

Skinwalkers

Innate Abilities - All skinwalkers Have These	Augmentation	Emulation	Shape Mastery	Natural Boons	Fury
<p>Go to Shape - Skinwalkers are ordinary humans which have either inherited a unique gene from their family, or are laboring under some sort of magic (curse or blessing). Skinwalkers all have an innate ability to become an animal. This animal is sometimes referred to as their "totem" shape, or their "spirit animal".</p> <p>When a skinwalker changes its shape, it does so in a matter of seconds, and gains the benefits of the animal form assumed (wings, flight, water breathing, etc). The conservation of mass does not apply so a one hundred pound woman can become a 900 pound tigress or a 2 ounce wasp.</p> <p>A Skinwalker is not subject to frenzy and always retains its human-mind when it shifts.</p>	<p>Body Enhancement - The Skinwalker's body undergoes an evolution, and the Skinwalker can choose to focus on speed, endurance, or strength.</p> <p>After making that choice, the Skinwalker enjoys supernatural strength, or supernatural speed and reflexes, or supernatural endurance and stamina in his human form.</p>	<p>Aquatic Form - The Skinwalker grows gills which allow him to breath in fresh and salt water just as a fish could. In addition, the Skinwalker grows webbing between fingers and toes which allow him to move through the water at the same rate he would move overland.</p>	<p>Hybrid Form - The Skinwalker can blend together his human shape and its animal forms into a sort of hybrid shape that grants the skinwalker supernatural strength, speed, endurance and resilience.</p> <p>If the Skinwalker has multiple animal forms it can blend all of the animal forms with its human shape, creating interesting combinations.</p>	<p>Acid Blood - The Skinwalker's blood is unsuitable to vampires, and those that try to drink from the Skinwalker get a mouthful of virulent acid that eats away flesh, muscle, and bone.</p> <p>Blood splatters from a Skinwalker with this power can prove dangerous to people, and will corrode objects for about 30 seconds before neutralizing itself.</p>	<p>Bite of the Komodo - The Skinwalker's bites, when in animal form, causes the resulting wound to fester and rot which is subject to rapid and nasty infections that can prove life threatening even to lycanthropes and vampires.</p>
<p>Gold Allergy - Skinwalkers are as allergic to gold as vampires and lycans are to silver.</p>	<p>Fly-Footed - The Skinwalker's hands and feet change subtly, and the Skinwalker can now cling to any surface, vertical or horizontal just like a fly can. The Skinwalker can use this power on any surface that can bear its weight.</p>	<p>Chameleon's Cloak - The Skinwalker gains the ability to rapidly adjust the pigmentation of its skin, enabling it to blend into the background in order to avoid being seen. This power isn't fool proof against beings with enhanced visual acuity but can be very useful.</p>	<p>Animal Shape - The Skinwalker expands the repertoire of animal forms it can assume.</p> <p>Choose 2 more animals - you gain the ability to shift into these new forms, but they do not count as primary shapes.</p>	<p>Adoption - The Skinwalker is capable of being adopted into a lycanthrope group/pack structure as a member.</p>	<p>Steel Bite - The Skinwalker's jaws are incredibly powerful, turning their bite into a steel trap strong enough to break smaller bones like those in the hand or tear away chunks of flesh and muscle. This bite is difficult to break out of as the jaws grip with supernatural strength.</p>
<p>Superhuman Senses - Skinwalkers have senses which are superior to normal human senses, but these senses are not supernatural without taking a separate power to make them so.</p> <p>Any sensory defects (blindness, bad vision, hearing loss, damaged olfactory capabilities) are healed after the First Change.</p>	<p>Gecko's Grace - The Skinwalker takes on the self-healing properties of some lizards.</p> <p>The Skinwalker can reattach severed limbs or grow new limbs (but not the head) as needed, and heals at an accelerated rate about 4 times faster than regular humans.</p>	<p>Crocodile's Gift - The Skinwalker can adjust how its own body generates heat, switching between being warm-blooded and cold-blooded (or, more accurately 'endo' and 'ecto-thermic') This can be done as a form of attack (lycanthropes burn hotter than humans, if they become ectothermic and live in cold climates, they are in trouble) in order to induce hyper- or hypo-thermia.</p> <p>Additionally, the Skinwalker can touch someone and use this power to change the way their body generates heat. This can be done as a form of attack (lycanthropes burn hotter than humans, if they become ectothermic and live in cold climates, they are in trouble) in order to induce hyper- or hypo-thermia.</p>	<p>Boneless - The Skinwalker is capable of squeezing his body, human form or otherwise, through any opening big enough to admit a mouse to pass. Watching a Skinwalker use this talent is a little disturbing.</p>	<p>Empathic Awareness - Animals are often very attuned to the emotional context around them. Skinwalkers with this ability have an intuitive understanding of the emotional charges around them and are able to affect it. They can either generate a sense of calm that helps to alleviate stress/pressure, or can add to it by increasing fear, nervousness, and the like.</p>	<p>Lee's Kiss - The Skinwalker can generate an electrical charge equivalent to a law enforcement grade taser and use that charge against a target the Skinwalker is very close to (within 2 feet) or touching.</p>
<p>Skinwalker Talents - Skinwalkers have access to unique abilities related to the physical form, enhancing their bodies and their animal shapes. These talents give them access to the wide diversity of skills Mother Nature has imbued into her creations.</p> <p>Unless the Skinwalker wishes to draw attention to itself or flaunt its powers, all of the talents that the Skinwalker manifests are almost impossible to notice without careful inspection and enhanced senses. For instance, if a Skinwalker uses the power Rhino's Hide, the changes to its skin are nearly impossible to notice, but there are subtle changes.</p>	<p>Sense Adaptation - The Skinwalker gains another kind of sense. Pick from the available options: Echolocation (Dolphins), Thermal Sensing (Pit Vipers), Motion Sense (Scorpions), Electric Current (Sharks).</p>	<p>Rhino's Hide - The Skinwalker increases its own resilience, growing skin that is resistant to blunt force or sharp-force trauma.</p>	<p>Flowing Viscera - The Skinwalker is capable of transforming his body into a liquid slush of red viscera. Using this form allows the Skinwalker to move wherever other liquids can.</p>	<p>Fennec's Fancy - Inspires affection in others, making the Skinwalker appear super cuddly, drawing on the 'omg how adorable' factor to make others less inclined to attack or harm the Skinwalker.</p>	<p>Pigeon's Song - The Skinwalker releases a powerful vocal cry that causes intense pain and cripples the target for as long as the wall lasts. For a few minutes after it ends, the target will experience ringing in their ears, temporary deafness, vertigo, and disorientation.</p>
<p>Superhuman Dexterity & Reflexes - Skinwalkers are slightly faster and more dexterous than the average human, but their speed is not supernatural. This gives them an edge physically against human adversaries.</p>	<p>Sense Enhancement - The Skinwalker selects one of his senses - sight, sound, smell, touch, or taste - and augments it, elevating the chosen sense to the level of supernatural senses.</p>	<p>Spinnerettes - The Skinwalker is able to manufacture and produce silk just like a spider can. Unlike a spider's, this silk can be projected or thrown, out to a distance of 1000 feet, and has the tensile strength of steel cable. The Skinwalker can then swing about a Spiderman, if it so chooses.</p>	<p>Macroshape - The Skinwalker transcends the limits on the size of the animal shapes he can take. The Skinwalker can take other forms which are the largest in the animal kingdom such as whales (limited to Orcas), rhinos, and elephants.</p>	<p>Nature's Blessing -The Skinwalker can touch a person and supercharge that person's immune system and clotting factor. This tends to cure most mild illnesses (the flu, cold, etc), as well as providing the touched target with a temporary boost to their innate healing factor.</p>	<p>Porcupine's Quills - The hair upon the Skinwalker's skin are fine, hard barbs similar to a porcupine's quills or a cacti's glochids, shaped in such a way that they are easily dislodged from the Skinwalker and difficult to remove from the person they become embedded in. The hairs create a sort of natural armor - individuals attacking the Skinwalker who has activated this power end up damaging themselves with the same strength they put into the blow.</p>
<p>Superhuman Endurance - Skinwalkers are slightly more resilient and have more stamina than the average human, but not on a level with full supernatural beings. They do not heal at accelerated rates -barring special powers selected- and are as vulnerable to gunshots, fire, knives, and other traumas as any other human.</p>	<p>Servant Flexibility - The Skinwalker can serve as a vampire's human or animal servant, but the vampire must be able to call the Skinwalker's totem animal for the Skinwalker to serve as its animal servant.</p> <p>When threatened, the Skinwalker can suddenly appear larger, more muscular, threatening, and deadly. Usually this is enough to end a fight before it begins.</p>	<p>Threat Display - The Skinwalker has a general aura that makes them seem more dangerous than their appearance or demeanor otherwise indicates. Others will think twice about getting into a physical altercation with the Skinwalker.</p> <p>When threatened, the Skinwalker can suddenly appear larger, more muscular, threatening, and deadly. Usually this is enough to end a fight before it begins.</p>	<p>Mimic - The Skinwalker is capable of adjusting his own physical characteristics such as changing hair and eye color, straightening a nose, thinning a face, adding or taking away up to 6 inches in height and adding or removing up to 50 lbs in weight. The Skinwalker can also use this power to change biological sex if it wishes to.</p>	<p>Poison Arrow Skin - The Skinwalker's skin is capable of secreting a thin layer of potent toxin which is absorbed through the skin by people the Skinwalker touches. This toxin is a neurotoxin which gradually induces paralysis, and can even bring about death with repeated touches. This power can be activated at will. The potency of this secretion increases the more agitated or nervous the Skinwalker is.</p>	<p>Spit Fire - The Skinwalker is able to secrete a substance into their saliva. The Skinwalker spits this combination at their target and when the tainted sputum mixes with air it combusts, turning into a small fireball as it sails for the target.</p>
<p>Superhuman Strength - Skinwalkers are slightly stronger than the average human, but their strength is not supernatural. This gives them an edge physically against human adversaries.</p>	<p>Spider Sense - Drawing on subtle changes in the environment, electromagnetic fields, and the brain's ability to interpret these stimuli, rapidly process their meaning and anticipate the next likely outcome, the Skinwalker with this power has limited precognition. They are able to 'see' three seconds in the future, enough time to evade an immediate threat or begin a countering action.</p>	<p>Venom Immunity - The Skinwalker is immune to all venoms and poisons manufactured by mother nature in her flora and fauna.</p>	<p>Share Shape - The Skinwalker can share their animal form with another individual, allowing that person to become that animal for several hours and experience life as that animal. The Skinwalker must remain within 300 feet of their companion or the effect will evaporate and return the person to their original form. The Skinwalker may only use this ability once a week.</p>	<p>Prince of the Earth - On land, sea, or in the air, natural animals sense the Skinwalker's connection to nature and will only attack the Skinwalker if it is protecting its young or the Skinwalker attacks it first.</p> <p>Neurotoxins target the nerves which control voluntary and involuntary muscle movements, gradually inducing a paralysis that will eventually kill.</p> <p>Hemotoxins attack red blood cells, destroying them and weakening the power of the body to heal. A person's blood will turn to jelly in their veins.</p> <p>In either case, medical attention is required quickly.</p>	<p>Venomous Bite - The Skinwalker grows a set of fangs like a viper or a spider, and the glands necessary to manufacture venom. The type of venom that can be created by a skinwalker is almost always a neurotoxin or a hemotoxin.</p>
<p>Shape Limits - A Skinwalker cannot take a form bigger than a bear, or smaller than a mouse, without taking either the Macroform or Vermin Form power which modifies this limit.</p>	<p>Dire Animal - The Skinwalker's primary shape evolves into a dire animal granting the Skinwalker supernatural strength, speed, endurance and increased damage output as well as increased size and weight.</p> <p>This power only applies to the Walker's primary shape and does not take effect in human or any other animal form.</p>	<p>Stun - The Skinwalker is capable of generating a miniature shockwave which stuns a target or targets within a 20 ft radius. This effect briefly renders the target(s) unable to move, giving the Skinwalker time to escape or launch an attack.</p>	<p>Vermin Shape - The Skinwalker becomes capable of taking the forms of creatures smaller than a mouse such as insects, arachnids, and other crawling vermin like millipedes and centipedes.</p>	<p>Sense Supernatural - The Skinwalker can sense when something supernatural is nearby out to a range of 60 feet.</p>	<p>Wasp Talons - The Skinwalker's fingernails grow wickedly barbed hooks that can be fired as projectiles. These mini-darts are coated with a toxin that burns with the intensity of acid and are difficult to remove because of their spiked shape.</p>
	<p>Feign Death - The Skinwalker is capable of entering a trance state where all biological and neurological activity is almost suspended. During this trance, metabolic processes stop almost completely and the Skinwalker emits an odor like decaying flesh. The scent is powerful enough to dissuade most predators from investigating more closely, and can fool supernatural senses but not machinery.</p>	<p>Vile Emission - The Skinwalker can emit a smell, similar to the scent manufactured by skunks, and can direct this scent from glands at the wrist. This scent is supernaturally potent, scorching the senses of smell and sight of lycanthropes, and inducing painful burning sensations.</p>	<p>Amalgam - The Skinwalker can take on the hybrid or warshape common to powerful lycanthropes or their shifter cousins, combining the best of man and beast. The resulting form has opposable thumbs, and the best of human and animal senses and instincts.</p>	<p>Pheromone Pulse - Pheromones can influence mood, mating behavior, who we fall in love with, and how we want to hang out with. The Skinwalker with this power can emit a powerful burst of pheromones which can overwhelm the reasoning mind with instinctive drives.</p>	<p>Cobra Strike - The Skinwalker is capable of launching an attack from three times their body distance away from someone (anywhere between 12 and 18 feet away depending on the Skinwalker's height).</p>