

Shifting Rules & Cards

These can be printed out to give the player a quick reference to what their stats and attacks will be when transforming into a particular animal. The GM may require the player to have their shifted form recorded as to not interrupt game play. The player should have a few preferred animal forms in mind for different in-game circumstances.

When filling the card, replace the character's talent or statistic with the animal's where marked "*". The character retains all of their HT's and can use any powers that don't require speaking. Powers such as "Spirit Blow" will NOT stack with the animal's, but can be used if it is better instead. The GM must approve any power before it is used while shifted. The character will use either the animal's wound total or her own (either modified by Brawn). Damage taken while shifted will remove wounds from the character's humanoid total concurrently with the animal's total. This can result in the character dying or becoming unconscious when the shifting has ended and she reverts back to her own wound total.

example: Lorra has 8 wounds, but the animal she has shifted into has 12. During combat Lorra suffers 10 wounds. While in animal form she will be fine but if the shifting ends and she has not been healed then she will be at -2 wounds and will collapse unconscious immediately.

There is no way to extend the shifting and the cool-down time is 1 hour before shifting can occur again.

Animal: <input style="width: 100%;" type="text"/>				Level: <input style="width: 100%;" type="text"/>			
HT Reaction:	<input type="checkbox"/>	Brawn:	<input type="checkbox"/>	Charisma:	<input type="checkbox"/>	Intellect:	<input type="checkbox"/>
AGL:	*	Athletics:	*	Deceive:	*	Awareness:	*
Initiative:	<input type="checkbox"/>	Combat:	*	Entertain:	<input type="checkbox"/>	Insight:	<input type="checkbox"/>
Stealth:	*	END:	*	Etiquette:	<input type="checkbox"/>	MND:	<input type="checkbox"/>
Subterfuge:	<input type="checkbox"/>	STR:	*	INF:	<input type="checkbox"/>	SPR:	<input type="checkbox"/>
Actions		Attacks	Speed (in, ft)	Wounds	Toughness	Dodge	
<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Type		Times	Hit	Dam	Actions	Notes	
Attacks	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
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