

John Baxter

NAME

Rahu Werewolf3

3000

CLASS

EXPERIENCE

3

6000

Character Level

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)

REFLEX

(dexterity)

WILL

(wisdom)

TOTAL

+7

BASE SAVE

+3

ABILITY

+4

MAGIC

+0

MISC

+0

EPIC

+0

TEMP

conditional modifiers

TOTAL

+4

BASE SAVE

+2

ABILITY

+2

MAGIC

+0

MISC

+0

EPIC

+0

TEMP

TOTAL

+3

BASE SAVE

+2

ABILITY

+1

MAGIC

+0

MISC

+0

EPIC

+0

TEMP

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

TOTAL

+12/+7

BASE ATTACK BONUS

+6/+1

STAT

+6

SIZE

+0

MISC

+0

EPIC

+0

TEMP

TOTAL

+8/+3

BASE ATTACK BONUS

+6/+1

STAT

+2

SIZE

+0

MISC

+0

EPIC

+0

TEMP

TOTAL

+12/+7

BASE ATTACK BONUS

+6/+1

STAT

+6

SIZE

+0

MISC

+0

EPIC

+0

TEMP

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|---------|--------------------|--------|----------|-------|
| | +12/+7 | 1d3+6 | 20/x2 | 5 ft. |

| Bite | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|--|---------|------|------|----------|-------|
| | | Carried | P | M | 20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | | DAMAGE | | | | |
| +12 | | 1d8+9 | | | | |
| Special Properties | | | | | | |

| Greataxe | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|--|---------|------|------|----------|-------|
| | | Carried | S | M | 19-20/x0 | 5 ft. |
| TOTAL ATTACK BONUS | | DAMAGE | | | | |
| +12/+7 | | 2d6+6 | | | | |
| Special Properties | | | | | | |

| *Hybrid Bite | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|--|---------|------|------|----------|-------|
| | | Primary | P | M | 20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | | DAMAGE | | | | |
| +12 | | 1d6+9 | | | | |
| 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 |
|-------|------|----|--------|-------|---------------|
|-------|------|----|--------|-------|---------------|

Phil

PLAYERNAME

Human

Medium

DEITY

5' 0"

126 lbs.

ALIGNMENT

RACE

SIZE

HEIGHT

WEIGHT

VISION

0

Male

EYES

HAIR

-1

POINTS

AGE

GENDER

HP

hit points

85

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC

armor class

15

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

0

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL

0

MISC

3

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

INITIATIVE

modifier

+6

TOTAL

DEX MODIFIER

+2

MISC MODIFIER

+4

BASE ATTACK

bonus

+6/+1

| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 6/6 |
|-------------------------|-----|-------------|----------------|------------------|-----------|---------------|
| | | | | | RANKS | MISC MODIFIER |
| ✓ Appraise | INT | 2 | = | 2 | + | + |
| ✓ Balance | DEX | 8 | = | 2 | + | 4.0 + 2 |
| ✓ Bluff | CHA | 1 | = | 1 | + | + |
| ✓ Climb | STR | 10 | = | 6 | + | 4.0 + |
| ✓ Computer Use | INT | 3 | = | 2 | + | 1.0 + |
| ✓ Concentration | CON | 4 | = | 4 | + | + |
| ✓ Craft (Writing) | INT | 2 | = | 2 | + | + |
| ✓ Demolitions | INT | 8 | = | 2 | + | 6.0 + |
| ✓ Diplomacy | CHA | 1 | = | 1 | + | + |
| ✓ Disguise | CHA | 1 | = | 1 | + | + |
| ✓ Drive | DEX | 2 | = | 2 | + | + |
| ✓ Escape Artist | DEX | 2 | = | 2 | + | + |
| ✓ Forgery | INT | 2 | = | 2 | + | + |
| ✓ Gather Information | CHA | 1 | = | 1 | + | + |
| ✓ Heal | WIS | 1 | = | 1 | + | + |
| ✓ Hide | DEX | 2 | = | 2 | + | + |
| ✓ Intimidate | CHA | 1 | = | 1 | + | + |
| ✓ Intimidate (Physical) | STR | 6 | = | 6 | + | + |
| ✓ Jump | STR | 13 | = | 6 | + | 5.0 + 2 |
| ✓ Listen | WIS | 1 | = | 1 | + | + |
| ✓ Move Silently | DEX | 4 | = | 2 | + | 2.0 + |
| ✓ Navigate | INT | 6 | = | 2 | + | 4.0 + |
| ✓ Pilot | DEX | 7 | = | 2 | + | 5.0 + |
| ✓ 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 | 10 | = | 6 | + | 4.0 + |
| ✓ Tumble | DEX | 9 | = | 2 | + | 5.0 + 2 |
| ✓ Use Rope | DEX | 6 | = | 2 | + | 4.0 + |
| | | | = | + | + | |
| | | | = | + | + | |

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

| *Hybrid Claws | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|----------|--------|------|----------|-------|
| | Off-hand | | M | 20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | | DAMAGE | | | |
| +7/+7 | | 1d6+3 | | | |
| Special Properties | | | | | |

| Machine Gun | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|--------|----------------|---------|------|---------|----------|-------|
| | | | Carried | | M | 20/x0 | 5 ft. |
| | 30 ft. | 110 ft. | 220 ft. | | 330 ft. | 440 ft. | |
| TH | +8/+3 | +8/+3 | +6/+1 | | +4/-1 | +2/-3 | |
| Dam | 2d12 | 2d12 | 2d12 | | 2d12 | 2d12 | |
| Special Properties | | III, Automatic | | | | | |

| 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 | +8/+3 | +6/+1 | +4/-1 | +2/-3 | +0/-5 | | | |
| Dam | 4d6+6 | 4d6+6 | 4d6+6 | 4d6+6 | 4d6+6 | | | |
| Special Properties | | Burst Radius 10, Reflex DC 18, III | | | | | | |

| Submachine Gun | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|--------|-------------------------|---------|------|---------|----------|-------|
| | | | Carried | | M | 20/x0 | 5 ft. |
| | 30 ft. | 40 ft. | 80 ft. | | 120 ft. | 160 ft. | |
| TH | +8/+3 | +8/+3 | +6/+1 | | +4/-1 | +2/-3 | |
| Dam | 2d8 | 2d8 | 2d8 | | 2d8 | 2d8 | |
| Special Properties | | Lic, Semi and Automatic | | | | | |

| EQUIPMENT | | | | | |
|--|----------|-----|---------|--------|--|
| ITEM | LOCATION | QTY | WT | COST | |
| Amulet (Rage Suppressor) Reduces Rage Will Save DC to 10, instead of the normal 20 for werewolf hybrid form rage. | Equipped | 1 | 0.0 | 0.0 | |
| Bite | Carried | 1 | 0.0 | 0.0 | |
| Greataxe | Carried | 1 | 8.0 | 0.0 | |
| Hybrid Bite | Equipped | 1 | 0.0 | 0.0 | |
| Hybrid Claws | Equipped | 1 | 0.0 | 0.0 | |
| Machine Gun III, Automatic | Carried | 1 | 75.0 | 0.0 | |
| Plastic Explosive Burst Radius 10, Reflex DC 18, III | Carried | 1 | 1.0 | 0.0 | |
| Submachine Gun 0 lbs. Lic, Semi and Automatic | Carried | 1 | 8.0 | 0.0 | |
| Walkie-Talkie Helmet (Military) | Equipped | 1 | 0.0 | 0.0 | |
| TOTAL WEIGHT CARRIED/VALUE | | | 92 lbs. | 0.0 gp | |

| WEIGHT ALLOWANCE | | | | | |
|------------------|-----|-----------------|------|-------------|------|
| Light | 173 | Medium | 346 | Heavy | 520 |
| Lift over head | 520 | Lift off ground | 1040 | Push / Drag | 2600 |

| Werewolf Rites | |
|----------------|---|
| Clarity | 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 |
| Primal Urge () | Your maximum Essence increases by 10, and the number of Essence you can spend per round increases by 1. You can remain in hybrid form for one additional round. Your alien spirit is fearsome to humans - even if they don't know you are a werewolf, they can sense that something is horrible and wrong about you. You take a -3 penalty on Diplomacy, Gather Information and Sense Motive checks (or simple Charisma checks) involving peaceful relations with humans; this penalty also applies to rites relying on those checks. This rite has no effect on Intimidate checks. [Special - You may take this rite up to five times. Its effects (bonuses and penalties) stack.] |

| SPECIAL ATTACKS | |
|-----------------|--|
| Beast Form | 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 | 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 | 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 | 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. |
| Silver Vulnerability | 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 | A werewolf has sprint healing 5/20 (Heal up to 5 hp a rnd, up to 20 hp in a day) |
| Essence | Essence - 24 max; spend 2/round. |
| Heal Wounds | Heal Wounds, 10 per essence point |
| Werewolf Shapechanging | 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 |

| FEATS | |
|---|---|
| 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. |
| Exotic Weapon Proficiency (Machine Gun) | Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat. |
| Improved Initiative | You get a +4 bonus on initiative checks. |

| 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, Machine Gun, 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 | |
|----------------|--|
| Dutch, English | |

TEMPLATES

Notes:

Character Sheet Notes: