

Shapeshifter

Name: _____

what you look like



STR



Inventory

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____

DEX



CON



INT



WIS



США

Gear:



Damage



Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- **On a 12+**, you do it perfectly, with some additional benefit.
- **On a 10-11**, you do it perfectly.
- **On a 7-9**, you do it, but with some cost or complication.
- **On a 6-**, you fail to do it, with some additional negative consequence.

Shapeshifter Moves

When you study an animal for an hour or so, add it to your Bestial Forms list. You may have a number of forms equal to your level plus your WIS.

When you assume a Bestial Form roll, +CON. On 10+, choose 3. On a 7-9, choose 2. On a 6-, choose 1

- Act immediately
- Increase damage die 1 step (d6→d8→d10)
- Reduce damage taken by 1
- Gain +1 to the beast's strongest attribute while transformed

Bestial Forms

[illegible]

Experience

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Shapeshifter Advancements list.

Experience

Shapeshifter Advancements

- ◇ *Eagle-eyed*. Gain +1 Wisdom
- ◇ *Lion-hearted*. Gain +1 Constitution
- ◇ *Cat's-paw*. Gain +1 Dexterity
- ◇ *Adaptation*. Take an advancement from another class (choose a cool one, not an attribute bonus).
- ◇ *Ferocious*. You deal +2 damage while transformed
- ◇ *Bodily Mastery*. When resting you may re-roll any number of dice once.
- ◇ *Material Transformation*. When you transform, any gear you're carrying will shapeshift with you.
- ◇ *Aberrant*. You may study monsters to add them to your Bestial Forms list.
- ◇ *Doppelganger*. You may study people to add them to your Bestial Forms list.
- ◇ *Symbiotic Transformation*. You may touch a willing participant to let them assume a Bestial Form. They must make their own roll.
- ◇ *Dire Form*. When you roll a 12+ to assume a Bestial Form, double all chosen bonuses.

Or work with the GM to come up with something cooler!

Other Stuff

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

Character Creation

(The GM will help you out.)

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment. (Start with one Bestial Form)
6. Go find a dungeon!

Moves & Notes & Doodles