

Joshua Alderman

NAME

Irraka Werewolf3

CLASS

3

Character Level

3000

EXPERIENCE

6000

NEXT LEVEL

Conor Rhone

PLAYERNAME

Human

RACE

20

AGE

Medium

SIZE

Male

GENDER

DEITY

5' 8"

HEIGHT

Gray

EYES

155 lbs.

WEIGHT

Dirty Blond,

HAIR

ALIGNMENT

VISION

-1

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+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	82	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED										
AC armor class	18	:	18	:	18	=	10	+	0	+	0	+	5	+	0	+	0	+	0	+	3
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		MISC	
INITIATIVE		+5		=		+5		+		+0		TOTAL		DEX MODIFIER		MISC MODIFIER					
BASE ATTACK		bonus				+6/+1															

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers						
FORTITUDE (constitution)	+6	=	+3	+	+3	+	+0	+	+0	+	+0	+		
REFLEX (dexterity)	+7	=	+2	+	+5	+	+0	+	+0	+	+0	+		
WILL (wisdom)	+3	=	+2	+	+1	+	+0	+	+0	+	+0	+		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP						
	+9/+4	=	+6/+1	+	+3	+	+0	+	+0	+	+0	+	
RANGED attack bonus	+11/+6	=	+6/+1	+	+5	+	+0	+	+0	+	+0	+	
GRAPPLE attack bonus	+9/+4	=	+6/+1	+	+3	+	+0	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11/+6	1d3+3	20/x2	5 ft.

*Assault Rifle		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary		M	20/x0	5 ft.
TH	30 ft.	60 ft.	120 ft.	180 ft.	240 ft.	
	+11/+6	+11/+6	+9/+4	+7/+2	+5/+0	
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				
+9		1d8+4				
Special Properties						

*Hybrid Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+9		1d6+4				
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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SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/6
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	13	= 5	+	6.0 + 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	11	= 5	+	6.0 +
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Hide	DEX	11	= 5	+	6.0 +
✓ Intimidate	CHA	1	= 1	+	+
✓ Intimidate (Physical)	STR	3	= 3	+	+
✓ Jump	STR	5	= 3	+	+
✓ Listen	WIS	1	= 1	+	+
✓ Move Silently	DEX	11	= 5	+	6.0 +
✓ 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	11	= 5	+	6.0 +
✓ Use Rope	DEX	5	= 5	+	+
			=	+	+
			=	+	+

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

Oct 24, 2009 5:11:33 PM CHARACTER:  
Created using PCGen 5.17.0

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.  
For suggestions please post to pcgen@yahoogroups.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			
+4/+4		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	+11/+6	+9/+4	+9/+4	+7/+2	+5/+0	
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	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

Werewolf Rites	
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	
Sense Weakness	[mc_wod, p.167]
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	

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

FEATS	
Combat Expertise	[mc_wod, p.119]
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.	
Uncanny Dodge	[mc_wod, p.125]
Retain Dex bonus when flat-footed.	
Weapon Finesse	[mc_wod, p.126]
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.	

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	

TEMPLATES	
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## Notes:

Character Sheet Notes: