SHAPESHIFTING

ALTERNATE FORMS

You can change your body into one or more predetermined forms.

This Ability may be purchased multiple times. Each time the Ability is taken, choose one of the form costs below, and create a new Alternate Form character, in the same was as you would create a normal character. **Note: Alternate Form characters may not purchase the Alternate Forms Ability.** During play, your character can change between any purchased forms; this requires a few seconds out of Combat, and a Full Action during Combat. No Abilities or other values are shared between characters; always use the full stats for the current form being used by the character.

Potential Spent	1	10	100
Potential for Alternate Form.	10	50	300

Cost

Varies

ILLUSIONS

Some 'shapeshifting' is actually accomplished through clever illusions and disguise.

This Ability allows the character to make illusions that cause other characters to believe something is different in the area. Illusions function like a Skill, made with a modifier according to the chart below, based on total Potential Spent.

The character describes the intended illusion, and then makes a Skill Check against a Difficulty Value determined by the GM, based on the overall complexity of the illusion. Illusions that affect multiple senses are more difficulty than single sense versions.

If the character succeeds, anyone viewing the area will see (or otherwise sense) the illusion. If the check fails, the illusion is still in place, but there are minor inconsistencies or errors, and other characters will have an easier time spotting the illusion, based on how much the Check failed by. Any other character viewing the area gets an immediate Perception Check the first time they look at (or smell, or use whatever sense the Illusion is affecting) the area. This is a contested Perception Check against the original result of the Check made by the character who created the illusion (it can help to write down the result when an illusion is first created). This check receives a special bonus equal to the margin of failure from the Illusion check (for every 3 points the Illusion check failed by, the Perception Check gains +1).
If this Perception Check succeeds, the character sees through the illusion and realizes it is fake (some parts may remain, but it is obvious the character is being tricked). Otherwise, the character will act in all ways as if the illusion was real. Any subsequent actions that cause a character to doubt the illusion will allow another Perception Check, with bonuses based on the situation.

Potential	12	24	48	84	132	192
Bonus	+1	+2	+3	+4	+5	+6

Cost

Varies

Illusions Example

Tiberius, the Monk, is exploring a mountain inhabited by an illusionist Tsuchigumo Yokai. Wishing to get rid of the trespassing Monk, the Tsuchigumo waits until Tiberius comes to a large chasm in the mountain. The Yokai attempts to create the illusion that the chasm is not there, hoping the human will fall into the depths. However, since wind is stirring up between the rocks and water drips from the ceiling, the GM decides that making the room look sealed would be extremely difficult, and assigns the Check a difficulty of 20. The Yokai rolls only 11, so the Check Fails, and Tiberius receives a +3 to a Perception check made against the Yokai's roll of 11. The monk easily succeeds, and, after rubbing his eyes for a minute, continues on their way into the mountain.

Later, the Tsuchigumo attempts to trick the Monk into falling again. The Yokai heads to a rope bridge further along the chasm. There it knocks out the middle boards on the bridge and creates an illusion that they are still in place. Upon arriving, Tiberius, somewhat alerted that things are not what they seem in the mountain, receives a Perception check against this new Illusion. If he fails the check, he would cross the bridge as if the missing boards were still there. Hopefully his Agility Check is more successful than his Perception Check!

SHAPESHIFTING

MODIFY FORM

This form of shapeshifting allows the character to change discrete parts of their body at will.

This ability can be taken multiple times. Each time Modify Form is taken, select either an Attribute or Skill version. These Attributes and Skills provide Modifiers, just like normal Attributes or Skills, and can be used to replace specific abilities during play.

It takes a few seconds out of combat, or a Full Action in combat, to change one aspect of a character. Choose a standard Attribute or Skill and one of your character's Modify Form abilities of the same kind (for example, if you choose Strength, choose an Attribute modifier) and replace your standard modifier with the Modify Form value. These modifiers last until the modifier is moved somewhere else; at that time the modified ability returns to it's normal value.

Example: Koeda is a Yokai-kin with the ability to shapeshift. Koeda's player purchases the following Modify Form abilities: Attribute (+4), Skill (+3), and Skill (+2).

Koeda is the guardian of a large forest. A strange snowstorm has fallen in the area, and Koeda goes to investigate. He decides to alter his body to make the journey easier. First, he bulks up his body, placing the +4 Attribute Modifier in Endurance. Next, he takes the form of a bear, in order to guard against the cold, using the +3 skill in Survival. Finally, he takes the head of a hawk, in order to accurately observe the land as he travels, placing the +2 Skill in Navigation.

[ATTRIBUTE]

Potential	45	90	150	225	315
Bonus	+2	+3	+4	+5	+6

[SKILL]

Potential	15	30	60	105	165	240
Bonus	+1	+2	+3	+4	+5	+6

Cost

Varies

Justifying Changes

The purpose of Modify Form is to provide a fun and flexible ability that allows players to change into various things to solve problems during play, not to create a puzzle match between a player and GM to justify every form change.

Players are encouraged to create interesting descriptions of their shape changes; this ability allows parts of the body to be changed independently. But if describing or agreeing on whether a specific form grants a specific skill or attribute begins to slow down play, the group should consider 'hand waving' or ignoring the matter until after the game session is over.