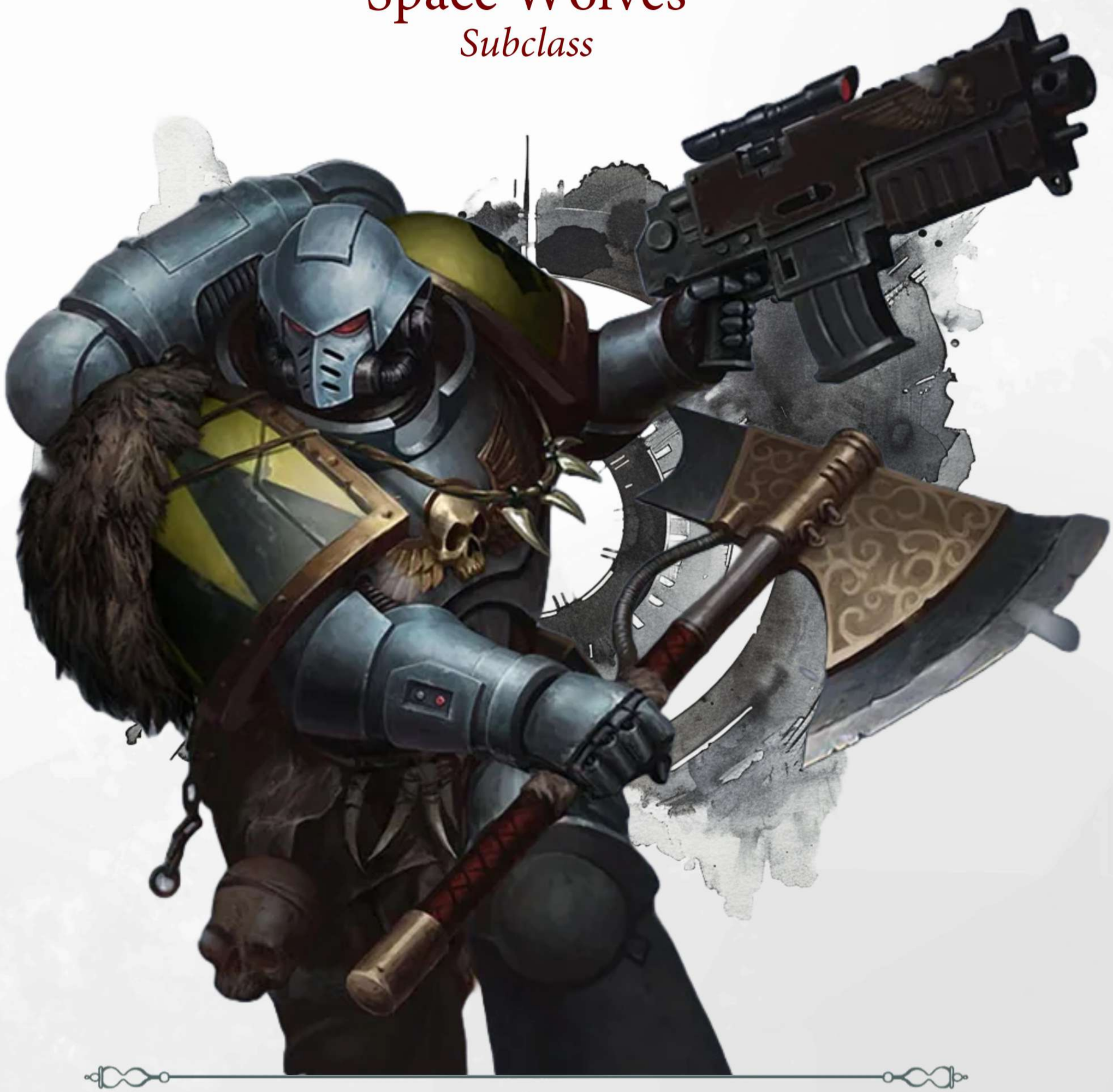
DUALINK

Space Wolves

Subclass



Warhammer 40K Edition

Space Wolves

For Russ and the Allfather!

Space Wolves fight as predators, not soldiers. They read weakness, isolate prey, and pursue relentlessly. Their strength comes from instinct, speed, and savage coordination, once marked, a foe does not escape.

Primary Role: Hunter Duelist
Playstyle Tags: Marking, Momentum Scaling, Pursuit Pressure, Melee Control
Complexity: Medium

Hunter's Mark

At 1st level you learn to single out prey and bring it down.

As a bonus action, you may mark one creature you can see within 60 feet as your Prey.

- The mark lasts for 1 minute, until the creature drops to 0 hit points, or until you mark a new creature
- You can have only one Prey at a time

While a creature is your Prey:

- You have advantage on Wisdom (Perception) and Wisdom (Survival) checks to track or locate it
- Your movement speed increases by 10 feet while moving toward your Prey
- Once per turn, when you hit your Prey with a weapon attack, you deal additional damage equal to your proficiency bonus

In addition, when your Prey is reduced to 0 hit points, you immediately regain 1 Doctrine Point.

Each time you hit your Prey on your

turn, you gain 1 Hunt stack (max Proficiency Bonus +1). Hunt stacks reset if your Prey drops to 0 HP or if you end a turn without hitting it.

You may expend all Hunt stacks when you hit your Prey to:

- Deal damage per stack equal to your proficiency bonus. This attack will no longer grant you a Hunt Stack.
- Knock it prone, unless they succeed on a Strength Saving Throw (DC = 8 + Proficiency + Wisdom) (2 stacks).
- Force it to make a Constitution save or be frightened until the end of next turn (3 stacks).

Killer's Instinct

Also at 1st level you gain a Killer's Instinct. When you expend 3 Hunt stacks on an attack, you gain advantage on the next weapon attack you make against your Prey before the end of your next turn.

If this attack hits, you gain 1 Doctrine Point.

Relentless Pursuit

You do not allow prey to disengage or escape. At 6th level, while a creature is your Prey:

- Opportunity attacks you make against it are made with advantage
- If your Prey moves out of your reach, you may move up to 10 feet as part of the same reaction, following it

In addition, when your Prey ends its turn farther than 30 feet from you, you may expend 1 Doctrine Point to immediately move up to half your speed toward it (no action

required).

If two or more allies are adjacent to your Prey, your Hunt stacks do not reset unless you do not hit it for 2 consecutive turns.

Feral Instincts

Your battle instincts override hesitation. At 10th level you gain the following features:

- You have advantage on initiative rolls
- On the first round of combat, you have advantage on melee attacks
- If you move at least 15 feet toward a hostile creature on your turn, opportunity attacks against you are made at disadvantage until the end of that turn

In addition, when you roll initiative, you may immediately move up to half your speed toward a hostile creature you can see.

Pack Tactics

Space Wolves are never truly alone.

At 14th level, while you are within 5 feet of at least one ally, and your Prey is also within 5 feet of you or that ally:

- You have advantage on melee attack rolls against your Prey
- When you hit your Prey, one ally within 5 feet of it may use their reaction to move 5 feet or make a single weapon attack

In addition, when you mark a new Prey, you may choose one ally. That ally also benefits from the movement speed bonus toward the Prey.

Alpha of the Pack

You are no longer just a hunter, you

are the pack's axis. Starting at 18th level, at the start of combat, you may immediately mark a creature you can see as your Prey (no action required).

While your Prey is alive:

- You and allies within 10 feet of you gain a +2 bonus to damage rolls against it
- Your movement speed cannot be reduced below half while moving toward your Prey
- When your Prey is reduced to 0 hit points, you and allies within 10 feet may immediately move up to half your speed without provoking opportunity attacks

Once per long rest, when you would be reduced to 0 hit points while your Prey is alive, you instead drop to 1 hit point and may immediately move up to your speed toward your Prey and make one weapon attack.