

11. Aquatic Aspect

Your body is adapted for underwater survival. Fins, scales, and a conspicuous fishy smell are customary but not obligatory.

★: You can move, see and breathe underwater as easily as on land. You can also hold your breath for several minutes, regardless of your environment.

✋: Expel a gout of pressurised water out to Near range. This gout can shove objects and knock down creatures; when underwater, it also serves as a highly effective form of jet propulsion.

☹️ *Expression:*

12. Bottomless Belly

Your digestive system is robust, and possibly bigger on the inside than it is on the outside.

★: You can safely swallow anything you can fit in your mouth (or equivalent orifice), and can digest anything you can swallow, or simply hold onto it to spit back up later. You have one extra inventory slot for this purpose. Digesting things that aren't food usually doesn't allow you to clear your Stress; the GM will inform you of any exceptions.

✋: Swallow an object up to your own size and store it in your internal inventory slot. Holding onto it is not effortful and does not cause you to become overloaded; however, retrieving it is an effortful task which takes a few moments.

☹️ *Expression:*

13. Bulging Brain

You enjoy an excess of brain matter; this might display itself as a notably bulbous head, or you may keep it somewhere less conventional.

★: You can project your thoughts to others and read their surface thoughts in turn, both out to Near range. This communication transcends language, though creatures who speak no language at all (e.g., many animals) may be difficult to interpret.

✋: Mentally contact anyone whose true name you know, regardless of range.

☹️ *Expression:*

14. Creaturous Ken

You have a sense normally found in animals; for example, you might echolocate like a bat, detect heat like a snake, or perceive electrical fields – including the fields produced by living creatures' nervous systems – like a platypus. Roll or choose your unusual sense (d6) – 1–2: Echolocation; 3–4: Electroreception; 5–6: Thermal Vision.

★: Apart from its obvious capabilities, your sense can peer through barriers within Touch range, provided whatever's on the other side is perceptible to it.

✋: Peer through barriers within Near range.

☹️ *Expression:*

15. Cunning Crafter

Your flesh resonates with – and likely resembles – a particular natural material. Roll or choose your material (d6) – 1–2: Metal; 3–4: Stone; 5–6: Wood.

★: You can work your material without tools, shaping it like stiff clay. You can also telekinetically manipulate small objects made of it within Touch range, with the same strength and dexterity as your own hands (or equivalent members).

✋: Spend a few moments focusing your will, then extend your telekinetic range to Near for as long as you sustain this effort.

☹️ *Expression:*

16. Curative Corpus

Some part of you is edible. Perhaps your plant-like physiology produces tasty fruit, or perhaps the ichor in your veins can be tapped as a restorative elixir.



★: When you choose your starting inventory, you also gain 5 Stress worth of food, which doesn't occupy an inventory slot. You can't eat this food to clear Stress, but others can. Resting resets your supply to 5 points.

✋: Mark 1–5 Stress to increase your food supply by an equal amount, to a maximum of 5. You may not cause yourself to Stress Out in this way.

☹️ *Expression:*

21. Deep Digger

You have some feature which allows you to rapidly move through earth; this might represent great shovel-like paws, or a secretion which dissolves soil.

★: You require no tools to dig, and can do so at ten times the usual rate.

✋: Burrow through earth (but not stone) at your running pace, collapsing your tunnel behind you.

☹️ *Expression:*

22. Defensive Dermis

Your body has a protective coating that makes you difficult to harm. You might have sharp spines or a crustacean-like shell, or you might be so slippery that it's impossible to get a grip on you. Roll or choose your coating (d6) – 1–2: Crusty; 3–4: Prickly; 5–6: Slippery.

★: You can always take six when defending yourself against anything from which your coating could plausibly protect you.

✋: Spend a moment bracing yourself against a peril from which your coating could protect you. For as long as you sustain this effort, you are immune to Stress from that threat.

☹️ *Expression:*

23. Dexterous Digits

Your manipulators are exceptionally nimble. This customarily takes the form of very long fingers with too many joints, though other forms are possible.

★: You can perform feats of legerdemain like a competent stage magician. These feats don't require tests unless you're being closely watched.

👤: Take six to perform a feat of legerdemain in front of hostile observers, such as concealing your inventory items from a body search.

😬Expression:

24. Dizzying Display

Your body can create a disorienting sensory display. You might emit bright flashes of light, ear-splitting screams, or an unfathomable stench. Roll or choose your display (d6) – 1–2: Bright; 3–4: Loud; 5–6: Stinky.

☐ Used?

★: You can unleash your display in an undirected blast to drive back all creatures within Touch range, or direct it to distract a single target within Near range.

👤: Blast all creatures within Near range with your display. This Form is then disabled and can't be tagged or otherwise employed for the rest of the scene.

😬Expression:

25. Extra Organs

You are filled with supernumerary organs: two hearts, three lungs, glands with no human analogue, etc.

★: Whenever you encounter a harmful environment – e.g., extreme heat, poison gas, the vacuum of space, and so forth – you can make up an organ on the spot which renders you immune to it.

👤: Perform an effortful physical action indefinitely, ignoring exertion and fatigue. Explain what improbably specialised organ allows you to do this.

😬Expression:

26. Fast Feet

You're capable of a great turn of speed. You might stride on a pair of improbably long legs (which double your height but don't increase your weight), or scramble low on countless tiny feet, or perhaps you have wheels.

★: Your running speed is tripled. Closing from Far range to Touch range (or retreating from Touch range to Far range) takes you moments rather than minutes.

👤: Sprint across water or some other surface that oughtn't support you – which it won't, if you stop.

😬Expression:

31. Firm Flesh

Your flesh is as dense as stone or iron, which you may in fact be made of.

★: You weigh five times as much as a God-eater who lacks this Form. This has the expected effect on any calculations based on your weight (e.g., lifting capacity).

✋: Hold so perfectly still as to be mistaken for a statue. While in this state, you need not eat, drink, or breathe. You may sustain this effort while sleeping.

☹️ *Expression:*

32. Flowing Form

It's unclear whether you have bones. You might be disconcertingly double-jointed, or you may actually lack a well-defined internal structure.

★: You can adjust all of your parts and features by roughly 50% in every dimension: longer, shorter, taller, fatter, etc. This Form doesn't allow you to change your colour or texture, nor may you add or remove features entirely unless another Form permits it.

✋: Squeeze your entire body through any gap that's at least a finger's-breadth wide.

☹️ *Expression:*

33. Fluttering Flight

You're capable of short-range flight. This ability could stem from a number of features; for example, you might have stubby wings, or make gliding leaps, or you might inflate your body and float like a balloon.

★: You can fly, in your particular fashion. You're never harmed by falling, no matter the distance.

✋: Flutter just out of reach; for as long as you sustain this effort, you can take six on tests to evade or escape from non-flight-capable characters.

☹️ *Expression:*

34. Fulsome Fluids

One of your fluids has an unusual feature. By default it's your spit; alternatives should respect your group's comfort level. Roll or choose your fluid's feature (d6) – 1–2: Adhesive; 3–4: Corrosive; 5–6: Slippery.

★: You can produce your fluid in quantity; it takes only a moment to fill a pair of cupped hands (or an inventory slot sized container).

✋: Spew forth a gout of fluid sufficient to soak everything within a metre or so of a chosen point within Near range. You can choose whether you get any on you if you're in the affected area; others aren't so lucky.

☹️ *Expression:*

35. Hearty Humours

Your internal alchemy is highly reactive. This Form is typically visible only when in use; possible signs include bloodshot eyes, bulging veins, or the smell of something burning.

☐ *Used?*

★: You can muster violent – albeit short-lived – bursts of physical vigour at need.

👤: Fly into a frenzy and set your final impact bonus on a single suitably unwise test – such as wrestling a giant or vaulting a chasm – to +3, disregarding all other modifiers. This Form is then disabled and can't be tagged or otherwise employed for the rest of the scene.

🎭 *Expression:*

36. Hundred-handed

Your number of hands is variable. You might be able to extrude new hands at will, or your complement of manipulators might not be well-defined.

★: You have at least four hands (or equivalent members); this confers one extra inventory slot.

👤: Have as many hands as you need to have. For as long as you sustain this effort, carrying more items than you have inventory slots does not cause you to become overloaded.

🎭 *Expression:*

41. Languorous Lure

You have some arresting feature – perhaps shimmering fur, glowing eyes, a polyphonic singing voice, or an anglerfish-like lure – that's unnaturally good at capturing people's attention.

★: You can use your lure to beckon or distract other creatures out to Near range. Inflicting Stress in this way doesn't register as a hostile action, unless the target was already hostile.

👤: Over the course of a minute, implant a command to perform a specific action in a creature within Touch range. You can't compel a creature to do anything they'd find strongly objectionable, and a creature with a Stress Limit must be Stressed Out first.

🎭 *Expression:*

42. Lanky Limbs

You have extraordinary reach. You might sport unfolding many-jointed arms, stretchy tentacles, prehensile hair, or even a truly prodigious tongue.

★: Your Touch range is tripled when performing tasks with the relevant member or members.

👤: Strike or grab something within Near range. If whatever you grab is heavier than you, you can swing from it or fling yourself toward it.

🎭 *Expression:*

43. Masterful Mimic

You're exceptional at mimicking sounds. Often this Form betrays no outward sign, though visibly eccentric vocal apparatus are equally common.

★: Replicate any sound you've ever heard, up to the volume of a grown human shouting, or perhaps louder, if another Form permits it.

👤: Mimic a specific person so exactly that even their own loved ones can't tell the difference.

🎭 Expression:

44. Menacing Missiles

You can produce some sort of harmful projectile. You might hurl crystal spines with a flick of your tail, spit up stones with your cannon-like proboscis, or fling random objects with deadly force and accuracy.

★: You can make ranged attacks out to Near range with effectively unlimited ammunition.

👤: Pepper a group of closely-spaced targets within Near range with rapid-fire projectiles, or spend a few moments carefully taking aim to make a single strike out to Far range.

🎭 Expression:

45. Mighty Muscles

You're much stronger than your size would suggest. You might have bulging thews, or your appearance may belie nothing of your strength.

★: You can lift ten times your own weight, and contend on even footing with creatures ten times your size. Increase both multipliers to one hundred times if you also have "Striking Stature (Puny)".

👤: Increase this Form's lifting capacity multiplier to a hundred times your own weight, or a thousand times if you're also Puny. While you sustain this effort, you do not become overloaded when you carry objects too large for your inventory.

🎭 Expression:

46. Mobile Members

You can detach and re-attach your body parts and act through them at range. For example, an eye can see, a hand can crawl and grab, etc.

★: You may act and perceive through any number of detached members, though you're limited by your native capacity to multitask. Your detached members use your Facets when making tests, and may have access to your other Forms if the body part in question could reasonably use them. Mark 1d6 Stress if a detached member is destroyed; destroyed members regrow the next time you rest.

👤: Coordinate your detached members to perform a set of related tasks simultaneously, effectively acting as a one-person team.

🎭 Expression:

51. Modal Morphology

You can assume an alternate shape. Each of your two shapes has three Forms: this one, and two others. Choose an Expression for each Form as usual. The Expression associated with the “Modal Morphology” Form must be the same for both of your shapes.

★: At the start of each scene, choose one of your shapes. You have that shape's Traits.

👉: With a few moments' focus, assume one of your shapes. This effort need not be sustained, but you must repeat it to change back.

🎭 Expression:

52. Peculiar Poise

You move with measured precision, flashing from eerie stillness to sudden action and back again. This may be a reflection of birdlike or insect-like physiology; alternatively, you might be partly mechanical.

★: When it's unclear who reacts first, it's you. This is a function of timing and economy of motion, not raw speed, so it's effective even against faster characters.

👉: Hang back and observe; at any point while sustaining this effort, you may interrupt it to preempt an event that's already been described and act first. You must interject immediately after an event is described in order to preempt it.

🎭 Expression:

53. Polycephalous

You're literally two-faced. You might have a talkative symbiote, a second face on your chest that gives voice to another side of your personality, or two entirely separate heads; in any case, you portray both faces.

★: You can perform two distinct non-effortful activities at the same time, or coordinate with yourself to do things which would usually require two people. If such parallel action would normally call for two tests, make a single test against the lower applicable Facet.

👉: Take a few moments to confer with yourself, improving a single test's Calamity Threshold by 1 – for example, from 9+ to 10+.

🎭 Expression:

54. Primordial Power

Your body can channel a primordial element, typically via a specialised organ, though you might also breathe it, or simply radiate an aura. Roll or choose your element (d6) – 1–2: Cold; 3–4: Fire; 5–6: Lightning.

★: You can produce harmless displays of your element which can be felt out to Near range, or wield it to stun or wound at Touch range. You are immune to harm from your own element.

👉: Produce a harmless display which can be felt out to Far range, or a harmful burst which affects everything within a metre or so of a chosen point within Near range.

🎭 Expression:

55. Prismatic Pelt

Your skin (feathers, fur, scales, etc.) can change colour rapidly, and often does so unconsciously in response to your moods.

★: You can adopt simple patterns, including camouflage, or change colours to express yourself.

🖐️: Mimic your surroundings so exactly that you can hide in plain sight, even while being observed. While standing still or moving slowly and carefully, your concealment is perfect; rapid movements may betray your presence to a keen-eyed observer.

🎭 Expression:

56. Sticky Steps

You can cling to any surface. You might have insectile limbs or chameleon-like finger pads, or you may exude a gluey mucus.

★: You can scutter up walls and across ceilings as easily as walking on level ground.

🖐️: Cling to a surface and become immovable. This won't prevent the surface you're clinging to from being damaged, but your grip will never give out first.

🎭 Expression:

61. Striking Stature

Your stature is unusual among the Folk. Roll or choose how (d6) – 1–3: Bulky; 4–6: Puny.

★: If you're Bulky, multiply your weight and lifting capacity by ten and your height by two. If you're Puny, divide your weight by ten and your height by two, but don't reduce lifting capacity; you're strong for your size.

🖐️: Adjust your relative scale for as long as you sustain this effort. If you're Bulky, you can become not just big, but *bigger than*; if Puny, you can be not just small, but *small enough*. By default, this tops out around as big as a horse or as small as a mouse.

🎭 Expression:

62. Superior Sense

Some of your senses are vastly more acute than a human's. Roll or choose your superior sense (d6) – 1–2: Hearing and Touch; 3–4: Sight; 5–6: Taste and Smell. The relevant sense organs are likely to be exaggerated.

★: Your superior senses are twice as discerning as a typical human's vision; for example, superior taste might allow you to read a book by licking its pages.

🖐️: Examine something with your superior sense as though it was one range band closer. (The notional range band beyond Far extends to one thousand metres, if it comes up.)

🎭 Expression:

63. Vague Visage

You came out of the pot underdone – not physically, but existentially. Some part of your appearance may be undefined, or you may simply be weirdly nondescript.

★: People have difficulty describing you, and their eyes tend to slide past you unless you draw attention to yourself or they have a reason to be on the lookout for you. Those who know your true name can notice you normally, though you remain hard to describe.

👤: Fade into the background. While you sustain this effort, you have no location beyond “somewhere around here”, and may neither perform nor be affected by actions which depend on you being anywhere in particular.

🎭 *Expression:*

64. Vile Venom

Your body produces a potent venom. This Form comes with a suitable method of delivery if you don't already have one – for example, small claws, or a retractable stinger. Roll or choose the venom's effect (d6) – 1-2: Hallucinogenic; 3-4: Paralytic; 5-6: Soporific.

★: This Form can always impose a temporary Trait on an NPC in addition to inflicting Stress, no matter how much Stress is dealt.

👤: Expel a gob of venom at a single target out to Near range. If stored in a container, your venom occupies one inventory slot per dose.

🎭 *Expression:*

65. Weaving Webs

You can produce a sturdy thread – perhaps drawing it from spider-like spinnerets, or spinning it like yarn from your hair or beard. This thread can be sticky or not, as you wish, and will support ten times your weight.

★: You can spin thread at will. It takes a few moments to spin a long enough thread to span a Near distance, or a minute to span a Far distance.

👤: Expel a burst of tangled threads to ensnare everything within a metre or so of a chosen point within Near range. You are not entangled by your own threads.

🎭 *Expression:*

66. Wicked Weapon

Your body possesses imposing natural armaments. You might have great sharp teeth, iron-hard hooves, or a piercing stinger. Roll or choose your weapon's form (d6) – 1-2: Cutting; 3-4: Piercing; 5-6: Smashing.

★: Nothing is wholly impervious to your natural armament; you never suffer impact penalties in a fight for lack of suitable tools.

👤: Cut, pierce or smash any physical object, no matter what it's made of; this doesn't increase the size of the chunk you destroy, so chewing through a wall may take some time, but its material is no obstacle.

🎭 *Expression:*
