



500 x 3235



Image Dummy

Walther Humphreys

WALTHER HUMPHREYS

Elderly Human
Neutral
Level 0 Civilian N/A

Pronouns - he/him
Occupations - Former Mayor
Armor Class - 12
Hit Points - 47 (TODO Hitdice)
Speed - 25.

STR	DEX	CON	INT	WIS	CHA
9 (0)	8 (-1)	16 (+3)	17 (+4)	11 (+1)	16 (+3)

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,

- 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

2500 x 323

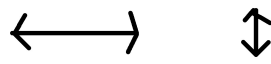


Image Dummy

ROLEPLAYING

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

shaky 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

WALTHER HUMPHREYS

Elderly Human
Neutral
Level 0 Civilian N/A

Pronouns - he/him
Occupations - Former Mayor
Armor Class - 12
Hit Points - 47 (TODO Hitdice)
Speed - 25.

STR	DEX	CON	INT	WIS
9 (0)	8 (-1)	16 (+3)	17 (+4)	11 (+1)

CHA
16
(+3)

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 -

Languages - Common
Adjectives - Senile, Pliable, Addled,

- 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

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

shaky 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

