

# SHIFTER

Shifter  
Level

## FIRST ASPECT

### SHIFTER ASPECTS

#### MINOR FORM PER DAY

Shifter Level

Inne

min

= 3 +

+

min

Time  
today

Produce claws as a swift action.

#### Poziom CHIMERIC ASPECT

9 Adopt the form of two minor aspects at once.

#### Poziom GREATER CHIMERIC ASPECT

14 Adopt the form of three minor aspects at once.

#### Poziom FINAL ASPECT

20 Adopt the form of all your minor aspects at once.

### SHIFTER CLAWS

Produce claws as a swift action.

Obrażenia  
Mały / Duży

Claws can also be used as a  
secondary natural attack.

d4

d3 / d6

Poziom 3 Overcome DR/cold iron and DR/silver

Poziom 7 k6  
k4 / k8

Poziom 11 k8  
k6 / 2k6

Poziom 13 k10  
k8 / 2k8

Poziom 17 Critical multiplier x3

Poziom 19 Overcome DR/adamantine and DR/—

### WIEŻ Z DZICZĄ

#### WIEŻ Z DZICZĄ PREMIA

Poziom Druida

Inne

=

CHA

+

+

### DEFENSIVE INSTINCT

#### KP PREMIA

+

KP

Shifter  
Level

#### OMB PREMIA

+

OMB

= RZT + ( ÷ 4 )

(Zaokrąglane w dół)

Tylko gdy nieuzbrojony,  
nieobciążony lub nie pomaga

### KSZTAŁT NATURY

Change into the major form of one of  
your aspects as a standard action.

Użycia Dzisiaj

#### Poziom UŻYCIA

4 NA DZIEŃ

Shifter Level

= (

÷ 2 ) - 1

### TRACKLESS STEP

Poziom 5 Leave no trail in natural surrounding.

#### MINOR ASPECT

8

15

#### MAJOR ASPECT

8

15

## SECOND ASPECT

#### MINOR ASPECT

8

15

#### MAJOR ASPECT

8

15

## THIRD ASPECT

#### MINOR ASPECT

8

15

#### MAJOR ASPECT

8

15

## FOURTH ASPECT

#### MINOR ASPECT

8

15

#### MAJOR ASPECT

8

15

## FINAL ASPECT

#### MINOR ASPECT

8

15

#### MAJOR ASPECT

8

15