

This is to verify that the Living City™ character

Obtained the following item in the event *Out for a Stroll*

# One-time Shapechange

## Saru form

You can change into this form one time, due to the wildfire effect in Ravens Bluff and your adventure in Malatra. The change lasts for up to one adventure only. It is a true shapechange, and your items do not meld into your form so you can use them.

**Appearance** - you are a 7' tall ape! At least you're wearing a loincloth, but an ape!

**Ability score changes**

Strength: 19 +3 to hit, +7 to damage, BB/LG 50%

Intelligence: (-1 to current stat)

All others unchanged.

**Movement** 9, 15 in trees

**Special abilities:** brachiation, speak with animals 1/day, approach normal animal with the effect of a friends spell 1/day, infravision 60'.

**Special attack** - pummel with fists for 1-2+7 points of damage (x2) and +/- 2 on the punching/wrestling chart.

**Special hindrances:** Staunch vegetarian, fear of fire and magic. Of course since you are in control of the body, you may learn to control the instinctive reaction. Each time you see fire or flashy magic, you must save vs. paralyzation or flee for one round. The initial penalty is -6, reduced by one for each instance. When the penalty reaches zero, or when you save twice in a row, you have control of this reaction and no longer need save.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same. **This certificate expires August 1<sup>st</sup>, 2001.**



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# One-time Shapechange

## Tiger Katanga form

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**Appearance:** You are a weretiger! At least that's what it looks like to you. You realize you have three forms now, you are currently in biped form. Even when human, you have a faint orange striping to your skin. Your shadow is always that of a tiger, no matter what your form.

**Ability score changes** - none

**Movement** 12 in any form.

**Special abilities:** able to shape shift 1/day/level. (multi-class use their highest level). Forms possible are human, biped or tiger. In biped form you look much like a weretiger. In tiger form you may not cast spells, or use proficiencies which require a human form (rope use, for instance). You do have all the benefits of the form of a tiger; attacks, increased hearing and smell, and so on. In tiger form you can only speak with other katanga, but you can still understand any language you can speak.

**Special attack** - biped form - 1-3/1-3/1d6 (claw/claw/bite) tiger form - 1-4+1/1-4+1/1-10. If both claws hit you get two additional raking attacks for 1-4/1-4. Strength bonuses do not apply to these attacks.

**Special hindrances:** In any form, you are a carnivore. Vegetables and fruits make you nauseous.

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# One-time Shapechange

## Monkey Katanga form

You can change into this form one time, due to the wildfire effect in Ravens Bluff and your adventure in Malatra. The change lasts for up to one adventure only. It is a true shapechange, and your items do not meld into your form so you can use them.

**Appearance:** You are a monkey! At least that's what it looks like to you. You realize you have three forms now, you are currently in biped form. When human, your hair is of several different colors, red and brown and black. Your shadow is always that of a monkey, no matter what your form.

**Ability score changes -**

Dexterity 19 +3 reaction/missile adj., -4 AC adjustment

**Movement** 12, climb 15. 80% climbing skill as a monkey.

**Special abilities:** able to shape shift 1/day/level. (multi-class use their highest level). Forms possible are human, biped or monkey. In biped form you have a small stubby tail, and fur covers much of your body, but not your face. In monkey form you may not cast spells, or use proficiencies which require a human form (rope use, for instance). You do have all the benefits of the form of a monkey; climbing, easy movement through the trees, increased hearing and smell, and so on. In monkey form you can only speak with other katanga, but you can still understand any language you can speak.

**Special attack -** 1-3(biped) or 1-2(monkey)

**Special hindrances:** You do not like cooked food. Fruits, vegetables, roots, fish, even raw meat sounds better than burning your food.

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# One-time Shapechange

## Oscray form

You can change into this form one time, due to the wildfire effect in Ravens Bluff and your adventure in Malatra. The change lasts for up to one adventure only. It is a true shapechange, and your items do not meld into your form so you can use them.

**Appearance -** you are an orc! You are bigger, almost 6'6", and don't have the hunched over body, but you'd know that face anywhere.

**Ability score changes**

Strength - 19 +3 to hit, +7 to damage, BB/LG 50%

Charisma - -2 to current charisma

All others unchanged.

**Movement** 12

**Special abilities:** in an emergency can bite for 1-3 points of damage.

**Special hindrances:** none, outside of your face.

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# One-time Shapechange

## Hedgehog Katanga form

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**Appearance:** You are a rodent! At least that's what it looks like to you. You realize you have three forms now, you are currently in biped form. When human, you are about the size of a halfling. In biped form, you have soft quills on your back and long spiky hair. Otherwise, you are a hedgehog, complete with spines along your back.

**Ability score changes**

Wisdom 19: Magical adjustment +4, Bonus Spells 3 2 1 2, Immune to *cause fear, charm person, command, friends, hypnotism.*

Cha -1 to current score

**Movement** 6/6 (biped/hedgehog), burrow 3.

**Special abilities:** able to shape shift 1/day/level. (multi-class use their highest level). Forms possible are human, biped or hedgehog. In hedgehog form may not cast spells, or use proficiencies which require a human form (rope use, for instance). You do have all the benefits of the form of a hedgehog; burrowing, increased hearing and smell, and so on. In hedgehog form you can only speak with other katanga, but you can still understand any language you can speak. In biped form you have 120' infravision. In hedgehog form you gain the hide (Int -2) and foraging (Int -2) proficiencies.

**Special attack** - 1d4(biped - claws). In hedgehog form, it attacked from behind, the attacker takes 1d4 from the quills.

**Special hindrances:** Outside of the size and appearance, you don't think this body does very well in water. Also, you are pretty sure you just ate a bug, and it tasted.. well.. pretty good, actually.

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# One-time Shapechange

## Forest Tam'hi form

You can change into this form one time, due to the wildfire effect in Ravens Bluff and your adventure in Malatra. The change lasts for up to one adventure only. It is a true shapechange, and your items do not meld into your form so you can use them.

**Appearance** - you are an elf! Well, not quite. Actually, you feel very in tune with the forest. You can almost hear the trees and the undergrowth talking to you. It will be easy to blend into the wilds with a body like this.

**Ability score changes**

Strength - max of 17.

Charisma - +1 to current charisma

All others unchanged.

**Movement** 12

**Special abilities:** speak with plants or animals 1/day, hide in shadows (in jungle) at 75%, move through the jungle as the spell pass without trace. +1 to saving throws vs. wood or earth based attacks, -1 vs. fire, infravision 120'.

**Special hindrances:** Staunch vegetarian, fear of fire. Of course since you are in control of the body, you may learn to control the instinctive reaction. Each time you face fire, you must save vs. paralyzation or flee for one round. The initial penalty is -6, reduced by one each instance. When the penalty reaches zero, or when you save twice in a row, you control of this reaction and no longer need save.

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# One-time Shapechange

## River Tam'hi form

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**Appearance** - You are a sea elf. But you're not anywhere near the sea. Already you can feel you're skin drying out, you're going to die out here. Well, it seems that you can breathe okay, but this pool you are standing in feels pretty good.

**Ability score changes**

Strength - max of 17.

Charisma - +1 to current charisma

All others unchanged.

**Movement** 12, Sw 12

**Special abilities:** breathe underwater as well as in air, cure serious wounds on self 1/day when able to submerge in a river or stream, infravision 120', swimming, +1 save vs. water based attacks, -1 save vs. fire.

**Special hindrances:** Staunch vegetarian, fear of fire. Of course since you are in control of the body, you may learn to control the instinctive reaction. Each time you face fire, you must save vs. paralyzation or flee for one round. The initial penalty is -6, reduced by one for each instance. When the penalty reaches zero, or when you save twice in a row, you have control of this reaction and no longer need save

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