

The Shadowolf by Magnus

...And so they were banished from the third time that is of Hyeftiel. Unknowingly the strongest of fighters, the few whom studied the ways of the Shadowolf, were banned from their homelands for their disloyalty to the warlords of Hyeftiel. Sent to their death, it was not until 633 years later that the Shadowolf would once again arise to reign supreme once again...

Adventures: Shadowolfs live for adventure. It is uncommon to hear of or find of a Shadowolf that has stayed in one place for any longer than 2 months. This of course is flexible only when duty calls. Later in life, usually in the middle of age, a typical Shadowolf will settle down and have a family. Typically with a woman of great looks, as Shadowolfs have high standards for woman.

Characteristics: Unrivaled skill allows is the way of the Shadowolf. Shadowolf spend their lives trying to become stronger and stronger, always trying to out do their foes, and even friends. Unlike normal fighters, these warriors are imbued at birth with chi. Even a lower level Shadowolf can focus his chi for the use of battle. Keep in mind that Shadowolf love to fight, and will fight by any means, unless the opponent is clearly too powerful. A typical Shadowolf will find himself in a few fistfights from time to time, as they love to prove themselves better than others by some means. Finally, great looks are a key issue in life for the Shadowolf kind, so charisma is a good thing to have high levels of.

Alignment: Shadowolf are not restricted to any particular alignment, although they are typically good in most cases. For the most part, Shadowolf will be Chaotic Good, or Chaotic Neutral. The Chaos sets in for the love to fight, but by no means makes them crazy or insane. Never though, will a Shadowolf settle for evil. If ever a Shadowolf goes evil, than forever he loses all his chi powers, and has no access to any bonus feats he may have gained. Unlike the Paladin, there is no regaining of this power by any means. Even the all-powerful wish cannot return an ex-Shadowolf his powers.

Religion: Shadowolfs have no religion. They simply believe that there is not such thing as gods, just overly powerful mortals that at some time wished for immortality. There is now room for religion, and never will a Shadowolf serve or worship a god, or have a religion. There is no loss for having a religion, but many people often laugh at you for having a religion, as the thought of a Shadowolf having a religion is just foolish.

Background: A Shadowolf never really chooses to be a Shadowolf. Usually, someone young does something abnormal at the right time to be noticed by someone who is a Shadowolf Master. A Shadowolf master must ask you to become his apprentice. It is impossible to ask a Shadowolf to train thee, as it is in their nature never to train thou who asks for training. Another Shadowolf must notice you in order to be asked, and it is a great deed that you must do to receive such training.

Races: You will almost always find that humans are the dominant race that takes on the title of Shadowolf, as it is in their nature to strive for more and more power, and to lead all. Amongst all other races, the only other acceptance would be a Half-Elf that was raised by the human side of his/her family. In some cases, there have been known to be a few Dwarves that take on this role, but hardly make it past the first stage of training, so it is very, very unlikely that you will ever see a Dwarven Shadowolf.

Other Classes: Shadowolf are proud of what they are, and tend to stick to this one class. Rarely is there a cross-class Shadowolf. Shadowolf compete often with Fighters out of instinct just to prove who is better. Although they still make good friends, that still remains the most common level of dispute.

Game Rule Information

Shadowolf have the following game statistics.

Abilities: Strength and Wisdom are what determines the overall power of a Shadowolf. It is important to have a high strength as means of adding damage to you melee attacks in combat, while it is also important to have a high level of wisdom in order to stay strong in your chi. Constitution is also good, as you will need it to have hi hit points. Charisma is also a main attribute that you should have high numbers in, as a means of attracting other of the opposite sex.

Alignment: Any non-evil.

Hit Die: d10

Class Skills

The Shadowolfs class skills are as the Fighters in the PHB. Also included are; battle (cha) and streetwise (cha).

Skill points at 1st level (2 + Int Modifier) x 4

Skill points at each additional level 2 + Int Modifier

Class Features

All of the following are class features for the Shadowolf.

LV	Base Att.	F	R	W	Special Abilities
1	+1	0	0	0	Bonus Feat
2	+2	0	0	0	Adventurer
3	+3	1	0	1	Chi Blast
4	+4	1	0	1	
5	+5	2	1	2	
6	+6+1	2	1	2	Bonus Feat
7	+7+2	3	2	3	Barrier
8	+8+3	3	2	3	Improved Chi Blast
9	+9+4	4	3	4	
10	+10+5	4	3	4	
11	+11+6+1	5	4	5	Bonus Feat
12	+12+7+2	5	4	5	Fearless
13	+13+8+3	6	5	6	Improved Barrier
14	+14+9+4	6	5	6	
15	+15+10+5	7	6	7	
16	+16+11+6+1	7	6	7	Bonus Feat
17	+17+12+7+2	8	7	8	No Pain
18	+18+13+8+3	8	7	8	Oshima Stance
19	+19+14+9+4	9	8	9	
20	+20+15+10+5	9	8	9	Bonus Feat, Final Attack

Weapons and armor proficiency: The Shadowwolf is proficient in the use of all simple and martial weapons and all armor (heavy, medium, light) and all shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, Tumble. Also Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Bonus Feat: At levels 1, 6, 11, 16, and 20, a Shadowwolf gains an additional feat that he may use to gain any feat other than item creation, and metamagic feats.

Adventurer: Starting at 2nd level, a Shadowwolf's love for adventure seems to help guide him when out on an adventure, or just plain travelling around. A Shadowwolf adds a +2 bonus to all Wilderness Lore and search check when out in the woods or off on an adventure. This however poses a threat when in town, or around a busy, or some what occupied area, as a Shadowwolf gets a -2 to Wilderness Lore and Search checks when within these occupied areas.

Chi Blast: This is a trademark skill for a Shadowwolf. The Chi Blast is simply a ball of energy that a Shadowwolf may focus together at any time for as many times as once per day/level. It takes a full round action

to summon the energy for this attack, and does 1d6/+1d6/+ Wis mod adding another d6 of damage every 6 levels to any one target within 30 feet. If a Chi Blast attack misses, that attack is wasted, and you still lose it from the number of times per day you can attempt this ability. (Ex. A Shadowwolf is 3rd level and has 15 Wisdom, he can use the chi blast 3 times per day for 1d6+2 points of damage. Later, he is 6th level, with a 16 Wisdom, he can now use the chi blast 6 times per day for 2d6+3 points of damage, etc.)

Barrier: The Barrier is a shield that covers the body of the Shadowwolf. This Barrier takes a full round action to summon, and blocks 10 points of damage, or the first 10 taken after you summon the Barrier. What makes this unique, is its ability to stop others attacks, as the attacker will need the cleaving feat to make an attack on you after destroying your Barrier. This Barrier can be summoned once per day/3 levels.

Improved Chi Blast: As you carry on with your journeys, you begin to realize how useless the Chi blast is, as it sucks up your all your attacks. This is simply an upgrade to the Chi Blast, as now using a Chi Ball attack only takes a single attack action to use, and the range is incremented up to 60 feet.

Fearless: As time passes you by, you begin to realize to foolishness of fear, and how fear itself only holds you behind. You are surprised it has taken you this long to realize your stupidity of carrying this fault. No longer do you have fear in your life. Not by any means can fear be put to you.

Improved Barrier: As the barrier, only now damage that can be taken is 20, and can instead be focused on another target no farther than 5 feet from yourself.

No Pain: There is no such thing as pain in your mind. You know not what pain is. Never again do you feel pain. There is absolutely no way possible for you to ever again feel any level of pain.

Oshima Stance: This is what divides the Shadowwolf from the Master Shadowwolf. You assume a stance, distinct from others, and true to yourself. When in the stance, as a full round action, you may study your opponent to learn certain attributes about him/her. By rolling a d20 + wisdom modifier +2, you may gain knowledge based on the following graph. There are no saves against this gaining of knowledge. Also shown is the bonus to damage dealt on first attack against foe that you focused on. When rolling the next level up on the dc check, you gain all knowledge of the dc level you rolled. (Ex. Raymond rolls a 22, not enough to gain the knowledge of the dc 25 check, but he still gains information from each level below)

DC	Knowledge Gained	Damage
10	Level + Class	+3d6
15	Attack and Damage Bonuses	+4d6
20	Armor Class	+5d6
25	Critical areas	+6d6

When a Shadowwolf has hit the 25 mark on his check, he has all knowledge of the critical areas on his foe in which he focused on. This means that at anytime when fighting this particular foe, if you threaten to strike a critical on this foe, you automatically make the critical hit. Even foes that are not effected my critical hits are damaged by your critical swings. You may make this focus check towards as many foes as your intelligence modifier, any more, and your brain will begin to mix up who is who, suffering a -5 for each additional foe beyond the stated limit, and an intelligence check of 15 to remember whose info is whose.

Final Attack: The Final Attack is an add on to the Oshima Stance. It is the follow-up attack after you have made your focus on your foe, although this takes a full round action, and can only be preformed once per day. Inside of this full round attack action, you make your focus check to see what knowledge you gain, and what bonuses to damage you get. Immediately after this focus, you make a full out charge at your foe (for attack to work properly, you must be at least 10 ft. away) attacking him/her at your highest base attack bonus. Once you have come with in attacking distance of your foe, you make an attack with great speed and power. Added to the bonus to damage gained from your focus, is a + 2d10 of pure chi energy. You may make your other attacks after the first initial attack, but only the first has all the bonuses, and suffer a -5 to hit (this attack was meant to kill of your foe in one attack, basically a finisher, and not intended for you to use your other attacks). This completely wipes you clean of all chi blasts you may have had left to use during the day. If you happen to make a dc check at the highest level possible (ex. A 25 on your focus), then you automatically do a critical attack on your foe. This attack is normally used in a duel against another foe (as a Shadowwolf of this level you will often get yourself into fights and duels with others) as a trump card attack. One can decide to use this attack upon entering the Oshima stance, and can follow through with it after your focus check. This attack was meant to finish off foes, or just rid of weak unworthy opponents. After this attack, you suffer a -2 to attacks due to the strenuous focus, and amount of power drained from the body, until you get a full undisturbed rest in.