

LUCY LUPINE

HUMAN WEREWOLF MONK

2nd Level



16 STR	18 DEX	12 CON
+3	+4	+1
10 INT	14 WIS	14 CHA
+0	+2	+2
+2 Proficiency		30' Speed
+6 DEX saving throw		+2 WIS saving throw

ABILITIES

Wolf Form

Lucy can choose to transform into a large grey wolf. In wolf form her movement increases to 50' and she gains an extra bite attack (in human form she has one claw attack, in wolf form she has a claw and a bite attack.)

SKILLS

Acrobatics +6
Athletics +5
Stealth +6

Spell casting

See descriptions on the back.

Lucy can cast **True Strike** at will

Lucy can cast **Longstrider** once per day

MONK ABILITIES

Lucy can use one of these abilities 3 times/day.

Flurry of Claws

Lucy gets two extra claw attacks this round.

Patient Defense

All attacks against Lucy have Disadvantage this turn.

Step of the Wolf

Lucy moves an extra 30' this round (or 50' in Wolf form) and she can jump an astounding 32'.

CLAW
(HUMAN
FORM)

+5
to hit

1d4+3
to damage

BITE
(WOLF
FORM)

+5
to hit

1d8+3
to damage



16
Armor
Class



18
Hit
Points

EQUIPMENT

Simple cloak, wooden staff, pouch of tiny throwing knives, 50' rope, pouch of local herbs, bed roll, rations, tinder box, 5 flasks of oil

TREASURE

40 Gold

LUCY LUPINE

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Lucy was raised by the Lupine family in a large, rollicking house next door to Baba's Boarding House. With her mom, three aunts, and nine sisters, not to mention the revolving cast of orphans from next door, she's always been surrounded by a large, loving, ever-changing family.

Funny thing about the Lupine girls, a mysterious strain of lycanthropy runs deep in their blood. First as young children only under the light of the full moon, but later as they grow into adolescence, they each gain the ability to turn into wolves whenever they like. Growing long sinewy limbs, sharp claws, and teeth, everyone in Lucy's family can shape shift into wild grey wolves. And Lucy's mom, the pack leader, has honed the ability of becoming a ghost-like spirit wolf. Full moon parties around the Lupine household have become the stuff of legends.

Personality: "I'll give you a 1-minute head start."

Ideal: "If you howl at the moon, sometimes she howls back!"

Bond: "It's up to each of us to find our own pack."

Flaw: "I'm sorry; I get a little angry sometimes."

SPELLS & CANTRIPS

TRUE STRIKE Lucy can cast this spell and choose one target creature. Lucy gains Advantage on her next attack against that target.

1st Level Spells **LONGSTRIDER** For the next hour, Lucy's running speed increases by 10' (so 40' per round in Human form and 60' per round in Wolf Form).

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STR	DEX	CON
INT	WIS	CHA
Proficiency	Speed	
Saving throw	Saving throw	

ABILITIES

SKILLS

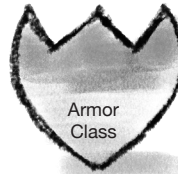
MONK ABILITIES

to hit

to damage

to hit

to damage



Armor
Class



Hit
Points

EQUIPMENT

TREASURE

Cut around the character, then fold in the middle for a flat miniature character to use in your game!

