



Name: Tri Wulvbaen (Tri)

Species: Lykahni

Age: 26(Born in 1992, changes after each birthday)

Gender: Male

Height: 5'11(normal) 10'0 (werewolf)

Hair: black and long spiky hairstyle

Eyes: Brown

Chest size: None (optional)

Personality: Noble, kind, caring, loyal

Physical Appearance: Normal: Lean, blue and white fur, black nose, wolf tail **Werewolf:**

Muscular, blue and white fur, black nose, wolf tail **Fenrir:** Muscular, grey-blue and white fur, black nose, wolf tail, draconic wings, six eyes, two horns

Usual Attire: Grey short sleeve shirt, blue jeans, black hoodie, glasses (due his vision in normal form)

Alternate Attire: Grey short sleeve shirt, blue jeans, glasses (due his vision in normal form)

Likes: Friends, kind people, cherry pie (his favorite), the color blue

Dislikes: Evil Beings, people who hurts others, cruel bullies

Occupation: Mercenary

Hobbies: Listening to music, reading novels, going on adventures, relaxing

Abilities:

Normal: Expert in hand-to-hand combat, mastery in swordsmanship, keen senses, Self-Regeneration, Werewolf Transformation, Feral Wolf transformation, The Reaper (temporary usage)

Werewolf: Superhumanly Acute Senses, Razor-Sharp Claws and Fangs, Rapid Self-Regeneration, Chemical Resistance

Fenrir: Superhumanly Acute Senses, Razor-Sharp Claws and Fangs, High Rapid Self-Regeneration, Resistance, Dark Aura

Weapons:

Aycln Crystal: Changes between sword or a scythe version (depending on certain abilities), effective against the vilest and unholy.

Weaknesses:

Normal: Mortal vulnerability, goes into a psychotic stage if the Reaper-sona is used for too long

Werewolf: Can go into a feral state if he releases too much rage.

Fenrir: A form that Tri can't control (which is why he doesn't use it)

All forms, except The Reaper and Fenrir, can't regenerate destroyed organs or lost limbs.

Brief Background: Where he originally was from is a complete mystery, he currently resides on Earth where he was trained and went out traveling to explore and help those in need.

Detailed Background: Tri's swordsmanship came from the training he had received earlier in his life, he can change into a werewolf and a feral wolf, which was most likely a common trait of his species. As a werewolf he can identify and track someone purely by scent over open terrain, which is a big improvement over his normal form, even though he can hear and smell better than a human in his normal form, his vision is close ranged, he must wear glasses since he cannot see objects clearly enough from far away. His strength as a werewolf depends on how much adrenaline is built up and released from either combat or when faced against something heavier/stronger than him, as well as the amount of control he has over the bestial part of him.

The Aycln crystal necklace that was given to him during infancy came from unknown origin, rumors saying it was from the heavens. A hidden ability that he uses as a last resort, called "Dark Rage", is a temporary boost that triggers when he taps into his inner dark half. When used, his personality changes into a psychotic being with a lust for blood, giving himself the alias "The Reaper", also changing his weapon from a sword to a scythe to suit the form. If used for too long, he might not be able to revert to his kind nature without support. It is currently unknown about how he got it or where it came from, since it's not originally from his species, though there are sayings that Savage may have left a portion of his power in the blue wolf after transferring himself to a new body.

Fun Facts: Can summon his angel wings (a small portion of his hidden ability) whenever he wants to for flight but hardly uses them.

His tail is very prehensile, capable of standing on it like a kangaroo and strong enough to grip onto almost anything or combat use.

Werewolf Appearance:



2022 Reference:



***Answer all that can't be answered by a visual reference.**

Measure character's power based on the following:

Enhanced Strength
Normal: 0

Werewolf: 11 (depending on the amount of adrenaline and self-control)
Dark Rage: 5

- 0: Normal/ slightly above average
- 1: Stronger than an Olympic medalist
- 2: Strong enough to lift mid-size cars/ trucks
- 3: Strong enough to lift big trucks
- 4: Strong enough to lift a plane
- 5: Strong enough to lift a blue whale
- 6: Strong enough to lift a skyscraper
- 7: Strong enough to lift a mountain (stone mountain)
- 8: Strong enough to lift a country (US)
- 9: Strong enough to lift a continent (Africa)
- 10: Strong enough to lift a planet
- 11: Anything above that (must specify a limit)

*For speedster characters, this does not account for force provided by momentum, but instead strength while the character is stationary (strength through the character's own body).

Enhanced Speed

Normal: 5

Werewolf: 3 (when on all fours)

Dark Rage: 8

- 0: Normal/ slightly above average
- 1: Faster than Usain Bolt
- 2: Faster than a cheetah
- 3: Faster than a normal car
- 4: Faster than a Bugatti
- 5: Faster than sound (bullet speed)
- 6: Faster than a rocket
- 7: Faster than lightning
- 8: "Flash step" (mimicking teleportation)
- 9: Light speed
- 10: Faster than light speed (hypothetically travel through dimensions)
- 11: Anything above that (must specify a limit)

*Teleportation doesn't count as speed.

Enhanced Endurance

Normal: 5

Werewolf: 11 (depending on adrenaline)

Dark Rage: 8

- 0: Normal/ slightly above average
- 1: Can take being hit by a car
- 2: Can take being hit by a bus
- 3: Can take being hit by an 18 wheeler

- 4: Can take being hit by a boulder (low level healing factor)
- 5: Can take being hit by bullets
- 6: Can take being hit by a bullet train at full speed
- 7: Can take being hit by a small explosive missile (medium level healing factor)
- 8: Can take being hit by a level 8 *see strength scale
- 9: Can take being hit by a level 9 *see strength scale
- 10: Can take being hit by a level 10 *see strength scale (high level healing factor)
- 11: Anything above that (must specify a limit)

*Healing factors do not substitute for pain tolerance unless specified otherwise. People who can still feel pain are still subject to being knocked out.

Energy Output

Normal: None

Werewolf: None

Dark Rage: None

- 0: Slight breeze
- 1: Strong breeze
- 2: Force equal to a car
- 3: Force equal to a bus
- 4: Force equal to a train
- 5: Stronger than a tornado
- 6: Stronger than normal lightning
- 7: Stronger than a small explosion
- 8: Stronger than a large explosion
- 9: Stronger than a nuke
- 10: Stronger than the sun
- 11: Anything above that (must specify limit)

*The type of element/ energy does not directly affect the strength of the energy output. For example, someone may possess the ability to blast fire hotter than the sun or as weak as a slight breeze (of course the properties of a normal flame would apply so even a weak flame will burn something depending on said thing's durability).