

The GM's Guide to The Morph

Advanced Character Class – for players who are already familiar with the Mythic Mortal rules.

The Morph is not a demigod, nor is it related to any ancient power. It's just a regular person who was attacked by an alien predator, and is now locked in a constant struggle to maintain control of its body. There's some crazy sub-atomic, genetic stuff going on inside the Morph, and sometimes it's painful.

It's a tragic character, based loosely on John Carpenter's "The Thing" (which itself was based on a novella called "Who Goes There?" by John W. Campbell, Jr.) But there's hope in its future: already the Morph has learned how to temporarily seize control of the body, and one day this skill might be fully mastered. At that point the Morph will become something like a superhero who can shapechange at will. But that's the sequel. This is the origin story.

Morph Mechanics

The Morph differs from other character classes mechanically. Let's talk about that.

1. NO CONTROL.

The Morph has no control over card placement. Any time the Morph places cards in slots, they go from left to right as they're drawn. This is true for the initial setup and all subsequent draws.

2. CONSTANT FLUX

The Morph changes its shape and abilities each round. This happens at the top of the round, between turns. It's fast: the Morph player simply recycles all 4 cards to the bottom of their Deck and deals 4 new ones, left-to-right. Then they get to describe what they look like *now*.

3. SUPER BLOCKING

When the Morph Blocks an attack, it can roll against any ability it chooses. The player must describe exactly *how* that ability permits that defense. Think creatively here. "Blocking" might be growing a pseudopod to knock a weapon aside, shifting internal organs away from where the projectile hits, or deflecting most of the incoming missiles with a stream of vile fluids.

4. HARMING ALLIES

Hey, stuff happens. Sometimes the Morph's actions affect both friends and foes. But if the group is clever they'll think of a signal, or get a clue before it goes down.

5. NO VENTING, NO OVERLOADING, NO STABILITY TRACK

The Morph *has* no stability. But it's also not filled with the power of the gods. That means it needs no Stability Track, and never needs to Vent. Which is good, because there's enough going on in its life right now.