

Aryn De Summer

NAME

Elodoth Werewolf4

6000

CLASS

EXPERIENCE

4

10000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	14	+2	14	+2	14	+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+10/+5

=

+7/+2

+

+3

+

+0

+

+0

+

RANGED
attack bonus

+8/+3

=

+7/+2

+

+1

+

+0

+

+0

+

GRAPPLE
attack bonus

+10/+5

=

+7/+2

+

+3

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+10/+5	1d3+3	20/x2	5 ft.

*Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+10		1d8+4				
Special Properties						

Hybrid Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+10		1d6+4			
Special Properties					

*Hybrid Claws	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5/+5	1d8+1				
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
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NPC

PLAYERNAME

DEITY

ALIGNMENT

Human

Medium

5' 5"

162 lbs.

RACE

SIZE

HEIGHT

WEIGHT

VISION

29

Male

EYES

HAIR

POINTS

AGE

GENDER

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 40 ft.

HP
hit points

82

AC
armor class

14

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

+5

=

+1

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+7/+2

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/7	MISC MODIFIER
✓ Appraise		INT	1	=	1	+	+
✓ Balance		DEX	10	=	1	+	7.0 + 2
✓ Bluff		CHA	2	=	2	+	+
✓ Climb		STR	3	=	3	+	+
✓ Computer Use		INT	1	=	1	+	+
✓ Concentration		CON	2	=	2	+	+
✓ Craft (Writing)		INT	1	=	1	+	+
✓ Demolitions		INT	4	=	1	+	3.0 +
✓ Diplomacy		CHA	2	=	2	+	+
✓ Disguise		CHA	2	=	2	+	+
✓ Drive		DEX	1	=	1	+	+
✓ Escape Artist		DEX	4	=	1	+	3.0 +
✓ Forgery		INT	1	=	1	+	+
✓ Gather Information		CHA	2	=	2	+	+
✓ Heal		WIS	1	=	1	+	+
✓ Hide		DEX	1	=	1	+	+
✓ Intimidate		CHA	2	=	2	+	+
✓ Intimidate (Physical)		STR	3	=	3	+	+
✓ Jump		STR	9	=	3	+	6
✓ Listen		WIS	1	=	1	+	+
✓ Move Silently		DEX	1	=	1	+	+
✓ Navigate		INT	4	=	1	+	3.0 +
✓ Pilot		DEX	4	=	1	+	3.0 +
✓ Repair		INT	4	=	1	+	3.0 +
✓ Research		INT	1	=	1	+	+
✓ Ride		DEX	1	=	1	+	+
✓ Search		INT	1	=	1	+	+
✓ Sense Motive		WIS	1	=	1	+	+
✓ Spot		WIS	3	=	1	+	2.0 +
✓ Survival		WIS	1	=	1	+	+
✓ Swim		STR	3	=	3	+	+
✓ Tumble		DEX	8	=	1	+	7.0 +
✓ Use Rope		DEX	6	=	1	+	5.0 +
				=	+	+	
				=	+	+	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Equipped	1	0.0	0.0	
Hybrid Bite	Carried	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	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

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 - 12 max; spend 1/round.	
Heal Wounds	[mc_wod, p.77]
Heal Wounds, 10 per essence point	

Werewolf Rites	
Alien Speed	[mc_wod, p.155]
You increase your base speed by +30 feet in human or hybrid form, or +40 feet in beast form. You get a +8 dodge bonus to Defense against ranged attacks. - Action=Free - Cost=1 Essence - Duration=1 minute	
Feet of Mist	[mc_wod, p.160]
This rite, which is always active, imposes a #4 penalty on checks to track you by scent. If you spend Essence, this penalty increases to #10 for one hour. You may suppress and reactivate this rite as a free action. - Action=Free - Cost=0 Essence or 1 Essence - Duration=Instantaneous or 1 hour	
Partial Change	[mc_wod, p.165]
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	

FEATS	
Fleet of Foot	[mc_wod, p.121]
+10 feet to ground speed.	
Improved Initiative	[mc_wod, p.121]
You get a +4 bonus on initiative checks.	
Improved Natural Attack (Hybrid Claws)	[mc_wod, p.121]
Natural weapon's damage die increases.	

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	
English	

Notes:

Character Sheet Notes: