

Shifters

Innate Powers to All Shifters	Owls	Selkos (Otters)	Swans	Wolfhounds
Human Bodies - Despite their supernatural talents, Shifters are still mostly human. Unless they take powers or abilities that improve their bodies, they are as vulnerable and squishy as other human beings.	Innate Power Second Sight - Owl Shifters are able to see and interact with ghosts and other entities that have a spirit form.	Innate Power Water Adaptation - Selkos are able to hold their breath for up to 15 minutes regardless of what form they are in and do not suffer negative effects from low water temperatures.	Innate Power Perfection - Swannames, regardless of male or female, radiate charisma and exude sex appeal. This tends to make them very popular as they are almost always very attractive people, and people trust the swan before they probably should. Whatever a swan does, they seem to do with effortless grace and ease that comes to them as naturally as breathing.	Innate Power Sense the Supernatural - The wolfhound detects whenever it gets within 200 feet of a supernatural creature and might be able to recognize the type of creature by the scent.
Enhanced Senses - The shifters have human senses that are only slightly better than normal humans. Their senses are only better in that regardless of what they do with their lives, they will always have perfect vision, perfect hearing and will never have to worry about losing their senses to age or from staring at computer monitors all day.	Innate Power Night Vision - Owls have incredible night vision in their human forms, easily equal to a vampire's increased visual sensory input - but only at night.	Innate Power Rivers Cleansing - Selko's have the unique ability of cleansing a river of contaminants, but only in an area where they are actively living.	Innate Power Delicious Aroma - Swannames are often considered to be the perfect prey by many vampires and lycanthropes and radiate an aroma which is incredibly appealing. While the swan is at peace or is calm and tranquil, even those with supernatural senses have to be close to catch the scent, but as the swan becomes angry, upset, or distressed, the odor strengthens.	Innate Power Hearthstone Guardian - The same force that prevents a vampire from entering a home without invitation can be harnessed by a wolfhound, granting them a boon that increases their strength, speed, and resiliency when they are invited into a home and set to protect it.
Shifting - The hallmark ability of the Shifters is the ability to take on the shape of an animal. This changing is fluid, effortless, and only takes about 10 seconds to switch from human to animal form. When shifters change, unlike lycanthropes, their clothes are absorbed into the skin and will reappear on the shifter when they retake human form. Also unlike lycanthropes, shifters can shift back and forth between forms without any subsequent loss of energy or power.	Form Without Substance - The Owl can briefly turn its body insubstantial, passing through solid objects, walls, and ceilings, and allowing solid things like fists or bullets to pass through it without harming the Owl.	Dream Romp - A group of Selkos is a tight knit family (known as a Romp) and with this power, they can extend their play into dreams. Within these shared dreamscapes the Selkos can engage in all sorts of activity, hunting, fighting, or simply enjoying a tranquil river. When a Selko has this power it is harder to enter their dreams, and if the Selko that has this power is tied to a romp, the collective mental strength of the Romp makes the dreams of any in the Romp very difficult to enter.	Deny the Hunter - Referred to sometimes by younger swannames as "Stealth Mode", this power enables the swan to turn invisible at need but only for a brief time.	Guard Dog - The wolfhound picks a special person as "theirs". From that point on if the wolfhound is in the company of the picked person, it can use its powers and abilities as if it were on its home turf.
Servant Flexibility - Shifters can count as human or animal servants to vampires, but the vampire must be able to call the shifter's animal in order to take them as an animal servant.	Gift of Magic - Owls have a connection with wisdom and secrets, and the owl with this power is evidence that these connections are more than folklore. The owl with this power selects 2 sources and 4 magical techniques it knows.	Cause - Some people have likened Selko Romps to frat parties where everyone is drunk and having a good time. Selkos with this power never experience the negative effects of drugs or alcohol they intake, and are generally immune to poisons.	Gift of Magic - Most swannames trace their bloodlines back hundreds if not thousands of years, the heirs of a curse given in a time when swans were eaten and sought after in the same ways as modern day turkeys. Magic is in their blood. A swanname with this ability selects 2 sources and 4 magical techniques it knows.	Horrible Wound - The hound's bite is supernaturally potent, mangle flesh and spreading a nasty infection that requires urgent medical care or magical healing. If the wound does not receive treatment, the flesh will fester, rot, decay, and likely kill whomever is bit. The infection is strong enough to affect supernatural creatures.
Offspring - The children of shifters themselves have an increased chance to become shifters of the same type as their parents. This would seem to imply that the power to change shapes has become genetic regardless of its original origins.	Owl's Talons - The owl can cause the nails on its hands and feet in human form to become the talons of owl and can use them in combat in order to rake foes or sink into flesh.	Psychic Gift - A Selko with this power can select 2 Major Psychic Powers.	Calm - The swanname with this ability can help ease mental distress in others, saving psychological ailments or turbulent emotions, and granting a measure of calmness and tranquility.	Thunderbark - The hound's bark or voice gains in volume until it can deafen people, shatter glass, and cause physical harm. Supernatural creatures find the Thunderbark especially painful.
	Ease the Departed - Owls can lay the unquiet dead back to rest. Zombies, Skeletons, and the Vengeful Dead are subject to this power provided they are not bound to an animator, necromancer, or similar power. The Owl touches the dead thing causing the animating power or spirit to depart, putting the soul at peace as it goes to its final destination.	Scamper - The Selko with this power can put on a burst of speed, in water or out, in order to evade a predator, catch a prize, or snatch a fish for its dinner.	Eyes from Above - The swan can inflict someone with a crippling vertigo, equivalent to that feeling in the pit of your stomach when you begin going downhill on a rollercoaster mixed with dizziness and wooziness. This effect will only last around 10 minutes, with less time involved for those with strong minds.	Puppy Eyes - The hound becomes the picture of perfect cuteness and adorability, seducing people into giving it what it wants.
	Blind the Dead - The Owl with this power can make itself imperceptible to vampires, ghosts, zombies, and other forms of animate dead or undead.	Rubber - The Selko can change the structure of its bones into something like cartilage or rubber, which makes it impossible for the Selko's bones to break, and lets the Selko wiggle into spaces or through bars it might normally not fit through. Blunt-force trauma also doesn't bother the Selko much while this power, which lasts for a scene, is active.	Soporific Touch - The swanname can put someone it touches into a deep sleep, even if the target is not something that usually needs to sleep. This power puts the target to sleep for the duration of a scene, after which they awake feeling refreshed and probably irritated.	Track the Mark - The hound can psychically mark something or someone as a thing of interest and then track that mark no matter where the person goes as long as they remain on Earth.
	Curse of Years - The Owl can inflict another person or being with tears. Why they cry doesn't matter: it could be guilt, or fear, loss and grief, or rage, but cry they will, and they'll remain crying for twenty minutes with all the accompanying side effects (sniffles, red face, watery eyes). While the target cries, they are incapable of doing much of anything but sobbing helplessly.	From Hell's Heart... - The Selko with this power takes on the determination of a predator and cannot be moved from the spot it stands unless it wishes too. As long as it remains still, the Selko enjoys supernatural strength and endurance.	Mirror Srying - The swan can use a mirror or other highly reflective surface to cry out places or locations. The swan must know where they wish to look in, but otherwise this power fails if there are no mirrors or other highly reflective surfaces in the location. When this power is used, the swan sees and hears everything from the mirror's perspective. While the swan peers out of the mirror, a faint outline of its form is visible in the mirror being sryied on.	Drive Off - The Shifter is able to chase away the supernatural from the home or building that it has claimed as its turf. Once the place is empty of supernatural creatures the hound creates a sort of psychic ward which keeps supernatural creatures from noticing the place if they aren't looking very hard. Fetters located in this spot break, potentially weakening the Ghost they belonged to.
	Widdershins - The Owl with this power can unravel curses, and other negative or black magic from itself, objects and possibly others. The strength of the curse or effect, determines how long the owl must walk widdershins (counterclockwise) around the person or object to be de-cursed.	I Stab at Thee! - Taking up the bones of a fish, the Selko transmutes the bone into a ready weapon with which to stab at foes or annoyances. This power lasts for a scene, and during that scene the transmuted bones inflict damage as if they were silver, gold, or whatever substance the creature being shanked is vulnerable to.	False Death - The swanname can fake its own death. When this power is used its body explodes in a welter of gore and blood, leaving bloodstained hair/feathers, clothes in its wake. In reality, the swan has stepped into the Astral realm long enough to fool others into believing it is dead. The swanname can spend 5 minutes in the Astral realm, traveling away from the site of its supposed death before the Swanname is forced back into the real world.	Psychic Gift - The shifter is able to select 2 Major Psychic powers that can be used by the Wolfhound.
	Midirect - With this power, the Owl no longer makes any sound at all when it is trying to be stealthy, whether it wears feathers or flesh, even to supernatural hearing. The owl can choose to extend this blessing to other souls near the Owl. In addition, the owl can throw its voice to anywhere within sight, making it sound as if the Owl was elsewhere rather than where it actually is.	Adorable Chitter - Making a series of squeaks, chirps, and chittering noises, either aloud in other shape or under its breath when in human shape, the Selko can seduce a person into giving them something it wants.	Cobra Chicken - Sometimes, prey does not want to be eaten, and the swanname with this power turns the tables on would be hunters. Hissing venomously, the swan snaps at its target with supernatural strength and speed, with its beak transmuting into silver as it lashes out at its target. The swan can only use this power when in its swan form.	Man's Best Friend - A wolfhound that lays down its life to protect its home or its human doesn't really die. The selfless sacrifice of life is rewarded and seven days after the Hound dies, it returns to life. This power can only effect a hound once every five years. If the hound dies again in that time span and under the same conditions, it is dead for good.
	Warshape - The shifter can blend together the elements of its human body and its animal form, creating what some shifters call the "Warform". This hybrid shape grows supernaturally strong, quick, and resilient just as a lycanthrope is (without the allergy to silver), is bipedal, and mixes the best attributes of man and beast in order to give the shifter a fighting edge. A shifter in warshape is usually a desperate creature.	Warshape - The shifter can blend together the elements of its human body and its animal form, creating what some shifters call the "Warform". This hybrid shape grows supernaturally strong, quick, and resilient just as a lycanthrope is (without the allergy to silver), is bipedal, and mixes the best attributes of man and beast in order to give the shifter a fighting edge. A shifter in warshape is usually a desperate creature.	Warshape - The shifter can blend together the elements of its human body and its animal form, creating what some shifters call the "Warform". This hybrid shape grows supernaturally strong, quick, and resilient just as a lycanthrope is (without the allergy to silver), is bipedal, and mixes the best attributes of man and beast in order to give the shifter a fighting edge. A shifter in warshape is usually a desperate creature. Swannames that are seen in this form are sometimes mistaken as angels due to the large pair of wings emerging from their shoulder blades. These wings are functional.	Warshape - The shifter can blend together the elements of its human body and its animal form, creating what some shifters call the "Warform". This hybrid shape grows supernaturally strong, quick, and resilient just as a lycanthrope is (without the allergy to silver), is bipedal, and mixes the best attributes of man and beast in order to give the shifter a fighting edge. A shifter in warshape is usually a desperate creature. Wolfhounds in warshape are often mistaken for werewolves.