

# Niclas Cadwallader Warewolf

Character Name	Player Name	Deity	None	Region	Neutral Evil
Barbarian 10	Warewolf / Monstrous Humanoid	Small / 5 ft.	0' 0" / 0 lbs.	Darkvision (60 ft.), Low-Light Vision	VISION
CLASS	RACE	SIZE / FACE	HEIGHT / WEIGHT		
10 (9)	0	Male			
Character Level (CR)	EXP/NEXT LEVEL	AGE	GENDER	EYES	HAIR
105000 / 155000					Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR	16	+3	16	+3	18	+4	100			2/-	Walk 40 ft.
DEX	24	+7	24	+7			AC	16	16	16	10
CON	14	+2	14	+2	16	+3	INITIATIVE	+9	+7	+2	
INT	7	-2	7	-2			Encumbrance	Light			
WIS	5	-3	5	-3							
CHA	5	-3	5	-3							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+10	+7	+3	+0	+0	+0	
REFLEX (dexterity)	+10	+3	+7	+0	+0	+0	
WILL (wisdom)	+1	+3	-3	+0	+1	+0	

**Conditional Save Modifiers:**  
+3 Reflex to avoid traps

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+15/+10	+10/+5	+4	+1	+0	0	
RANGED attack bonus	+18/+13	+10/+5	+7	+1	+0	0	
CMB attack bonus	+13/+8	+10/+5	+4	-1			
CMB	GRAPPLE +13/+8	TRIP +13/+8	DISARM +13/+8	SUNDER +13/+8	BULL RUSH +13	OVERRRUN +13	
CMD	30	30	30	30	30	30	
CMB	DIRTY TRICK +13	DRAG +13	REPOSITION +13	STEAL +13			
CMD	30	30	30	30			

## Without Power Attack

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	D	20/x2	5 ft.
TOTAL ATTACK BONUS	+18				
DAMAGE	1d2+4				
*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BS	S	20/x2	5 ft.
TOTAL ATTACK BONUS	+18/+18				
DAMAGE	1d6+4				

## With Power Attack

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	D	20/x2	5 ft.
TOTAL ATTACK BONUS	+15				
DAMAGE	1d2+7				
*Claw Right	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BS	S	20/x2	5 ft.
TOTAL ATTACK BONUS	+15/+15				
DAMAGE	1d6+10				
*Claw Left	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BS	S	20/x2	5 ft.
TOTAL ATTACK BONUS	+15/+15				
DAMAGE	1d6+7				

**Fast Healing:** Heal 3 hp at the beginning of your turn

### Description:

Warewolf is a vicious insacable animal. It can not use tools or weapons. It does not wear clothing or armor or any items. The party is it's pack and it does not attack them. It attacks anything else. It can coordinate like a wolf in combat and it will follow the pack, but it only growls at party members when they try to get it to do anything out of character. All it wants to do is hunt, kill and eat. Also It can't speak or understand language.

Warewolf is always raging and has infinite rage and the rage bonuses are already applied to the stats.

MISS CHANCE	0	ARCANE SPELL FAILURE	0	ARMOR CHECK PENALTY	0	SPELL RESIST	0	ACID RESIST	0	COLD RESIST	0	ELECT. RESIST	0	FIRE RESIST	0
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TOTAL SKILLPOINTS: 20	MAX RANKS: 10/10				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Acrobatics	DEX	14	= 7	+ 4	+ 3
Acrobatics (When Jumping)	DEX	18	= 7	+ 4	+ 7
Appraise	INT	-2	= -2		
Bluff	CHA	-3	= -3		
Climb	STR	8	= 4	+ 1	+ 3
Craft (Untrained)	INT	-2	= -2		
Diplomacy	CHA	-3	= -3		
Disguise	CHA	-3	= -3		
Escape Artist	DEX	7	= 7		
Fly	DEX	9	= 7		+ 2
Heal	WIS	-3	= -3		
Intimidate	CHA	-3	= -3		
Perception	WIS	6	= -3	+ 5	+ 4
Perform (Untrained)	CHA	-3	= -3		
Ride	DEX	7	= 7		
Sense Motive	WIS	-3	= -3		
Stealth	DEX	23	= 7	+ 9	+ 7
Survival	WIS	9	= -3	+ 9	+ 3
Swim	STR	8	= 4	+ 1	+ 3
			= +		+ +
			= +		+ +

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

## Rage

**Beast Totem, Greater:** While raging, the barbarian gains the pounce special ability, allowing her to make a full attack at the end of a charge. In addition, the damage from her claws increases to 1d8 (1d6 if Small) and the claws deal x3 damage on a critical hit. A barbarian must have the beast totem rage power to select this rage power. [Paizo Inc. - Advanced Player's Guide, p.74]

**Knockback:** Once per round, you can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes points of damage and is moved back as normal. You do not need to move with the target if successful. This does not provoke an attack of opportunity. [Paizo Inc. - Core Rulebook, p.33]

**Knockdown:** Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity. [Paizo Inc. - Advanced Player's Guide, p.76]

**Low-Light Vision (Ex)** [ARG]  
See twice as far in dim light. [Cost: 1]

**Scent (Ex)** [ARG]  
Gain scent ability. [Cost: 4]

**Scent (Ex)** [B1]  
You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

**Trap Sense (Ex)** [CR]  
You gain a +3 bonus on Reflex saves made to avoid traps, and a +3 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex)** [CR]  
You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.