

Ulfhednar



Characters that are born to the Ulfhednar legacy may assume the form of a werewolf once per day with the following abilities.

Initiative: add +4 (unless character already has Improved Initiative)

Abilities: add +2 Str, Con, Int, Wis, Cha, and Dex

Natural weapons: 2 claws (2d8) and a bite (3d8)

Base Land Speed: 50ft

Natural Armor: add +2 to existing armor (cannot wear medium or heavy armor), damage reduction 5 (steel) and 10 (fire)

Special Abilities: Sense Life 100ft, Dark Vision (as much as your character can see), Smell Lie, Track Target (may track up to 5 targets), Human Form (on command), Run, Wolf Empathy, Scent

Feats: Improved Initiative, Iron Will, Stealthy, Track, Weapon Focus (bite)

Saves: (replaces current saves) Fort +8, Ref +5, Will +2

Supernatural Abilities: Command lupine creatures (see below)

Automatic Languages: Druidic, Common, Wolf



Battle Howl

An Ulfhednar can utter a bone-chilling howl to create fear in the hearts of its enemies. This can be done in human or werewolf form. This can be done a number of times per day equal to their Ulfhednar level. The howl can be heard for a mile in all directions. Any who hear the howl (except for allies who know the Ulfhednar personally) must pass a Will Save DC 15 or be stricken with fear effects like the spell.

Command Lupine Creatures

An Ulfhednar can command lupine creatures (wolves, dire wolves, dogs of all breeds), using a resolution system similar to a cleric turning or rebuking undead. The ability is either INT or WIS based, whichever is higher. An Ulfhednar can use this ability once per day for every point of their ability modifier for their chosen ability (e.g. a character with an INT mod of +2 would be able to use it twice per day). Each command attempt rolls on the Command Lupine table to see the most powerful creature that can be affected. Note: the Ulfhednar's level is tracked separately from their effect character level, starting when they began the path of the Ulfhednar.

On a successful level, the Ulfhednar chooses which creatures (if there are more than one) to command, distributing the total hit dice as she/he sees fit. For example, if the roll is a 16 for a 2nd level Ulfhednar, she/he can choose up to 6 HD of creatures to command. If there was a werewolf (3 HD) and three wolves (2 HD each) then the Ulfhednar can choose to command either the werewolf and one wolf (5 HD total), or all three of the wolves (6 HD total).

Table: Command Lupine

Command Check Result	Most Powerful Lupine Affected (Maximum Hit Dice)
0 or lower	Ulfhednar's level - 4
1-3	Ulfhednar's level - 3
4-6	Ulfhednar's level - 2
7-9	Ulfhednar's level - 1
10-12	Ulfhednar's level
13-15	Ulfhednar's level + 2
16-18	Ulfhednar's level + 4
19-21	Ulfhednar's level + 6
22 or higher	Ulfhednar's level + 8