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Walther Humphreys

**2500 x 3235**  
↔ ↕

Image Dummy

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Walther Humphreys

**Walther Humphreys**

**Elderly Human**

**Neutral**

**Level 0 civilian N/A**

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**Pronouns -**

he/him

**Occupations -**

Former Mayor

**Armor Class -**

12

**Hit Points -**

47 (TODO Hitdice)

**Speed -**

25.

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**STR**

9 (0)

**DEX**

8 (-1)

**CON**

16 (+3)

**INT**

17 (+4)

**WIS**

11 (+1)

**CHA**

16 (+3)

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**Saving Throws -**

**Skills -**

{ "Werewolf Abilities"=>[ { "Keen Hearing and Smell"=>"Advantage on perception rolls that involve Hearing and Sight"}, { "Tough Hide"=>"+2 to AC and HP double in Wolf and Half-Wolf forms."}, { "Lycan Immunity"=>"Immune to non-magic or non-silver Bludgeoning, Piercing and Slashing damage in all his forms. Resistance to poison"}, { "Heightened Prowess"=>"+4 to Strength and Dexterity saving throws in Wolf or Half-Wolf"}, { "Shapeshift"=>"Walther has no control over his change and changes on the full moon and in situations of extreme stress. He also becomes completely feral upon changing and has no human intelligence and will act under the sway of the pack alpha Basil Dumas"}, { "The Curse"=>"Humanoid Creatures he bites must make a constitution saving throw against DC 15 or become cursed with Lycanthrope"} ] }

**Proficiencies -**

**Proficiency Mod -**

+2

**Languages -**

Common

**Adjectives -**

Senile, Pliable, Addled,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**Dumas Family**

Role: *Pawn*

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# Image Dummy

## Roleplaying

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### Introduction

/"where was I going again"/ asks the wild-eyed, hunched old man as he bumps into passers-by.

### Appearance

Short, thin and hunched over with gray hair, a scruffy beard and old worn but previously fine clothes

### Expressions

*I meant to say that*

*Can you help me find my way home*

*I used to run this town*

### Mannerisms

shakey and hunched, walks with a cane

Motivations

He doesn't really remember

Passions

he likes to drink, a lot

Secrets

He's a lycanthrope, he has no control over it and it terrifies him

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Proficiencies -

Languages -

Common

Adjectives -

Senile, Pliable, Addled,

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Special Abilities

-

Special Equipment

-

Combat Tactics

he will absolutely not be fight in his human form. In wolf form he will fight as the creature in the Monster Manual

Actions

-

Factions

Dumas Family

Role: *Pawn*

# Roleplaying

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## Introduction

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# Background Story

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Walther Humphreys is the aged, alcoholic and addle-minded former mayor of the town/city. He is also a oft used pawn of the Dumas Family. Back while he was still the mayor, Basil Dumas infected Walther with his Lycanthrope in order to gain control over him. The mayor's dirty little secret allowed the Dumas' to get things acomplished that they wouldn't have been able to without his help, including installing Jedediah into political offices. In the interceding years, Humphreys has retired from public life and taken up drinking full time, though still gets trotted out from time to time by the Dumas family for political showmanship. He has gone rapidly downhill since his retirement and can often be seen wandering around town drunk and lost. Once a month on the full moon, Walther turns into a wolf and joins Basil Dumas' pack in earnest. He has also been known to change in situations of high stress, but no one has ever survived that long enough to let his secret out, though there has been some rumors. In truth, his lycanthrope is likely the only reason he is still alive.