




NAME

LOOK

Lizardlike Eyes, Compound Eyes, or Mismatched Eyes
 Mane-like Hair, Feathery Hair, or Horns
 Scaled Skin, Patchwork Skin, or Shifting Skin

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

| | | | | | |
|-----------|------------|--------------|--------------|---------------|--------------|
| STRENGTH | DEXTERITY | CONSTITUTION | INTELLIGENCE | WISDOM | CHARISMA |
| ■ WEAK -1 | ■ SHAKY -1 | ■ SICK -1 | ■ STUNNED -1 | ■ CONFUSED -1 | ■ SCARRED -1 |
| STR | DEX | CON | INT | WIS | CHA |

DAMAGE  ARMOR  HP 

ALIGNMENT

 GOOD

Show others that character matters far more than appearances.

 CHAOTIC

Never use the same form twice.

 EVIL

Make others quake in fear of you.

STARTING MOVES

CARNAL FEAST

In a mass of writhing flesh, gnashing teeth, tendrils and the like, you quickly and utterly devour a creature. **When you consume an organic creature dying, helpless, or recently dead**, roll +Con.

On a 10+, you generate **3-Morph**. On a 7-9, generate **1-Morph**. On a 6 or less you gain nothing. You may hold a maximum of **3-Morph** at any given time.

UNNATURAL WEAPONS

With fangs, claws, bone spurs, rocklike protrusions, whatever you can think of, you strike out at those against you, your body a living weapon of incredible potential.

When you Hack & Slash you may apply any of these weapon tags to your attacks: *Messy, Forceful, Stunning, 2 Piercing, +1 Damage, Close, Reach*

ALTERING ORGANS

Spending **1-Morph** you grow, change, or otherwise alter your form, gaining gills, wings, fur, anything within reason. **When you change your shape to adapt to a situation**, roll +Con.

On a 10+ you make the exact change you wanted. On a 7-9, pick one of the following:

- The change is unstable, taking damage will undo it.
- The change renders another natural function inoperable while the effect lasts, player's choice.
- The change is accompanied with another, detrimental change, GM's choice.

RACE

What you were born as doesn't play much a part in who you are now. At your discretion, you may retain the culture and mannerisms of your race of origin; but as for who you are now, pick one of the following as a representation of how you view your abilities:

 SURVIVOR

Once a day you can spend **1-Morph** to recover hit points as if you'd used a healing potion. You warp your skin and body until the wounds seem to disappear.

 ADAPTOR

You revel in coming up with new and interesting ways to use your abilities to overcome obstacles. When you use **Altering Organs** you gain +1 Forward.

 DESTROYER

You use your abilities best when taking things apart. In combat you may spend **1-Morph** to add +1d4 damage to a Hack & Slash or Volley roll.

BONDS

Fill in the name of one of your companions in at least one:

_____ has seen what I **really** look like.

_____ doesn't trust me, I don't blame them.

I have earned the grudging respect of _____.

I have found a kindred spirit in _____.

THE METAMORPH

LEVEL
XP

GEAR

Your Load is 10+STR. Choose your defense:

- Hide armor (*worn, 1 armor, 1 weight*)
- Wooden shield (+1 armor, 1 weight)

In addition, choose one:

- Adventuring gear (*1 weight*)
- Dungeon rations (*5 uses, 1 weight*)
- Transmorphic-friendly clothing (*worn, 0 weight*)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

ENHANCED STAMINA

You have focused on increasing your reserves of strength, energy, and biomass. Your **Morph** maximum is increased by one to a maximum of 4 at any given time.

NOTHING BEYOND YOUR REACH

With the creation of aerodynamic quills, powerful caustic glands, or long lengths of elastic sinew, you can attack even distant foes. Add the *near* or *far* tags to your choices for your **Unnatural Weapons**. You can perform **Volley** attacks, and if required to expend ammo you spend 1-Morph instead.

MIMIC

By paying attention to your enemies' actions you can replicate their moves yourself. When you witness a monster move you can memorize it until you **Make Camp**. Until then, you may spend 1-Morph any time to use that move yourself. You may only have one move memorized at a time.

EYES ALL OVER YOUR HEAD

You grow and maintain an array of extra sensory organs. Extra or more sensitive ears and eyes, or even more exotic organs like antennae. These allow you a far wider range of sensory input than you may have had previously, and let you see what others might have missed. Take +1 ongoing to **Discern Realities** when your enhanced senses would apply.

VISCERA SHIFT

With a bit of practice you are able to move your organs around within your body. With a bit more, you can do so almost reflexively in response to an injury, enabling you to mitigate the damage on what would have normally been a powerful attack. **Whenever you take damage**, you may spend 1-Morph to reduce that damage by 3.

EXTRA ARMED AND DANGEROUS

You like hurting things, a lot. While others focus on the utilitarian aspects of your abilities you like thinking of new and interesting ways to exsanguinate, contuse, avulse or otherwise maim your foes. You may apply any 2 tags from the **Unnatural Weapons** list to your attacks.

FAST AND FURIOUS

You like going fast, getting from point A to point B in an almost unbelievable time. Constantly changing your anatomy to match the environment you gallop, spring, climb, fly and swim with breathtaking speed and agility. **When you need to get somewhere faster than anything else**, spend 1-Morph and roll +Con. On a 10+ you get there before anyone else. On a 7-9 choose one of the following:

- You injure yourself along the way, take 1d6 damage.
- Your movement attracts some unwanted attention.
- You accidentally drop something on the way.

On a 6 or less something goes awry, leaving you vulnerable.

DARK PASSENGER

Though it's not pretty, you can physically secret yourself within another creature at least half your size, though the subject will very likely be aware of what you're doing. **When you need to hide**, spend 1-Morph and roll +Con. On a 10+ you may choose up to two of the following. On a 7-9 you may choose one:

- You are aware of the subject's surface thoughts.
- You give the subject a single urge before leaving.

On a 6 or less the process fails, leaving you horrifically melded to the subject for several minutes before you can extricate yourself.

UNNATURAL ARMOR

With a bit of effort you cover yourself in an exoskeleton, layer of protective scales, hard chitin or other natural defense. You gain a permanent +1 armor.

PERSONALITY INFECTION

When you damage a character, you may spend 1-Morph and infect them with a bit of yourself. If they live for an hour, long enough for the infection to run its course, they become a thrall to you, completely obedient in every way. There is something very obviously wrong with the subject, both physically and mentally, and you can only maintain one such thrall at a time.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

HARDER, BETTER, FASTER, STRONGER

Your mastery over your own form lets you hone it into a condition far surpassing the average person. **When you focus on enhancing your form**, choose one of your stats. You gain +1 ongoing to all rolls using that stat; though so long as you maintain this form, you suffer a -2 ongoing to Carnal Feast rolls from the strain.

MONSTROUS STAMINA

Requires: Enhanced Stamina

Your body has gone far beyond the normal limitations of flesh and bone, into the realm of the inexplicable. Your maximum **Morph** is further increased by one, to a total of 5. In addition, gain an additional 1-Morph whenever you use Carnal Feast.

DOPPELGANGER

Your expertise in manipulating your body is now capable of extreme finesse. You can change your entire body to appear to be a humanoid, creature, or even an inanimate object. When you change your shape to look like someone or something else, spend 1-Morph and roll +Con. On a 10+ your imitation is flawless. On a 7-9 choose one of the following:

- There is a flaw that might be discovered if scrutinized.
- Someone or something notices your change.
- It's unexpectedly strenuous; you must spend an additional 1-Morph.

FORCED MUTATION

You can use your **Altering Organs** ability on other creatures, though the change you make can't be immediately fatal. **When you twist and reshape the body of another**, spend 1-Morph and roll +Con. On a 10+ you make the exact change you wanted. On a 7-9, pick one of the following:

- The Change only lasts a few minutes.
- The Change is not as extensive as desired.
- The Change has some unintended side effects.

MORE MONSTER THAN MAN

Requires: Mimic

You've become much better at imitating the monsters you fight. You can now memorize up to two moves at once, and can spend 1-Morph to retain them whenever you **Make Camp**.

DARK DRIVER

Requires: Dark Passenger

To you, creatures are a way of getting around without being noticed, and now without even their own knowledge of your presence. You can perform Dark Passenger without the notice of the target and can add the following to the list of Dark Passenger options:

- You force the subject to perform a single action before leaving.
- You make a **Hack & Slash** roll against the target as you leave.

TWO MINDS ARE BETTER

You develop an extraneous nervous system, an extra brain or a fully redundant head that shares your thoughts and experiences. Though it starts as a copy, it may begin to develop a differing personality over time which may not always agree with your decisions. You may roll twice on Discern Realities and Spout Lore and take either result.

FLESH PUPPET

When you grasp onto a creature and meld with its nervous system or equivalent, spend 1-Morph and roll +Con. On a 10+ choose two of the following. On a 7-9 choose two:

- They must answer a single question truthfully.
- They must perform a single non-suicidal action
- You gain +1 ongoing to all rolls against them.

SUBTLE PLAGUE

Requires: Personality Infection

The thrall you create maintains a far greater semblance of who they were, retaining the same movements, mannerisms and habits, though their memories are incomplete and they may not remember everything about who they were.

DEVOURER

You are a creature designed to kill, an apex predator with no equal. Your body is no longer recognizably humanoid but is, instead, a biological machine designed to end life as quickly as possible. Your damage die becomes 2d6. In addition, **whenever you kill a creature**, you automatically gain 1-Morph.