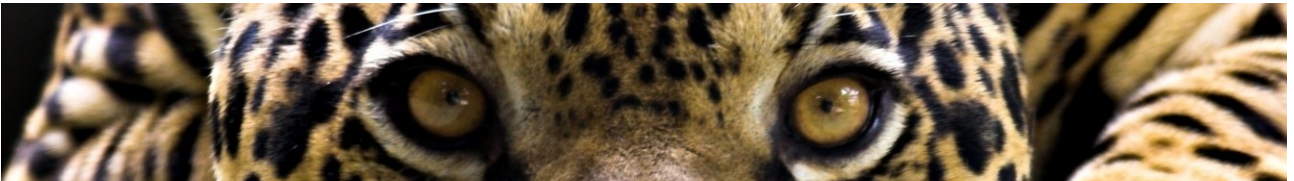




Shapechangers

4th Edition



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Leopard Image © mav888 – FOTOLIA

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Shapeshifters for 4th Edition

Shapeshifters have not yet been adapted to 4th edition as far as I am aware. The following is an approach to introducing them into a 4th edition game. They are not intended to be suitable for players. These are critters.

Shapeshifters

Shapeshifters are not human, but magical animals that can take a human form. They retain their predatory natures and although highly intelligent, are usually most comfortable in their animal forms. The transformation from animal to human form or vice versa, is a complete one without hybrid forms, such as a “wolfman”. The animal form of a shapeshifter is invariably a particularly large and healthy specimen of their type.

Many different types of shapeshifter may exist, but all documented types have been predatory. Some of the best known types of shapeshifter are detailed below. Almost all shapeshifters suffer from severe allergic reactions to Silver.

All Shapeshifters have the Alternate Form power, detailed below.

Alternate Form

Type: P, Action: Complex, Range: Self, Duration: Sustained.

A creature with the Alternate Form power has one (or more) alternate forms that it can use. It is assumed to be able to use any of its skills that are relevant to the alternate form. The alternate form can be sustained indefinitely without cost or effort on the part of the creature. Attributes (but not skills) of the forms are independent of each other, though a creature with above average stats in one form will likely have above average stats in the other.

Some creatures with alternate forms may have different powers in each form.

Regardless of the creature's current form, assensing the creature's aura will show its true form without the need of an assensing test.

Wolf Shapeshifter

Frequently found in more remote areas of the UCAS and throughout Europe, the wolf shapechanger can be a fearsome threat. It is often found as the alpha male or female of a pack of wolves. Lacking the normal fear of humans, it has been known to lure people in its human form into vulnerable situations where they are then devoured by the pack. Their human forms are usually handsome but somewhat savage in appearance.

The below is a typical wolf shapeshifter. Wolf shapechangers are magical creatures and often awakened. Being in touch with their physical side, this frequently manifests as adept powers, though wolf shapeshifter shamen are not unknown. Adept powers for wolf shapeshifters are typically Attribute Boost, Pain Resistance or Mystic Armour.

Wolf Form

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
3	4	4	3	4	3	2	4	5	8	4	6	2

Movement: 10/50

Skills: Assensing 1, Infiltration 3, Perception 3, Tracking 3, Unarmed Combat 4

Powers: Alternate Form, Dual Nature, Enhanced Senses (Smell, Low-light Vision, Hearing), Natural Weapon (Claws/Bite: DV 3P, AP 0), Regeneration, Sapient

Weaknesses: Allergy (Silver, Severe)

Human Form

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
3	4	4	3	4	3	2	4	5	8	4	6	2

Movement: 10/25

Skills: Assensing 1, Infiltration 3, Perception 3, Tracking 3, Unarmed Combat 4

Powers: Alternate Form, Dual Nature, Sapient

Weaknesses: Allergy (Silver, Severe)

Sample Wolf Shapeshifter Adept

A caucasian man stands before you, tall, lean, with a savage expression on his face and long grey hair. It's almost too quick to follow, but his body elongates, and his skin melts into a thick grey pelt and a moment later, a massive wolf is in his place, ready to leap.

Wolf Form

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
4	4	4	4	4	3	2	4	5	8	4	6	2

Movement: 10/50

Skills: Assensing 2, Dodge 2, Gymnastics (Jumping) 3, Infiltration (Wilderness) 3, Perception 3, Tracking (Scent) 3, Unarmed Combat 5 (Claws), Running 4.

Powers: Alternate Form, Dual Nature, Enhanced Senses (Smell, Low-light Vision, Hearing), Natural Weapon (Claws/Bite: DV 4P, AP 0), Regeneration, Sapient

Weaknesses: Allergy (Silver, Severe)

Adept Powers: Attribute Boost (Body) 4, Attribute Boost (Strength) 4, Pain Resistance 2, Great Leap 4.

Human Form

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
4	5	4	4	4	3	2	4	5	8	4	6	1

Movement: 10/25

Skills: Assensing 2, Dodge 2, Gymnastics (Jumping) 3, Infiltration (Wilderness) 3, Perception 3, Tracking (Scent) 3, Unarmed Combat 5 (Claws), Running 4.

Powers: Alternate Form, Dual Nature, Sapient

Weaknesses: Allergy (Silver, Severe)

Adept Powers: Attribute Boost (Body) 4, Attribute Boost (Strength) 4, Pain Resistance 2, Great Leap 4.

Tiger Shapeshifter

First recorded in Northern India, the Tiger Shapeshifter is especially deadly. Unlike their wolf kindred, the tiger shapeshifters seem to have an organisation of sorts, although what their aims may be is anybody's guess and they are almost always encountered singly. It is not uncommon for tiger shapeshifters to be awakened. Typically they have a more mystical orientation and perhaps due to their geographical occurrence, frequently follow a Hindu framework, although of a far darker variety than the religion would normally seem to allow. But possibly the organisation of the Tiger shapeshifters is inherently religious and it is speculated in India that the magically awakened members serve as the priestesses of their kind. They also often have a penchant for Divination.

Perhaps due to their nature as stalking, stealthy animals, they are more inclined to integrate themselves into human society as needed. The below is a typical Tiger shapeshifter.

The below is a typical tiger shapeshifter.

Tiger Form

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
7	5	5	6	3	3	3	4	4	8	4	7	2

Movement: 10/60

Skills: Assensing 1, Infiltration 3, Perception 2, Tracking 3, Unarmed Combat 4

Powers: Alternate Form, Dual Nature, Enhanced Senses (Low-light Vision), Natural Weapon (Claws/Bite: DV 5P, AP 0), Regeneration, Sapient

Weaknesses: Allergy (Silver, Severe)

Human Form

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
3	4	4	2	3	3	3	4	4	8	4	7	1

Movement: 10/25

Skills: Assensing 1, Infiltration 3, Perception 3, Tracking 3, Unarmed Combat 4

Powers: Alternate Form, Dual Nature, Sapient

Weaknesses: Allergy (Silver, Severe)

Sample Tiger Shapeshifter Magician

A slight indian woman attends the altar dressed in a slim sari. Though seemingly young, she moves with supreme confidence and grace. Her long hair is black, braided with orange silk. As she looks at you, her eyes flash a remarkable green that nevertheless appears natural.

Tiger Form

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
7	5	5	6	3	3	3	4	4	8	5	7	2

Movement: 10/60

Skills: Assensing 4, Conjuring 3, Counterspelling 5, Infiltration 3, Perception 2, Sorcery 4, Tracking 3, Unarmed Combat 4

Powers: Alternate Form, Dual Nature, Enhanced Senses (Low-light Vision), Magician, Natural Weapon (Claws/Bite: DV 5P, AP 0), Regeneration, Sapient

Weaknesses: Allergy (Silver, Severe)

Human Form

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
3	4	4	2	3	3	3	4	4	8	4	7	1

Movement: 10/25

Skills: Assensing 4, Conjuring 3, Counterspelling 5, Infiltration 3, Perception 2, Sorcery 4, Tracking 3, Unarmed Combat 4

Powers: Alternate Form, Dual Nature, Magician, Sapient

Weaknesses: Allergy (Silver, Severe)

Tradition: Saddhvi (Hindu Magician)

Initiate Grade: 1

Metamagics: Divining

Spells: Antidote, Borrow Sense, Combat Sense, Cure Disease, Death Touch, Double Image, Dream, Heal, Healthy Glow, Ignite, Invisibility, Mind Probe, Phantasm.

Leopard Shapeshifter (Warek)

The Leopard Shapeshifter, known as the Warek (both plural and singular), is a nightmare that haunts much of the African continent. Both more magical and more consciously evil than other kinds of shapeshifters, it delights in the bloody murder of its victims. Also unlike most Shapeshifters, it is quite willing to enter human society for extended periods, until the accumulating bodies force it to move on once more.

Unique in other ways also, the Warek is not bothered by silver, but gold has a strongly adverse effect on them. Also unusually, Warek seem to preserve some of the physical ability in their human form.

The below is a typical warek. Warek seldom display adept or magician qualities, but possess odd and unsettling abilities. Old african songs tell of children devoured by dark spirits and granted the ability to transform themselves into leopards. There may be no truth to this, but warek seem to be on oddly good terms with many dark and old spirits in their african haunts and can sometimes be found doing the bidding of a greater evil.

Leopard Form

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
5	6	6	4	4	5	2	5	5	7	5	11	2

Movement: 10/60

Skills: Assensing 1, Counterspelling 4, Infiltration 5, Perception 2, Tracking 3, Unarmed Combat 3

Powers: Alternate Form, Dual Nature, Enhanced Senses (Low-light Vision), Fear, Immunity to Normal Weapons, Innate Spell (Shadow), Magical Guard, Natural Weapon (Claws/Bite: DV 4P, AP 0), Regeneration, Sapient

Weaknesses: Allergy (Gold, Severe)

Human Form

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
4	4	4	3	4	3	2	4	5	8	4	6	2

Movement: 10/25

Skills: Assensing 1, Counterspelling 4, Infiltration 5, Perception 2, Tracking 3, Unarmed Combat 3

Powers: Alternate Form, Dual Nature, Enhanced Senses (Low-light Vision), Fear, Innate Spell (Shadow), Magical Guard, Sapient

Weaknesses: Allergy (Gold, Severe)