

## MYTHOS

Roll under Mythos to use these Abilities within (range).



**Full of Stars (shout):** You emit scintillating needles of nuclear light. If you make this roll, all who look at you are blinded for 1 round.



**Polymorph Perverse (sight):** You morph into any shape you believe will make your target (choose): *Cower in fear 1 round, or Flee out of Melee range.*



**Protein Spill (melee):** You blast your target with a torrent of pink vomit, knocking them off their feet and out of *Melee* range.



**Horrid Howls (shout):** All within Shout range (both allies and foes) are stunned for 1 round as you bellow out the agony of the creatures trapped within you.

## ACCURACY

Roll under Accuracy to morph a weapon for use within (range).



**Pseudopod (melee):** You shoot out a pseudopod and grab your target, (choose): *squeezing them, or pulling them against you.* Both attacks deliver normal damage.



**The Jaw That Bites (melee):** You grow a massive fanged maw almost as large as your body, doing 2 additional points of damage to your target.



**Caustic Spew (shout):** You blast your target with a precise stream of hydrochloric acid, burning flesh for two dice of damage.



**The Claws That Catch (melee):** You sprout long articulated limbs with oversized claws that deliver (choose): *Slashing, or Crushing* damage.

## DEFENSE

When active, these defenses will assist you.



**Fluid Form:** You morph into a writhing blob of protoplasm. While you are in this state, your *Dodge* always succeeds (no roll required).



**Non-Newtonian Skin:** Your struck flesh hardens in response to kinetic blows, causing you to take 2 fewer points of damage than the enemy deals.



**I Have Wings Now:** You sprout winglike appendages and can fly at three times normal human running speed.



**Hot Mess:** Randomly-sprouting heads, limbs and pseudopods cause fear and aversion. Normal humans and animals retreat to *Shout* range at full speed.

## DAMAGE

When active, these flaws will negatively affect you.



**Rage Reaction:** You fail to control the body, and the alien thing within you lashes out at whoever or whatever is nearest. Is it a friend, a foe or an object?



**Transitional Phase:** You are shifting between forms and you can't use any Accuracy weapons this round, but you take only half damage if you're hit.



**Stuck On Me:** Your body is sticky and you can't release anything you touch. What are you touching?



**Too Many Heads:** Multiple heads sprout from your torso and fight to control the body; you must roll under DAMAGE to control any Action or Reaction.

You are in a state of near-constant flux and cosmic agony, wrestling on a sub-atomic level with the amorphic alien *thing* that wants to control your body. Instead of a Stability Track, you recycle all 4 of your cards between turns, drawing new cards to replace them. See below for *What Happens Between Turns*.

Actions you can take on Your Turn	What Happens to you Between Turns
<ul style="list-style-type: none"> <li>► Attack with <b>Weapon</b> (Roll ACCURACY)</li> <li>► Use a <b>Mythos</b> ability (Roll MYTHOS)</li> <li>► <b>Sprint:</b> Move up to Shout Range</li> </ul>	<ol style="list-style-type: none"> <li>1. Move all cards to bottom of your Deck.</li> <li>2. Place 4 new cards in the order drawn.</li> <li>3. Describe yourself to the group.</li> </ol>

Reactions to a Threat
<ul style="list-style-type: none"> <li>► <b>Dodge:</b> Roll under DEFENSE to avoid all damage</li> <li>► <b>Block:</b> Reduce damage taken by your DEFENSE IF you can roll under your (chosen) card</li> <li>► <b>Take the Hit:</b> Take full damage</li> </ul>

Face Card Values
<b>Ace:</b> 8 <b>Jack:</b> 9 <b>Queen:</b> 10 <b>King:</b> 11



The thing came to Earth and assimilated my body; I never had a chance against it. But it didn't expect me to fight from within, and that's what I'm doing. Slowly but surely, I'm learning to control my bizarre and chaotic shapeshifts. **I am the Morph.**