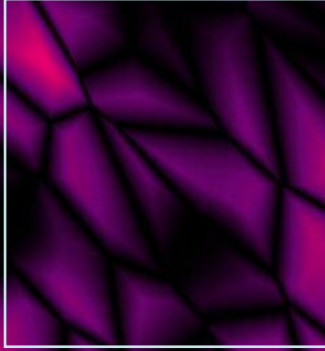


Really Dark

6



Terrain Warp Feature 0/P

STR
0
COR
0
DEF
0
SPD
0
WIS
0
HP
0
CAP
0

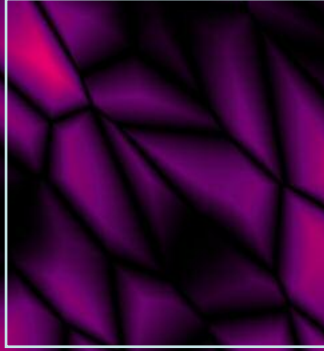
Really Dark

Even Nightvision does not work here. Only Sonar and Dark Senses allows seeing. All skills, spells, powers and abilities are performed at -6. Oddly enough, torches do work.

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Light Warp Strike

9



Terrain Warp Feature 0/P

STR
0
COR
0
DEF
0
SPD
0
WIS
0
HP
0
CAP
0

Light Warp Strike

Each time a character shifts into a form the character is struck by a Warp Strike. The strike does 2d6+9+local warp and the target gets their Warp Defense, when they win a luck contest.

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Terrain Warp Features

Guidelines

Terrain Warp Features are attached to Warped Terrains, including the warped labyrinths and other Terrains.

Terrain Warp Features apply their Experience to every character in the party to whom it could have an effect. Therefore if a party of six shifters encounters a Warp area with a Light Warp Feature attached it has an EXP value of 54.

Terrain Warp Features may only be removed from a Warped Terrain area if the entire area is Cleansed.

These Features may also be attached to Warp Storms.

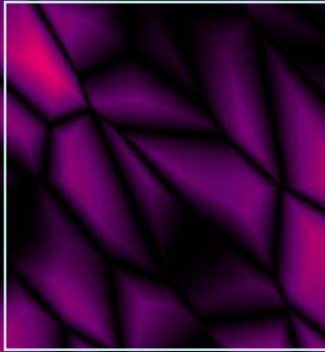
For answers not on these cards your GM will embrace the chaos and apply rule 3.4.

TER

Terrain Warp Features

Sensitive Skin

12



Terrain Warp Feature 0/P

STR
0
COR
0
DEF
0
SPD
0
WIS
0
HP
0
CAP
0

Sensitive Skin

Everyones skin here is sensitive. Defense against Physical Attacks is '0' (zero) for everyone. Includes Madspawn as well.

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