

# **Spirit Wolves** Invented by Wolf Pup TK

## **Society/Civility (A brief overview):**

Hundreds of years ago, Spirit Wolves used to live purely in the wilderness, never seen by human eyes but often labeled as savages in stories and myths. As races expanded further into the world, contact was inevitable. After a rough beginning, other races eventually realized and acknowledged the Spirit Wolves' civility. Since their acknowledgment, Spirit Wolves began interacting with and learning from other races, mixing their customs. Most of them now choose to live in their own towns and cities (usually near or part of a forest), or in other common towns. Spirit Wolves are now commonly accepted by most communities. Spirit Wolves have no conflicts with other races as a whole, but are easily riled up by stereotypes, the most common of which is being called savage and primal. Spirit Wolves choose to solve their arguments and problems through discussion rather than fighting. The head of each town/city/village is the most intelligent and wisest of the group. The head usually goes by his own name rather than a special title, a sign of companionship with all members of the community. He chooses a select few to help him govern the area and when he is no longer capable of running the area, chooses a successor. If a leader does not fulfill his duty, he must leave his position and a new Spirit Wolf is chosen. Spirit Wolves like to learn about other cultures and try to take the best aspects from societies and incorporate it into their own.

## **Personality:**

Spirit Wolves are very social beings. They often develop strong friendships and will protect those they care for to the death and beyond. The Spirit Wolves are often friendly, a few go by the "lone wolf" mindset, but are still willing and often eager to help out when needed. Spirit Wolves care about animals almost as much as they do other races, and will only kill an animal if it poses a threat or is needed for food. Spirit Wolves live to enjoy life, and help others around them do the same. They cannot tolerate the idea of holding another against their will, or taking away someone's freedom. Like an unwritten code, Spirit Wolves care very much about honor, chivalry and respect. Spirit Wolves both appear to be and are very refined in their nature, yet also very curious and inquisitive.

## **Physical Description:**

Spirit Wolves stand upright, and are Humanoid Wolves. They usually appear very youthful. They have fur coats that range in colors from brown to white to black in patterns or one solid color, and on extraordinarily rare occasions exotic colors such as blue or purple. Spirit Wolves are usually between 5'4'' and 6'1". They have Paw-like feet, and either paw-like or human-like hands (and may or may not have claws). Eye colors are often yellow, but brown and green and blue eyes are also common. Purple eyes are very rare, but do exist. Red eyes are also equally rare. Red eyes may be a sign of a being with an evil nature, while the opposite holds true for purple eyes; purple gives the essence of one from a higher plane. Depending on how a Spirit Wolf takes care of himself his fur can range from soft and silky to rough.

## **Relations:**

The Spirit Wolves treat all other races with a good or neutral alignment with respect. Spirit Wolves aren't likely to judge anyone based on their race, but they do care about personality. They appreciate those who respect nature and life itself. As long as they feel a stranger poses no threat to them or anyone else they care about, the Spirit Wolves are likely to welcome any visitor.

## **Alignment:**

Because of both their respect for life and their personalities, the favored alignment most often resets within good or neutral. Spirit Wolves have no specific preference towards either Lawful, neutral, or chaotic, Spirit Wolves follow their will.

## **Language:**

Spirit Wolves speak common and Lupin (a delicate language with a few distant links to the Evlan language). Several know other various languages that they learn from other cultures. Spirit Wolves have a unique ability in addition to their knowledge of Lupin and common; A Spirit Wolf is capable of expressing any emotion or feeling through a howl, separate from any actual language. Anyone with enough sensitivity or empathy can understand and feel the emotion the Spirit Wolf is expressing. When a Spirit Wolf does this it is usually when he/she with another he/she is very close to.

**Male Names:**

Males and female names usually have a feel of both power and elegance:  
Reco (Ray-ko), Ryo (Rie-oh)

**Female Names:**

Tikai (Tih-kai)

**Family Names:**

Although Spirit Wolves respect and care for their family, family names are uncommon, since they hold no ties to the past, being free spirits. They receive a name at birth, and later choose their own name. Sometimes a Spirit Wolf will tag on a second name to honor another that he/she cares deeply about (family or friend) but these names do not carry on to future generations.

(\*Side note\*) : The following paragraph has a few odd scenarios, but they are added in to give a player the freedom of sidestepping some potentially uncomfortable thoughts.

**Other:**

A relatively large number of Spirit Wolves are asexual (but not without gender), roughly 10% of the population. Ancient lore hints that it may be linked a higher, more spiritual form of existence. Spirit Wolves usually wear clothing, but feel comfortable without any as well (their genitals are internal). The clothing they wear is usually light. Males often wear only pants or pants with a vest. There are actually 2 subclasses of Spirit Wolves, but the 2 are so similar that separate names for the 2 classes don't even exist.

**Adventurers:**

Spirit Wolves often want to explore the world and see everything in it, thus leading to their exploring the world. Spirit Wolves are capable of any class, but very few are barbarians or rogues.

## Spirit Wolf: Racial Traits:

- -2 Constitution, +1 Wisdom, [+1 Strength / +1 Intelligence]. Although Spirit Wolves are very healthy and have plenty of stamina, after they run out of energy, their performance decreases dramatically. Due to their desire to learn, Spirit Wolves have more Wisdom. Depending of which subclass the Spirit Wolf is in (see: Other, above) the Spirit Wolf is either naturally stronger, or naturally more intelligent.
- A Spirit Wolf needs to eat a little more than most other races to keep up their stamina (about 1.25 times as much food as a human eats). This does not cause them to become fat or overweight, since they use lots of energy. Of course Spirit Wolves are still capable of becoming overweight, but it is uncommon. If multiple characters are working together to find food, then the party receives a +1 synergy bonus (in addition to the normal +2 per person) for each Spirit Wolf in the group. The DM must take into account that the Spirit Wolves need to eat more food than a regular person. (Normally, every 2 points above 10 on a wilderness lore check provides food for an extra member, for Spirit Wolves 3 is needed). Since Spirit Wolves need to eat more food, they often eat fruits, vegetables, grains, dairy and other non-meat types of food in addition to meat. They need meat in their diet, but won't willingly harm more animals than necessary.
- Medium-size: Spirit Wolves receive no special bonuses or penalties for their size.
- Low-light Vision: Spirit Wolves can see color and detail in low light very well. They can see 2 times as well as humans can under low light circumstances
- +2 racial bonus on Listen and Spot Checks
- Spirit Wolves have a strong sense of smell and receive a situational bonus of +4 on checks relating to smell, but a -4 on saves from any harmful scent or scent based attacks/spells (EX: A Spirit Wolf would receive a +4 bonus on smelling a poisonous fume from a distance [the player doesn't need to initiate the act smelling something], but if he is close enough for it's effects to take place, he would receive a -4 penalty on any saving throw related to it's effects) This also applies to simple things, like smelling something good or bad in the air (feeling refreshed from a fresh breeze, or eyes burning from an onion's scent)
- Due to Spirit Wolves compassion towards animals, they receive a +4 bonus toward animal empathy. Their race overrides any class restrictions for Animal Empathy. If it was originally prohibited, it becomes un-prohibited. If originally un-prohibited, it becomes a class skill.
- Spirit Wolves with claws may choose to use their front claws as weapons. Each swipe with a hand/paw counts as an attack using that hand/paw and does 1d6 damage (Strength mod applies like it would any other weapon). A Spirit Wolf with claws is treated as unarmed. A Spirit Wolf may use his claws as a regular attack, or as a part of an unarmed strike (A Spirit Wolf Monk could use claws as part of an unarmed strike but would not receive any special bonuses because of it)
- If using two-weapon fighting, the Spirit Wolf may substitute either one or both weapons with one or both hands/paws. When using claws as an off hand weapon, the penalties are reduced by an additional 1 (so with 2 weapon fighting and ambidexterity the total penalty would be -1 to each attack using claws)
- If a Spirit Wolf is attacking unarmed, (without claws) and with paw-like hands, the Spirit Wolf does not receive an attack or damage penalty from the natural softness of paws. Spirit Wolves with paw-like hands can hold weapons/shields with practice (if the Spirit Wolf has proficiency with the weapon/shield, it is assumed that he also has learnt how to hold the weapon/shield), if a Spirit Wolf with paw-like hands is not proficient with a weapon, he/she cannot hold it properly and either must use both hands to hold the weapon or if it is normally 2 handed, the Spirit Wolf receives an extra -2 penalty to attack.
- Automatic Languages: Common and Lupin. A Spirit Wolf is capable of learning any language.
- Favored Class: Spirit Wolves are very mobile. Most classes are common, but there are slightly more rangers and wizards than other classes. Hardly any Barbarians or Rogues exist.

## Balance Check:

Humans	Spirit Wolves
+4 skill points at start, +1 per level	+2 Listen +2 Spot +4 Animal Empathy
No Situational Bonuses/Penalties	+4 or -4 to Scent related checks/saves
Extra Feat at 1 <sup>st</sup> Level	-
No ability changes	-2 Con +1Wis +1Str/Int
Any favored multiclass	-
-	Claws
-	Low Light Vision

**Height, man:** Base: 5'0" Modifier: + 4d4  
**Height, woman:** Base: 5'0" Modifier: + 3d4  
**Weight, man:** Base: 100 Modifier: + (5 x (4d6)) lb.  
**Weight, woman:** Base: 65 Modifier: + (5 x (7d4)) lb.  
**Hair (Fur) Color:** Shades of Brown, Black, White, Solid colors or patterns and mixes or colors. Blue, Purple, Green, etc. are rare but possible.  
**Eye Color:** Usually yellow, but brown, green, and blue is also common. Purple is rare, so is red (red is many times associated with an evil Spirit Wolf, purple is just the opposite)  
**Skin Color:** See fur color

**Random Starting Age:**

Spirit Wolves live very long lives, and the majority of their lifespan is spent in a youthful state. Once they reach their teenage years, they age at an incredibly slow rate until their life nears an end when it returns to a normal rate. Legend has it that some Spirit Wolves can form bonds so incredibly strong that they can live forever in their youthful state just to continue living with the one they love (can also be an incredibly close friend, any form of love)  
 They age at the rate of normal humans until about the age of 20. At some point between 16 and 25 (in some cases, this happens at a different time) the Spirit Wolf almost completely stops aging for several hundred years. Spirit Wolves usually do not begin adventuring until this point, but many times begin much after). Because of this, most Spirit Wolves will appear to be a teenager or in their early 20's.

**Aging Effects:**

(\*\*\* If the Spirit Wolf has formed an incredible emotional bond, he will never reach middle age \*\*\*)

<u>Middle Aged</u>	<u>Old</u>	<u>Verable</u>	<u>Maximum Age</u>
440	480	500	+3d20

**Pictures:**

There are many artists that draw anthropomorphic characters; one great place to find such characters is [www.yerf.com](http://www.yerf.com). This site has a huge database, although artists do not draw specifically for D&D, you're likely to find many pictures that give you a good feel for how one would generally look. Just search for: "wolf".

I hope you enjoy incorporating this new race into your campaigns!  
 ROUUUUUUU!!! ^^