

John Baxter

NAME

Rahu Werewolf1

0

EXPERIENCE

1

1000

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

FORTITUDE
(constitution)

+6

=

+2

+

+4

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

MELEE
attack bonus

TOTAL

+10

=

BASE ATTACK BONUS

+4

+

STAT

+6

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED
attack bonus

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

+10

=

+4

+

+6

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+10	1d3+6	20/x2	5 ft.

Greataxe		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	19-20/x0	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+0		2d6+6				
Special Properties						

*Hybrid Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+10		1d6+9				
Special Properties						

*Hybrid Claws		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+5		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
*Light	Light	-1		-2	0

Phil

PLAYERNAME

Human

Medium

5' 0"

126 lbs.

RACE

SIZE

HEIGHT

WEIGHT

VISION

0

POINTS

AGE

GENDER

EYES

HAIR

WOUNDS/CURRENT HP

HP
hit points

64

AC
armor class

13

TOTAL

FLAT

11

TOUCH

14

BASE

10

ARMOR BONUS

-1

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL

0

MISC

2

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

-2

SPELL RESIST

0

INITIATIVE
modifier

+6

TOTAL

DEX MODIFIER

+2

MISC MODIFIER

+4

BASE ATTACK
bonus

+4

DEITY

None

ALIGNMENT

SUBDUAL DAMAGE

DAMAGE REDUCTION

2/-

SPEED

Walk 30 ft.

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/4	MISC MODIFIER
✓ Appraise	INT	2	=	2	+	+
✓ Balance	DEX	4	=	2	+	4.0 + -2
✓ Bluff	CHA	1	=	1	+	+
✓ Climb	STR	8	=	6	+	4.0 + -2
✓ Computer Use	INT	2	=	2	+	+
✓ Concentration	CON	4	=	4	+	+
✓ Craft (Writing)	INT	2	=	2	+	+
✓ Demolitions	INT	6	=	2	+	4.0 +
✓ Diplomacy	CHA	1	=	1	+	+
✓ Disguise	CHA	1	=	1	+	+
✓ Drive	DEX	2	=	2	+	+
✓ Escape Artist	DEX	0	=	2	+	+
✓ Forgery	INT	2	=	2	+	+
✓ Gather Information	CHA	1	=	1	+	+
✓ Heal	WIS	1	=	1	+	+
✓ Hide	DEX	0	=	2	+	+
✓ Intimidate	CHA	1	=	1	+	+
✓ Jump	STR	8	=	6	+	4.0 + -2
✓ Listen	WIS	1	=	1	+	+
✓ Move Silently	DEX	0	=	2	+	+
✓ Navigate	INT	6	=	2	+	4.0 +
✓ Pilot	DEX	6	=	2	+	4.0 +
✓ 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	6	=	6	+	4.0 + -4
✓ Tumble	DEX	4	=	2	+	4.0 + -2
✓ Use Rope	DEX	6	=	2	+	4.0 +
			=	+	+	
			=	+	+	
✓: can be used untrained. X: exclusive skills						

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	+6	+4	+2		+0		-2
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	+6	+6	+4	+2		+0	
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				
+10				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	
Light	Equipped	1	4.0	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			21 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>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 - 14 max; spend 1/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) 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 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 Strike, Whip, Zip Gun</p>

LANGUAGES
Dutch, English

TEMPLATES
