## Aquatic Aspect

Your body is well adapted for underwater survival. A conspicuous fishy odour is customary but not obligatory.

**Always:** 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.

**With Effort:** Expel a stream of water out to Near range. This stream can shove objects and knock down creatures; when in water, it also acts as jet propulsion, allowing you to travel Far distances in moments rather than minutes.

**Expression**

## Bottomless Belly

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

**Always:** You can swallow anything you can fit in your mouth (or equivalent orifice), and can digest anything you swallow, or simply hold onto it to spit back up later. You have one extra inventory slot for this purpose. Digesting things that are not food usually does not clear Stress.

**With Effort:** Take a few moments to swallow an object up to your own size. Holding onto it is not effortful and does not render you overloaded; however, retrieving it is an effortful task which takes a few moments.

**Expression**

## Bulging Brain

You enjoy an excess of brain matter; you may keep it in your head, or perhaps somewhere less conventional.

**Always:** You can project your thoughts to others and read their surface thoughts in turn, both out to Near range. This faculty transcends language, though only impressions may be exchanged if the target speaks no language at all.

**With Effort:** Mentally contact anything with a mind whose true name you know, regardless of range.

**Expression**

## 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 bioelectric fields like a platypus. Roll or choose your unusual sense (d6) – 1–2: Echolocation; 3–4: Electroreception; 5–6: Thermal Vision.

**Always:** Apart from its obvious capabilities, your sense can peer through barriers within Touch range.

**With Effort:** Peer through barriers within Near range.

**Expression**

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## 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.

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

**With Effort:** Spend a few moments centring yourself, then extend your telekinetic range to Near for as long as you sustain this effort.

**Expression**

## 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.

**Always:** When you choose your starting inventory, you also gain 5 Stress worth of food, which does not occupy an inventory slot. You may not eat this food to clear Stress, but others can. Resting resets your supply to 5 points.

**With Effort:** 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**

## Deep Digger

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

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

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

**Expression**

## 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 no one can get a proper grip on you. Roll or choose your coating (d6) – 1–2: Crusty; 3–4: Prickly; 5–6: Slippery.

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

**With Effort:** Spend a moment bracing yourself against a peril from which your coating could protect you. For as long as you sustain this effort, you treat that peril's Threat rating as zero.

**Expression**

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## Dexterous Digits

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

**Always:** You can perform feats of legerdemain like a competent stage magician. These feats do not require tests unless you are being closely watched.

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

**Expression**

## 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?*

**Always:** 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.

**With Effort:** Make a test to blast all creatures within Near range with your display. If the test succeeds, this Form is then disabled and cannot be tagged or otherwise employed for the rest of the scene.

**Expression**

## Extra Organs

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

**Always:** 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.

**With Effort:** Perform an effortful physical action indefinitely, ignoring exertion and fatigue. Explain what unlikely organ allows you to do this.

**Expression**

## Fast Feet

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

**Always:** Your running speed is tripled; you may travel Far distances in moments rather than minutes.

**With Effort:** Sprint across water or some other tenuous surface for as long as you continue moving at top speed.

**Expression**

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## Firm Flesh

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

**Always:** You weigh five times as much as a God-eater who lacks this Form; your lifting capacity is adjusted accordingly.

**With Effort:** 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**

## Flowing Form

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

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

**With Effort:** Squeeze your entire body through any gap at least a finger's-breadth wide.

**Expression**

## Fluttering Flight

You are capable of short-range flight. You might have stubby wings, or make gliding leaps, or you might inflate your body and float like a balloon.

**Always:** You can fly, in your particular fashion. You may travel or ascend a Near distance in this way before you need to land. You may descend safely from any height.

**With Effort:** Travel or ascend a Far distance before landing. Alternatively, flutter just out of reach; while you sustain this effort, you may take six on tests to evade or escape from non-flight-capable characters.

**Expression**

## Fulsome Fluids

One of your fluids has an unusual feature. By default, the fluid is 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.

**Always:** 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).

**With Effort:** 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.

**Expression**

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## Hearty Humours

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

☐ *Used?*

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

**With Effort:** Fly into a frenzy and set your final impact bonus on a single physically aggressive test to +3, ignoring all other modifiers. If the test succeeds, this Form is then disabled and cannot be tagged or otherwise employed for the rest of the scene.

**Expression**

## 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.

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

**With Effort:** Have as many hands as you need to have. While you sustain this effort, carrying too many items does not cause you to become overloaded.

**Expression**

## Languorous Lure

You have some arresting feature – perhaps glowing eyes, a polyphonic singing voice, or an anglerfish-like lure – which is unnaturally good at capturing attention.

**Always:** You can use your lure to beckon or distract other creatures out to Near range. Inflicting Stress in this way does not register as a hostile action, unless the target was already hostile to you for some other reason.

**With Effort:** Over the course of a minute, implant a command to perform a specific action in a creature within Touch range. You may not compel a creature to do anything they would find strongly objectionable, and a creature with a Stress Limit must be Stressed Out.

**Expression**

## Lanky Limbs

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

**Always:** Your Touch range is tripled when employing the relevant member or members.

**With Effort:** 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**

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## Masterful Mimic

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

**Always:** Replicate any sound you have ever heard, up to the volume of a grown human shouting, or perhaps louder, if another Form such as **Dizzying Display** (**Loud**) permits.

**With Effort:** Mimic a specific person so exactly as that any attempt to tell the difference automatically fails.

**Expression**

## Menacing Missiles

You can produce harmful projectiles. You might spit stones from a cannon-like proboscis, hurl crystal spines with your tail, or fling random objects with deadly force.

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

**With Effort:** Spend a few moments taking careful aim, then make a single strike out to Far range.

**Expression**

## Mighty Muscles

You are disproportionately strong for your size. Your appearance may or may not make this evident.

**Always:** 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**).

**With Effort:** Increase your lifting capacity by a further factor of ten. While you sustain this effort, you do not become overloaded when you carry objects too large to fit into your inventory.

**Expression**

## 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.

**Always:** You may act through your detached members at any range. You can employ your other Forms when doing so if the body part in question could reasonably use them. Mark 1d6 Stress if a detached member is destroyed; lost or destroyed members regrow the next time you rest.

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

**Expression**

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## Modal Morphology

You can assume an alternate shape. Each of your two shapes has three Forms: this one, and two others. Choose Expressions as usual; your **Modal Morphology** Form must have the same Expression in both of your shapes.

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

**With Effort:** 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**

## Peculiar Poise

You move with measured precision, flashing from eerie stillness to sudden action. You may sport birdlike or insect-like physiology, or you might be partly mechanical.

**Always:** You can always take six when directly contesting another character's timing or reaction speed.

**With Effort:** Spend a few moments clearing your mind, then hang back and observe. At any point while sustaining this effort, you may interrupt it immediately after an event has been described to preempt that event and act first.

**Expression**

## Polycephalous

You are 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.

**Always:** You can perform two distinct non-effortful activites at once. If such parallel action would call for two tests, make a single test against the lower applicable Facet.

**With Effort:** Focus both of your attentions on a singular task, improving the Calamity Thresholds of any tests required by that task by 1 – for example, from 9+ to 10+.

**Expression**

## 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.

**Always:** 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.

**With Effort:** Produce a harmless display out to Far range, or a harmful burst which affects everything within a metre or so of a chosen point within Near range.

**Expression**

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## Prismatic Pelt

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

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

**With Effort:** 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**

## 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.

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

**With Effort:** Cling to a surface and become immovable. You can be dislodged only by destroying the surface in question; your grip will never give out first.

**Expression**

## Striking Stature

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

**Always:** If you are Bulky, multiply your weight by ten and your height by two; your lifting capacity is adjusted accordingly. If Puny, divide your weight by ten and your height by two, but *do not* reduce your lifting capacity.

**With Effort:** Adjust your relative scale for as long as you sustain this effort. If Bulky, you become not just big, but *bigger than*; if Puny, not merely small, but *small enough*. This tops out around as big as a horse or as small as a mouse.

**Expression**

## Superior Sense

One or more 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.

**Always:** 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.

**With Effort:** Examine something with your superior sense as though it was one range band closer.

**Expression**

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## Vague Visage

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

**Always:** Others find you hard to describe, and often fail to notice your presence unless you draw attention to yourself. Those who know your true name can notice you normally.

**With Effort:** 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**

## Vile Venom

Your body produces a potent venom. This Form comes with a suitable method of delivery if you lack 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.

**Always:** This Form can always impose a temporary Trait on an NPC in addition to inflicting Stress.

**With Effort:** 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**

## Weaving Webs

You can produce a sturdy thread; perhaps you draw it from spinnerets, or weave it from your hair. It can be sticky or not, and will support ten times your weight.

**Always:** 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.

**With Effort:** 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**

## Wicked Weapon

Your possess imposing natural armament: perhaps great sharp teeth, iron-hard hooves, or a long, barbed stinger. Roll or choose your armament's function (d6) – 1–2: Cutting; 3–4: Piercing; 5–6: Smashing.

**Always:** You never suffer impact penalties in a physical conflict for lack of suitable tools.

**With Effort:** Destroy any object, no matter its material. This effort does not increase your armement's scale, so chewing through a thick wall may take some time.

**Expression**

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