Wolfin

written by CresthavenRPG Guru | April 10, 2023



Wolfin are a hybrid species resulting from pre-apocalyptic genetics experiments sponsored by the state. They possess both wolf and human characteristics, standing upright like humans but covered in fur with elongated snouts and sharp teeth. Their hands and feet are clawed, and they boast heightened senses of smell, hearing, and vision. Additionally, they exhibit remarkable agility and athleticism, enabling them to move swiftly and quietly.

Having a strong pack mentality, Wolfin are fiercely loyal to their own kind. They display high levels of intelligence and adaptability, thriving in diverse environments. With a natural affinity for nature and the wilderness,

many Wolfin take on roles such as hunters, trackers, and scouts. Some have even developed psionic abilities due to their unique genetic makeup. However, despite their skills and intellect, Wolfin often face suspicion and fear from humans and other races, prompting them to form their own close-knit communities and avoid larger cities.

Ability Score Caps: Wolfin cannot exceed +2 in any ability except for Strength and Intelligence, where they can have up to a +4.

Ability Score Max: Wolfin have a max total combined ability total of 5.

Size: Wolfin stand between 5 and 6 feet tall and weigh between 150 and 200 pounds.

Speed: Wolfin have a base speed of 130 feet.

Languages: Wolfin can speak Common and their own Wolfin language, which is a combination of howls, barks, and growls.

Class Restrictions: Wolfin may only choose from Cleric, Druid, Barbarian, or Ranger

Special Racial Abilities

Darkvision: Wolfin can see in dim light within 50 feet of them as if it were bright light, and in darkness as if it were dim light. They can’t discern color in darkness, only shades of gray.

Heightened Senses: Wolfin have a heightened sense of smell and hearing, giving them advantage on Search checks that rely on these senses.

Limitations or Restrictions:

A wolfin may wear any kind of armor, and may use a shield. However, their armor and shields must be specially made for their unique physique (doubling the list price). Human sized armor maybe used, but at a -5 AC penalty.

Wolfin are often mistakenly seen by faun, humans, dwarves and draco as hostile enemies. When dealing with those ancestries, Wolfin have a -5 penalty when doing an encounter.