

# Shapeshifting

A New Feature for Eldritch Ass Kicking

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Some wizards are really strange. Not only do they use their magicks for wicked pursuits and painful blasts of power, some use it to change their form and appearance to the outside world. While the usefulness of this ability might be debated, some spellflingers find it a perfect compliment to their potent array of arcane skill.

## *How To Shapeshift Or Why I Became a Polar Bear*

Shapeshifting is a normal magickal action in Eldritch Ass Kicking with a TN of 15. A spellcaster must choose the magickal skill(s) used for the transformation and describe what the result will look like. A high Outcome signifies that the transformation was masterful. A low Outcome means the wizard's transformation is awkward at best.

The transformation is dependent on the skill used. A wizard who uses the Earth skill to transform into a mighty lion would become a stone feline. The higher the Outcome, the more life-like and impressive the transformation would be.

The only exception is to the rare wizards with specialty magickal skills like Animals, Birds, or Reptiles. In those instances, the wizard would actually shapeshift into such a beast as chosen.

The Outcome can be used as a bonus to actions while shapeshifted. For example, a wizard that transformed into an icy monkey would gain that bonus on attempts to climb trees amidst a jungle, perhaps to eavesdrop on an enemy. *(Although that wizard would probably have chosen a terrible course of action if he used that same form to scamper over a sea of churning lava. The GM could use the Outcome against the wizard in this instance.)*

One final caveat – the magickal skill used for the transformation becomes the only magickal skill the wizard can use while in the shape. The ice monkey wizard above would still be able to use his ice magickal skill to toss frozen darts at this opponents. *(Please don't ask what the darts are made of.)*