL ARMOR

0

DEFLEC-TION

4

MISC

INITIATIVE

modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+8/+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+8

=

+3

+

+5

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+11/+6

=

+8/+3

+

+3

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+13/+8

=

+8/+3

+

+5

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+11/+6

=

+8/+3

+

+3

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+13/+8

1d3+3

20/x2

5 ft.

*Assault Rifle

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

M

20/x0

5 ft.

TH

+13/+8

+13/+8

+11/+6

+9/+4

+7/+2

Dam

2d10

2d10

2d10

2d10

2d10

Special Properties

Lic, Semi and Automatic

Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+11

1d8+4

Special Properties

*Hybrid Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+11

1d6+4

Special Properties

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

SKILL NAME

KEY ABILITY

SKILL MODIFIER

MAX RANKS

8/8

✓ Appraise

INT

3

=

3

+

+

✓ Balance

DEX

15

=

5

+

+8.0

+

2

✓ Bluff

CHA

1

=

1

+

+

✓ Climb

STR

3

=

3

+

+

✓ Computer Use

INT

3

=

3

+

+

✓ Concentration

CON

3

=

3

+

+

✓ Craft (Writing)

INT

3

=

3

+

+

✓ Diplomacy

CHA

1

=

1

+

+

✓ Disguise

CHA

1

=

1

+

+

✓ Drive

DEX

5

=

5

+

+

✓ Escape Artist

DEX

13

=

5

+

+8.0

+

✓ Forgery

INT

3

=

3

+

+

✓ Gather Information

CHA

1

=

1

+

+

✓ Heal

WIS

1

=

1

+

+

✓ Hide

DEX

13

=

5

+

+8.0

+

✓ Intimidate

CHA

1

=

1

+

+

✓ Intimidate (Physical)

STR

3

=

3

+

+

✓ Jump

STR

5

=

3

+

+

2

✓ Listen

WIS

1

=

1

+

+

✓ Move Silently

DEX

13

=

5

+

+8.0

+

✓ Navigate

INT

3

=

3

+

+

✓ Research

INT

3

=

3

+

+

✓ Ride

DEX

5

=

5

+

+

✓ Search

INT

3

=

3

+

+

✓ Sense Motive

WIS

1

=

1

+

+

✓ Spot

WIS

1

=

1

+

+

✓ Survival

WIS

1

=

1

+

+

✓ Swim

STR

3

=

3

+

+

✓ Tumble

DEX

13

=

5

+

+8.0

+

✓ Use Rope

DEX

5

=

5

+

+

=

+

+

=

+

+

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

Character: Joshua Alderman

Player: Conor Rhone

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pccgen@yahoo.com with "OS Suggestion" in the subject line.

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

Shotgun (Shot)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried		M	20/x0	5 ft.
	20 ft.	30 ft.	40 ft.	60 ft.	80 ft.		
TH	+13/+8	+11/+6	+11/+6	+9/+4	+7/+2		
Dam	3d6	3d6	3d6	3d6	3d6		
Special Properties		Lic					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Assault Rifle	Equipped	1	11.0	0.0	
0 lbs. Lic, Semi and Automatic					
Bite	Carried	1	0.0	0.0	
Hybrid Bite	Equipped	1	0.0	0.0	
Hybrid Claws	Equipped	1	0.0	0.0	
Shotgun (Shot)	Carried	1	7.0	0.0	
0 lbs. Lic					
TOTAL WEIGHT CARRIED/VALUE			18 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	86	Medium	173	Heavy	260
Lift over head	260	Lift off ground	520	Push / Drag	1300

Special Attacks	
<p>Beast Form [mc_wod, p.76]</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 [mc_wod, p.76]</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>Hardiness [mc_wod, p.77]</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 [mc_wod, p.77]</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>Shapechanging [mc_wod, p.75]</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> <p>Silver Vulnerability [mc_wod, p.77]</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 [mc_wod, p.77]</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 [mc_wod, p.77]</p> <p>Essence - 13 max; spend 1/round.</p> <p>Heal Wounds [mc_wod, p.77]</p> <p>Heal Wounds, 10 per essence point</p>	

Werewolf Rites	
<p>Partial Change [mc_wod, p.165]</p> <p>Rather than being limited to exactly three forms, you can selectively change one aspect of your body to that of one of your other forms. For example, in human form you can give yourself hybrid-form claws to help you in battle without attracting attention as an obvious monster, or take human hands in beast form to be able to pick a lock or take human eyes in hybrid form to have unhindered color vision. You may make one partial change per round; the change typically affects both the left and right halves of your body, but you may limit it to just one side if you choose. - Action=Free - Cost=0 Essence - Duration=Instantaneous</p> <p>Sense Weakness [mc_wod, p.167]</p> <p>You learn a specific weakness of the target, such as a powerful vice, a mental disorder or a physical flaw such as poor eyesight or a limp. The target resists with a Will save (DC 10 + your Hit Dice + your Charisma modifier); if she rolls a 1 on her save, you learn two weaknesses instead of one. The GM determines what weakness or weaknesses you learn. You can use this rite on a particular creature once per day. Each time you use this rite, you learn a different weakness (if any). - Action=Standard - Cost=0 Essence - Duration=Instantaneous</p> <p>Slip Away [mc_wod, p.168]</p> <p>You slip out of any physical bond, leaving the item behind unharmed and unchanged (rope still tied, handcuffs locked and so on). If you are in a grapple, you can use standard action to automatically escape as if you had successfully used the Escape Artist skill or broken the grapple by winning an opposed grapple check. This rite does not work on binding supernatural effects, mundane bindings supernaturally enhanced for this purpose or on enclosed spaces such as prison cells, car trunks or footlockers. - Action=Free or standard (if used to escape a grapple) - Cost=1 Essence - Duration=Instantaneous</p>	

Feats	
<p>Combat Expertise [mc_wod, p.119]</p> <p>When you use the attack action or the full attack action in melee, you can take a penalty of as much as 5 on your attack roll and add the same number as a dodge bonus to your Armor Class.</p> <p>Uncanny Dodge [mc_wod, p.125]</p> <p>Retain Dex bonus when flat-footed.</p> <p>Weapon Finesse [mc_wod, p.126]</p> <p>With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.</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>English</p>

TEMPLATES

Notes:

Character Sheet Notes: