

Lyssa

NAME
Lyc10
CLASS
10
Character Level
50000
EXPERIENCE
55000
NEXT LEVEL

Ingrid

PLAYERNAME
Human
RACE
19
AGE
Medium
SIZE
Female
GENDER

Fenris

DEITY
5' 4"
HEIGHT
125 lbs.
WEIGHT
Yellow
EYES
Black, Long
HAIR

Chaotic Good

ALIGNMENT
Darkvision (20 ft.)
VISION
0
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	20	+5	20	+5	20	+5
CHA Charisma	12	+1	12	+1	12	+1
APP Appearance	15	+2	15	+2	15	+2

HP hit points: 74

AC armor class: 22

WOUNDS/CURRENT HP: []

SUBDUAL DAMAGE: []

DAMAGE REDUCTION: []

SPEED: Walk 60 ft.

INITIATIVE modifier: +3

BASE ATTACK bonus: +7/+2

FLAT: 19

TOUCH: 20

BASE: 10

ARMOR BONUS: +2

SHIELD BONUS: +0

STAT: +3

SIZE: +0

NATURAL ARMOR: +0

DEFLECTION: +0

MISC: +7

MISC CHANCE: []

ARCANE SPELL FAILURE: 0

ARMOR CHECK PENALTY: +0

SPELL RESIST: 0

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+9	+7	+2	+0	+0	+0	[]	[]
REFLEX (dexterity)	+12	+7	+3	+0	+2	+0	[]	[]
WILL (wisdom)	+8	+3	+5	+0	+0	+0	[]	[]

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9/+4	+7/+2	+2	+0	+0	+0	[]
RANGED attack bonus	+10/+5	+7/+2	+3	+0	+0	+0	[]
GRAPPLE attack bonus	+9/+4	+7/+2	+2	+0	+0	+0	[]

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+13/+8	1d10+2	20/x2	5 ft.

*Unarmed Strike	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+13/+8	1d10+2				

*Flurry of Blows	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+13/+13/+8	1d10+2				

*: 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
*Bracers of Armor +2		+2		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Appraise	INT	1	=	1	+
✓ Balance	DEX	5	=	3	+ 2.0
✓ Bluff	CHA	1	=	1	+
✓ Climb	STR	8	=	2	+ 6.0
✓ Concentration	CON	4	=	2	+ 2.0
Control Shape	WIS	15	=	5	+ 10.0
✓ Craft (Alchemy)	INT	11	=	1	+ 10.0
✓ Craft (Untrained)	INT	1	=	1	+
✓ Diplomacy	CHA	1	=	1	+
✓ Disguise	CHA	1	=	1	+
✓ Escape Artist	DEX	10	=	3	+ 7.0
✓ Forgery	INT	1	=	1	+
✓ Gather Information	CHA	1	=	1	+
✓ Heal	WIS	8	=	5	+ 3.0
✓ Hide	DEX	10	=	3	+ 7.0
✓ Intimidate	CHA	1	=	1	+
✓ Jump	STR	16	=	2	+ 2.0 + 12
✓ Listen	WIS	13	=	5	+ 8.0
✓ Move Silently	DEX	6	=	3	+ 3.0
Profession (Astrologer)	WIS	6	=	5	+ 1.0
Profession (Herbalist)	WIS	6	=	5	+ 1.0
✓ Ride	DEX	3	=	3	+
✓ Search	INT	1	=	1	+
✓ Sense Motive	WIS	5	=	5	+
✓ Spot	WIS	7	=	5	+ 2.0
✓ Survival	WIS	8	=	5	+ 1.0 + 2
✓ Swim	STR	4	=	2	+ 2.0
Swim (Avoid taking nonlethal fatigue damage)	STR	8	=	2	+ 2.0 + 4
✓ Use Rope	DEX	3	=	3	+
			=		+
			=		+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Bracers of Armor +2	Equipped	1	1.0	4000.0
Ring of Nature - Wolf	Equipped	1	0.0	2000.0
<p>This silver ring looks like a wolves head. When worn, any wolves summoned by or in the company of the wearer gain a +1 Attack bonus for a single encounter. If a second ring is worn, each wolf gains 1d10 temporary hit points. Additional rings alternate between +1 to hit and another 1d10 hit points for each ring., This silver ring looks like a wolves head. When worn, any wolves summoned by or in the company of the wearer gain a +1 Attack bonus for a single encounter. If a second ring is worn, each wolf gains 1d10 temporary hit points. Additional rings alternate between +1 to hit and another 1d10 hit points for each ring (so 1st = +1 & 0d10, 2nd = +1 & 1d10, 3rd = +2 & 1d10, 4th = +2 & 2d10, etc)., This silver ring looks like a wolves head. When worn, any wolves summoned by or in the company of the wearer gain a +1 Attack bonus for a single encounter. If a second ring is worn, each wolf gains 1d10 temporary hit points. Additional rings alternate between +1 to hit and another 1d10 hit points for each ring.</p>				
Unarmed Strike	Equipped	1	0.0	0.0
Flurry of Blows	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			1 lbs.	6000.0 gp

WEIGHT ALLOWANCE			
Light	58	Medium	116
Lift over head	175	Lift off ground	350
		Heavy	175
		Push / Drag	875

Special Attacks	
Flurry of Blows (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]

Special Qualities	
Calm Animals (Sp)	[xxx - Complete Adventurer]
<p>Calm Animal (Sp) ~ The character has an innate ability similar to the spell Calm Animals that can be used at will with a moment's concentration. The character can affect a number of Hit Dice equal to twice their level. The effect lasts as long as the character continues to concentrate and the targets are in sight.</p>	
Detect Snares and Pits (Sp)	[xxx - Complete Adventurer]
<p>Detect Snares & Pits (Sp) ~ The character has an innate ability similar to the spell Detect Snares and Pits that can be used at will with a moment's concentration (the character must actively check the ability - it cannot be used passively look for threats).</p>	
Improved Evasion (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
<p>Even on a failed saving throw you take only half damage from attacks that allow a Reflex save for half damage.</p>	
Fast Movement (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
Nature Sense (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
Pass Unseen (Su)	[xxx - Complete Adventurer]
<p>Pass Unseen (Su) ~ The character can use force of Will to prevent other creatures from seeing them for 1 round by making a successful opposed Will check.</p>	
Purity of Body (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
Sense Weakness (Ex)	[xxx - Complete Adventurer]
<p>Sense Weakness (Ex) ~ You can make an opposed Sense Motive check to determine the challenge rating or remaining hit points of a potential opponent.</p>	
Wolf Hearing (Ex)	[xxx - Complete Adventurer]
<p>Wolf Hearing (Ex) ~ You have exceptional hearing in natural settings.</p>	
Wolf Vision (Ex)	[xxx - Complete Adventurer]
<p>Wolf Vision (Ex) ~ You have exceptional vision in natural settings.</p>	

Feats	
Deflect Arrows	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.</p>	
Endurance	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.</p>	
Intuitive Attack	[xxx - Book of Exalted Deeds, p.44]
<p>You fight by faith more than brute strength.</p>	
Lightning Reflexes	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>You get a +2 bonus on all Reflex saving throws.</p>	
Weapon Focus (Unarmed Strike)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>You gain a +1 bonus on all attack rolls you make using the selected weapon.</p>	
Improved Unarmed Strike	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.</p>	

PROFICIENCIES
Club, Dagger, Dart, Gauntlet, Grapple, Quarterstaff, Scimitar, Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Common, Elven

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Snares and Pits		None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals natural or primitive traps.						<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
At Will	Calm Animals	10	Will negates; see text	1 standard action	1 minutes	Close (25 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms 2d4 + 1 HD of animals.						<i>Target:</i> Animals within 30 ft. of each other			<i>Caster Level:</i> 1	

* =Domain/Speciality Spell

Lycanthrope Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	6	6	5	4	4	3	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Alarm		None	1 standard action	20 hours [D]	Close (50 ft.)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Wards an area for 20 hours.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 10		
□□□□ Calm Animals	16	Will negates; see text	1 standard action	10 minutes	Close (50 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms 2d4 + 10 HD of animals.					<i>Target:</i> Animals within 30 ft. of each other		<i>Caster Level:</i> 10		
□□□□ Jump	16	Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject gets +[10*[floor3.3]] enhancement bonus on Jump checks.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□ Scent Fear		None	1 standard action	10 minutes	Close (50 ft.)	V	No	Divination	dcust: Custom
<i>Effect:</i> Can detect fear by scent within 30 ft					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□ Silvered Wolf Claws	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	bkoed: p.107
<i>Effect:</i> One creature's natural attacks are treated as silvered weapons.					<i>Target:</i> One living creature touched		<i>Caster Level:</i> 10		
□□□□ Wolf Growl 1	16	Will negates	1 standard action	10 rounds	Close (50 ft.)	V	No	Enchantment (Compulsion) [Mind-Affecting]	dcust: Custom
<i>Effect:</i> Acts as Intimidate, in battle as Sanctuary if combat not started					<i>Target:</i> One creature		<i>Caster Level:</i> 10		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Battle Howl (Lesser)		None	1 standard action	10 minutes	50 ft	V	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	dcust: Custom
<i>Effect:</i> Allies gain equivalent of combined Bless and Bane spells					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster		<i>Caster Level:</i> 10		
□□□□ Entangle	17	Reflex partial; see text	1 standard action	10 minutes [D]	Long (800 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					<i>Target:</i> Plants in a 40-ft.-radius spread		<i>Caster Level:</i> 10		
□□□□ Magic Fang	17	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10		
□□□□ Pass Without Trace	17	Will negates (harmless)	1 standard action	10 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> 10 subjects leaves no tracks.					<i>Target:</i> 10 creatures touched		<i>Caster Level:</i> 10		
□□□□ Scent Source		None	1 standard action	10 minutes	Close (50 ft.)	V,S	No	Divination	dcust: Custom
<i>Effect:</i> Can identify the scent of a specific place and detect it other entities.					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□ Scent Track		None	1 standard action	10 minutes	Close (50 ft.)	V,S	No	Divination	dcust: Custom
<i>Effect:</i> Grants equivalent of Track feat with ranks equal to Lycanthrope level.					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□ Summon Nature's Ally I		None	1 round	10 rounds [D]	Close (50 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 10		
□□□□ Wolf Growl 2	17	Will negates	1 standard action	10 rounds	Close (50 ft.)	V	No	Enchantment (Compulsion) [Mind-Affecting]	dcust: Custom
<i>Effect:</i> Similar to Growl 1, but can affect up to 10 targets. Save is +1 for every target beyond one					<i>Target:</i> 10 creatures		<i>Caster Level:</i> 10		
□□□□ Wolf Run	17	Will negates (harmless)	1 standard action	10 hours [D]	Touch	V,S,M	Yes	Transmutation	dcust: Custom
<i>Effect:</i> Subject can run without tiring and gains a +10 enhancement bonus on Jump checks.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Blink		None	1 standard action	10 rounds [D]	Personal	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> You randomly vanish and reappear for 10 rounds.					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□ Call Pack		None	1 round	10 hours	Close (50 ft.)	V,S	No	Conjuration (Summoning)	dcust: Shaman pg41
<i>Effect:</i> Calls a pack of wolves to perform one simple action					<i>Target:</i> Pack of 2d10 wolves within 30 ft radius		<i>Caster Level:</i> 10		
□□□□ Distraction	18	Will negates	1 standard action	instantaneous	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	dcust: Custom
<i>Effect:</i> Can erase memories that occurred in the targets immediate past [1 minute/lvl].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□ Fenris Claws		None	1 standard action	4 rnds	Touch	V,S	Yes	Evocation [Force]	dcust: Custom
<i>Effect:</i> Magical claws add 2d12 damage to first successful melee attack in round					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□ Gust of Wind	18	Fortitude negates	1 standard action	1 round	60 ft.	V, S	Yes	Evocation [Air]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Blows away or knocks down smaller creatures.					<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range		<i>Caster Level:</i> 10		
□□□□ Neuralizer	18	Will negates	1 standard action	instantaneous	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	dcust: Custom
<i>Effect:</i> Can erase memories that occurred in the targets immediate past [1 minute/lvl].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		

* =Domain/Specialty Spell

Lycanthrope Spells

□□□□□ Obscuring Mist	None		1 standard action	10 minutes	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.									
□□□□□ Scent Individual	None		1 standard action	10 rounds	Close (50 ft.)	V, S	No	Divination	dcust: Custom
<i>Effect:</i> Can recognize scent of an individual or place and know who has been there or where they have been.									
□□□□□ Sing to Moon	None		10 minutes	10 hours	Personal	V, S	No	Divination	dcust: Custom
<i>Effect:</i> Learn about events for 100 miles through wolf howls.									
□□□□□ Summon Nature's Ally II	None		1 round	10 rounds [D]	Close (50 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.									
□□□□□ Walk Among the Beasts	18	Will negates	1 standard action	10 minutes	Close (50 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	dcust: Shaman pg36
<i>Effect:</i> The caster is seen but ignored by animals.									
□□□□□ Wall of Gloom	None		1 standard action	Concentration + 10 rounds	Medium (200 ft.)	V, S, M	No	Illusion (Shadow) [Darkness, Fear, Mind-Affecting]	splcmp: p,233
<i>Effect:</i> Shadow barrier obscures vision.									
□□□□□ Wolf Growl 3	18	Will negates	1 standard action	10 rounds	Close (50 ft.)	V	No	Enchantment (Compulsion) [Mind-Affecting]	dcust: Custom
<i>Effect:</i> Similar to Growl 2, but Sanctuary effect extends to allies within 10ft of caster.									

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Battle Howl (Greater)	None		1 standard action	10 minutes	50 ft	V	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	dcust: Custom
<i>Effect:</i> Similar to Lesser Battle Howl, but twice as strong, grants Sanctuary as long as no one attacks									
□□□□□ Fog Cloud	None		1 standard action	100 minutes	Medium (200 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Fog obscures vision.									
□□□□□ Fortify Familiar	None		1 standard action	10 hours	Touch	V, S	Yes (harmless)	Universal	splcmp: p,98
<i>Effect:</i> Your familiar gains 2d8 temporary hp, +2 to armor, 25% chance to avoid extra sneak attack and critical hit damage. Abjur Dispel Screen: Targeted dispel magic on any creatures and unattended items, +10 max on caster level check.									
□□□□□ Heart Ripper	19	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Necromancy [Death]	splcmp: p,111
<i>Effect:</i> Kills living creature with up to your caster level in HD.									
□□□□□ Magic Fang, Greater	19	Will negates (harmless)	1 standard action	10 hours	Close (50 ft.)	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> One natural weapon of subject creature gets +2 on attack and damage rolls.									
□□□□□ Spirit Tracker	None		1 round	10 hours	Close (50 ft.)	V, S	No	Conjuration (Summoning)	dcust: Custom
<i>Effect:</i> Calls spirit creature to track target and report back.									
□□□□□ Summon Nature's Ally III	None		1 round	10 rounds [D]	Close (50 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.									
□□□□□ Thornskin			1 standard action	10 rounds [D]	Personal	V, S, M		Transmutation	splcmp: p,219
<i>Effect:</i> Your unarmed attacks deal +1d6 damage; natural and unarmed attacks against you take 5 damage.									
□□□□□ Wind Wall	19	None; see text	1 standard action	10 rounds	Medium (200 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.									
□□□□□ Wolf Growl 4	19	Will negates	1 standard action	10 rounds	Close (50 ft.)	V	No	Enchantment (Compulsion) [Mind-Affecting]	dcust: Custom
<i>Effect:</i> Similar to Growl 3, but Sanctuary effect extends to allies within 20ft of caster.									

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Call Ghost Pack	None		1 round	10 hours	Close (50 ft.)	V, S	No	Conjuration (Summoning)	dcust: Shaman pg43
<i>Effect:</i> Calls a pack of ghostly wolves to perform one simple action									
□□□□□ Greater Blink								Transmutation	splcmp: p,32
<i>Effect:</i> Controlled blinking between the Material and Ethereal Planes grants defenses for 10 rounds.									
□□□□□ Nightmare Cry (Lesser)	20	Will negates	1 standard action	1 day	Close (50 ft.)	V	No	Enchantment (Compulsion) [Mind-Affecting]	dcust: Custom
<i>Effect:</i> Caster invades victims dreams to bring nightmares, causes minuses.									
□□□□□ Summon Nature's Ally IV	None		1 round	10 rounds [D]	Close (50 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.									
□□□□□ Unluck	20	Will negates	1 standard action	10 rounds	Close (50 ft.)	V, S, M	Yes	Divination	splcmp: p,227
<i>Effect:</i> Subject remakes all rolls, uses worse result for 10 rounds.									

* =Domain/Speciality Spell

Innate

At Will Detect Snares and Pits
(DC:)
At Will Calm Animals (DC:10)

Lyssa



Human
RACE
19
AGE
Female
GENDER
Darkvision (20 ft.)
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
5' 4"
HEIGHT
125 lbs.
WEIGHT
Yellow
EYE COLOUR
Pale
SKIN COLOUR
Black, Long
HAIR
PHOBIAS
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE
Mistlebrook
RESIDENCE
Mistledale
LOCATION
None
REGION

Description:

Biography:

WOLF PHILOSOPHY

I am apprenticed to a druidical/wise women in my homeland. I am a Zadik, a wolf who has the ability to move between human and wolf realms given proper training. Wolves know that every so often one of us is born. We are considered on par with all other wolf clan members, individuals born to serve as a member of the pack and contribute according to our born instincts/skills. Mine are to be part wolf and part human. I am a wolf but I am learning to express my ability to shift into human form to train to become a liasson between wolf-kind and humanity. My goal is to share knowledge between humans who are wise and still knowledgeable of the old ways and the old ties between wolves and humans.

Wolves regard their purpose in nature as protectors not only of the forest and fields, our home, but also against the incursion of any un-natural forces into the human/wolf sphere as a whole. Wolves who rule packs I know have high self-awareness and human-like sentience. Wolves think visually and in terms of natural land marks, territories of prey species and the elemental forces of wind, water, earth and fire. We have generally little interest in human pursuits: obtaining wealth, high magic, religion, changing nature... We wolves prefer our lifestyle - hunting and living in the wild as our ancestors did rather than building cities and using technology. We prefer to live as a part of nature, taking the consequences of what this means in terms of the possible advantages humans feel civilization offers them. We believe wolves and humans were once ONE and that a cataclysmic event occurred which drove half of us into the ways of modifying nature and the other half to become guardians of nature as we believe it has always been. We believe by staying closer to nature we can better serve as guardians of our world against that long distant dark threat that caused the rift in our ancestors. Humans and wolf-kind will one day again find a commonality - a rebonding which will be necessary to once again fight the darkness which our people believe will return to threaten our home. Wolf-kind remember stories and look for the signs and portents which may indicate the coming threat. We also believe that there is much we can do day to day which will hold back the return of the darkness. We practice our rituals and tell our stories to ward against invasion of our world by things that do not belong here and seek to imbalance our world.

We enjoy the hunt, we respect authority which is earned by demonstration of the stronger and smarter one to lead, we are loyal to the death, we always strive to finish any task we have willingly agreed to complete, we respect striving and self-challenge individuals.

We are animists. We have a sense that there are deities but that humans are involved in propitiating or interacting directly with them. We feel that all are part of nature and believe in a mother nature kind of all power but feel that physical action and results are more important than religious action. We therefore do connect with local land spirits. We have superstitions that there are specific offerings and actions necessary to keep spirits and gods healthy and happy (strong and doing their job in protecting us from threats) and in positive disposition

with the wolf clans.

PERSONALITY

I am reserved, rational, lawful, follow orders, take command if I feel the designated leader shows weakness of mind or body which would compromise the mission. I am focused on duty, exacting about orders and doing a job well. I may be perceived as cold which I try to play off by expressing concern for individual needs and safety. I am eager to remain connected with my wolf roots and my people, continuing to engage in as much outdoor contact, hunting as possible and engaging in training when others seek to "relax".

WOLF-FORM

I am wolf and while able to spend more time in human form as I become more experienced, I must spend the majority of my day in wolf form.

I prefer to feed in wolf form but am learning to eat human foods.

I have wolf-carried over personal ticks. I tend to scratch myself behind my ears when I get nervous or when I think no one is watching. I prefer sleeping under an open sky. I have strong allegiance to a small number of humans whom I have come to know and trust (sniffed out as being ok, trustworthy).

Notes:

Deck of Foretelling:

This is a standard deck of major arcane tarot cards, but it can be used to do readings and foresee events. It has the following powers: Minor Telling: 1/week, gain an answer to a Yes/No question, or gain a +4 on a single Skill roll. Great Telling: 1/month at full moon, may ask for general information about some topic, or for guidance on a problem, or a how/why/where type question of a specific nature. Questions restricted to about 10 words. The use of the deck is tied to Lyssa's shadow shifting ability. Anything that interferes with that will block the use of the cards.

Horn of the Moors:

Standard Horn of Fog, as per DMG p259, but with the following additional powers:

- Once/month the owner can choose to summon forth d6 shadow creatures (treat as Shadow Mastiff) to inhabit the fog. These creatures will attack anyone other than the holder of the horn (you must carry it to be protected) that enters the fog. They will not leave the fog, and will dissipate if it does.
- The Horn functions as a (Basic) Horn of Blasting (DMG p259)

Ring of Nature - Wolf:

This silver ring looks like a wolves head. When worn, any wolves summoned by or in the company of the wearer gain a +1 Attack bonus for a single encounter. If a second ring is worn, each wolf gains 1d10 temporary hit points. Additional rings alternate between +1 to hit and another 1d10 hit points for each ring. ABCDE