

WOLVERINE

Name: Wolverine, real name: Logan
Class: Barbarian
Race: Human/Enhanced
Alignment: Chaotic Good
Deity: ??? **Level:** 17
Size: M
Age: Unknown, appears to be in his mid 30's.
Gender: Male
Height: 5' 3"
Weight: 300lbs, due to adamantium laced skeleton.
Eyes: Blue **Hair:** Black



<u>Ability Name</u>	<u>Ability Score</u>	<u>Ability Modifier</u>
STR <u>Strength</u>	19	+4
DEX <u>Dexterity</u>	17	+3
CON <u>Constitution</u>	21	+5
INT <u>Intelligence</u>	13	+1
WIS <u>Wisdom</u>	15	+2
CHA <u>Charisma</u>	15	+2

HP: 273

Hit Total wounds/Current HP Subdual Damage
 Points

SPEED: 40

Base Attack: +17/+12/+7/+2
 Bonus

Initiative: +3 +3
 Modifier Total DEX Misc.
 Mod Mod

Experience Points: 136,000

Money: 14,000 gold

	Total	Base Save	Ability Mod	Magic Mod	Misc. Mod
Fortitude: Constitution	+15	+10	+5		

Reflex: +8 +5 +3
Dexterity
Will: +7 +5 +2
Wisdom

Armor Type: Breast Plate

AC: 18 10 +5 --- +3 --- +0 25% -4
Armor Total Base Armor Shield DEX Size Misc. Arcane Armor
Class Bonus Bonus Bonus Bonus Bonus Mod Spell Check
Failure Penalty

SKILLS: Max Ranks:

Skill Name	Key Ability	Skill Mod	Ability Mod	Misc. Mod	Ranks	C.C.
1. Climb	STR	+10	+4		6	
2. Handle Animal	CHA	+8	+2		6	
3. Intimidate	CHA	+9	+2		7	
4. Intuit Direction	WIS	+8	+2		6	
5. Jump	STR	+10	+4		6	
6. Listen	WIS	+13	+2	+5	7	
7. Ride	DEX	+9	+3		6	
8. Swim	STR	+10	+4		6	
9. Wilderness Lore	WIS	+8	+2		6	
10. Move Silently	DEX	+8	+3		6	X
11. Balance	DEX	+8	+3		7	X
12. Bluff	CHA	+7	+2		6	X
13. Search	INT	+6	+1		6	X
14. Escape Artist	DEX	+8	+3		6	X

Special Abilities/Feats: 8

Ambidexterity, Alertness, Power Attack, Improved Unarmed Strike, Combat Reflexes, Deflect Arrows, Cleave, Great Cleave

Healing Factor: Logan has the unusual ability of rapid healing and recovery. Logan regains 2 HP plus his level every minute. Logan is also highly resistant to pain, +2 to Will saves for pain. Logan is also highly resistant to all poisons, diseases, and toxins, Logan gains a +4 to those saves that apply, and after a given amount of time his system is purged. Logan is immune to were-creature bites or scratches, as well as vampire bites. Logan's age is also undeterminable since his healing factor retards his aging processes. Logan is immune to spells that rapidly age a person. Logan's healing factor is considered a supernatural ability.

Adamantium Laced Skeleton: Logan's skeleton is virtually indestructable since it was magically laced with a metal a thousand times stronger than enchanted mithral. Logan's bones can never be broken, and his limbs can not be easily removed. All called shots for dismemberment, or any attacks that can dismember are not only at a -6 to hit, but they have a 20% of succeeding. Because the adamantium is inside of him he does not get a very big AC bonus to his standard AC rating, +4. (A centimeter of adamantium will on a geussstimated average have a hardness rating of 30/30 hp, an inch is 480 with 480 hp. Basically nothing can get by it, but it is also virtually impossible to work with and would need some hefty magical influence to be able to be used in anyway.) Adamantium is unaffected by rust, and acids. Magic spells of these natures in any form have no affect on the metal. Logan's punches and kicks are weighted, and get a +2 to damage. Logan has 2 centimeters of Adamantium coating his skeleton.

Adamantium Claws: Logan has 3, 9 inch long claws that retract into his forearms. He has 3 to each arm. Logan has full control over the claws extending and retracting into his forearms from in between his knuckles, the wounds caused by this bleed for half a second and are healed practically instantly. The claws

are also laced with adamantium, and are so sharp that they can cut through virtually anything. The claws encounter no resistance when cutting through any normal substance or material like wood, steel, bone, iron, and even dragon scales to some extent. Adamantium is also dense enough that ethral entities, or fased individuals are affected by it. (Weapons forged of adamatium are not only indestructable, and incredibly rare to find but they can affect non-corporial beings like ghosts, and other such beings who can take up a non-physical form. These beings take only half damage form such attacks. Adamantium weapons ignor Hardness ratings of any substanse excepte other Adamantium objects, Mithral and Adamantite objects however still keep their ratings only at 1/2 their max.) Logans claws are anchored to his skeleton and can not be forcefully removed.

Damage: 3d4+9, a single claw does 1d4+3. Critical: 17-20/x2

Type: Piercing, and slashing.

NOTE: Logan is naturally addapt at using his claws and is at a +3 to hit when using them. Attacks that Logan makes with his claws are considered unarmed attacks. Logan's claws also have 2 cent. of Adamantium coating them. Without the adamantium his claws do only 1d4 damage per single claw.

Enhanced Senses: Logan's senses are slightly greater than a normal humans. Logan can see at double the range of a normal human, has a much finer sense of hearing, and a incredible sense of smell. Logan can remember a person simply by their scent. If the wind is right Logan can discern a scent from up to a mile away. At anyother time he can discern a scent from up to 70ft away. Logan is at a +3 in any roles regarding his senses. Logan is also at a +1 to any saves regaurding his senses. Logan's enhanced senses are considered supernatural abilities.

Enhanced Strength: Logan is just a little stronger than the average person. Logan's Strength is at a +1. Logan's enhanced strength is considered a supernatural ability.

Weapon	Total Attack Bonus			Damage	Critical
Claws	+24/+19/+14/+9			3d4 +9	17-20/x2
Range	Weight	Size	Type	Special Properties	
-----	-----	Small	P/S	Can cut through virtually anything.	

Weapon	Total Attack Bonus			Damage	Critical
Falchion	+24/+19/+14/+9			2d4+3	18-20/x2
Range	Weight	Size	Type	Special Properties	
-----	16 lbs.	L	S	Magic weapon +3, Sword of Sharpness.	

Armor/Protective Item	Type	Armor Bonus	Check Penalty
Breast Plate of Protection	-----	+6	-4
Max Dex	Spell Failure	Speed	Weight
+3	25%	40	30 lbs.
Special Properties: Protection against spells, +3 to saves. +1 to armor bonus.			

Shield/Protective Item	Armor Bonus	Weight	Spell Failure
Crimson Cowal	-----	1 lb.	-----
Check Penalty			
0			

Special Properties: Provides immunity against telepathic attacks, and +2 save against all other Psychic attacks or spells.

Equipment:

Logan has 2 pouches of holding, one pouch has an unkown amount of cigars in it. The other pouch has his money in it. Logan also has the average amount of normal adventuring equipment and items, along with 5-6 misc. magic items.

Class Abilities:

Rage: 5 times a day, +6 to Strength, +6 to Constitution, +3 morale to Will Saves, -2 AC.
Uncanny Dodge: +3 against traps, Dex bonus to AC, Can't be Flanked
Damage Reduction: 3/-
Illiteracy

History:

Until his first recorded encounter with the Hulk as an agent of Nacada's Department H, the past of the man known as Wolverine remains shrouded in mystery.

Logan possesses memories of being a Samurai in Panaj, a mercenary operative for an elite Intelligence Agency, and a "wild man" in the Nacadian wilderness. Due to the extensive memory implants given to Logan through the Weapon X program, any and all of these memories are suspect. Logan has at least one memory of meeting Captain America in the second great war which was verified as true. It is possible that Logan's healing factor grants him an extended life span and has granted him the physical condition of a man in his prime, despite his age.

Sometime after 2nd great war, Logan was taken by a group of scorcerers led by a Dr. Cornelius as part of the Weapon X program. Cornelius was hired to perfect and use a magic technique that would bond the indestructible element adamantium to the human skeleton. Logan's skeleton was bonded to the adamantium, and he was indoctrinated into the Weapon X assassin program.

After his encounter with the Hulk, Wolverine was conscripted by Department H to join and lead Alpha Flight, Nacada's government-run super team. During his leadership of Alpha Flight, Wolverine was approached by Professor Charles Xavier, who was looking for mutants to help his students, the X-Men, escape from the island-being known as Krakoa, which had captured them. Wolverine left Alpha Flight to accompany Xavier and rescue the captured X-Men. After Krakoa was defeated, Wolverine decided to stay with the X-Men, for reasons which included that he had fallen for the X-Man known as Marvel Girl, or Jean Grey.

Logan remained with the X-Men for quite some time, at one time being their field commander, and encountering adversaries such as Proteus, Magneto, the Brotherhood of Evil Mutants, the Brood, the Reavers, demons from the dimension of Limbo, the Marauders, the Morlocks, and even Dracula on one occasion.

After his encounter with the mutant assassin Omega Red, Logan began to question the memories he possessed, but his searches to find his true identity and memories proved fruitless.

During an encounter with the mutant Magneto on his island that he named Avalon, Wolverine attempted to defeat Magneto using the claws presumably given to him by the Weapon X project. Magneto retaliated, using his powers of the magnetic field to tear the adamantium out of Wolverine's skeleton, causing extensive injuries. These injuries shorted out Wolverine's healing factor for a time, and Logan also discovered that the claws that he believed a result of the Weapon X project were in fact a natural mutation.

As a result of his injuries, Logan left the X-Men for a time, returning after he was asked by Xavier, who also asked the mutant Cable, to rescue the X-Men in Tibet, where they were captured during the Phalanx invasion.

After which, Logan was kidnapped by Tyler Dayspring, calling himself Genesis, who wanted to make Wolverine one of his new Horsemen, Death. Genesis had acquired adamantium by destroying the body of the mercenary known as Cyber, and had planned to recreate the bonding process used on Logan years ago. This time, however, Logan's body rejected the adamantium, and he regressed for a time to a feral-like state.

Logan regained his lucidity, rejoined the X-Men, and is now supervising the team while Cyclops and Phoenix are on leave. Resently he was captured by Apocalypse and forced to battle his mortal enemy Sabertooth to determine who would be Apocalypses new horseman: Death. At some point Apocalypse, (predumably him), bonded adamantium to Sabertoothes skeleton and claws. Logan eventually won the

match. Apocalypse then hook both Logan and Creed, (Sabertooth) up to an unusual device. He then convinced to transfer the adamantium that was in Creed to Logan.

After which he then brain washed him to turn Logan into the deadliest version of Death yet. With a little help from the women that have influenced his life, as well as Angel who was also Death at one time he was able to overcome the brain washing. At certain times when he was going to kill one of his old friends he would fight against the brain washing even though his body was going against what his mind was trying to tell it to do. Logans will eventually did win out, and Death would retreat.

Had Logan's will not been what it was he surely would have killed his friends. In combat Logan is the last person anyone wants to face. He is as deadly as his name implies. He tends to rely on his claws over using any other weapon, being that they are ranked among the deadliest weapons in existence, primarily due to who they are attached to. Logan is an avid drinker and smoker and is usually found in a pub when not on a mission, or otherwise detained. Logan isn't the most attractive man on the planet, but women are attracted to his violent nature and wild looks.

In the X-Men Logan has forged unique bonds with the women of the group, namely Jean Grey, Psylocke, Shadowcat, Storm, and Jubilee. Logan has personally taught each woman to how to fight at a different level from where they were originally at, especially Shadowcat. Each of these women would willingly sacrifice themselves to save him, although he would have a thing or two to say about that.

