

MUTANT

Permanently increase your maximum Hit Points by 5.

AKROMORPHOSIS

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Your **unarmed strikes** deal **6 + (SL × 2)** extra damage, and you gain a bonus equal to **SL** to your Accuracy Checks with them.

At the start of your turn during a conflict, you may choose a weapon Category other than **brawling**. If you do, your **unarmed strikes** now belong to the chosen Category. If you choose **bow**, **firearm** or **thrown**, they become **ranged** weapons instead of **melee**. If you choose **dagger** or **sword**, they cannot be used with **Triple Slash**. These changes last until the start of your next turn.

BIOPHAGY

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After one of your attacks or offensive spells causes one or more enemies to lose Hit Points, if you are in **Crisis**, you may recover **SL × 5** Hit Points.

ECDYSIS

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After you lose Hit Points due to damage, if that damage had a type **other than physical**, you may spend 10 Hit Points to gain Resistance to that damage type until you use this Skill again. You cannot use this Skill if doing so would reduce you to 0 HP.

GENOCLEPSIS

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When you deal damage to one or more NPCs, you learn their **Species** and the **GM chooses SL therioforms** appropriate to those NPCs: if you have acquired the **Theriomorphosis** Skill, you may immediately pay its HP cost and use it to manifest those **therioforms** (even if they are not among those you have learned).

THERIOMORPHOSIS

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Each time you acquire this Skill, you learn a **therioform**. You may use an action and spend **one third of your current Hit Points** (rounded down) to manifest the effects of **up to two therioforms** from those you have learned.

ACTIVE THERIOFORMS

Once you use the **Theriomorphosis** Skill, the chosen **therioforms** last until the end of the scene. They also end if you die or fall unconscious, perform the **Guard** action, or use the **Theriomorphosis** Skill again (this includes using it through **Genoclepsis**).

You may end the effects of your **Theriomorphosis** at any time, but during a conflict you can only do so on your turn, **before or after** an action.

When a scene ends, if you are under the effects of **Theriomorphosis**, you may spend 10 Mind Points to extend your **current therioforms** to the next scene you will be in.

THERIOFORMS

- **AMPHIBIA:** You may breathe underwater and your eyes can see perfectly in dim light. When you recover Hit Points, you recover 5 additional Hit Points and you may immediately recover from a single status effect of your choice.
- **ARPAKTIDA:** You treat your **Insight** as if it were one die size higher (to a maximum of **d12**). When you deal damage to one or more creatures for the first time during your turn, if at least one of them is in **Crisis**, you deal 5 extra damage to each of those creatures.
- **DYNAMOTHERIA:** You treat your **Might** as if it were one die size higher (to a maximum of **d12**). When you succeed on a Check to advance or turn back a Clock, if that Check includes **Might**, you may fill or erase 1 additional section of that Clock.
- **ELECTROPHORA:** When you deal damage with an attack or spell, you may have all that damage become **bolt**. While your **unarmed strikes** deal bolt damage, any enemy who **loses 20 or more Hit Points** due to one of your **unarmed strikes** also suffers **slow**.
- **NEUROPHAGOIDA:** When you use the **Biophagy** Skill, you also recover an amount of Mind Points equal to **4 + (your Skill Level in Theriomorphosis)**.
- **PLACOPHORA:** You may treat your Defense score as being equal to **13 + (half your Skill Level in Theriomorphosis)** (you may still use your normal scores if better).
- **PNEUMOPHORA:** When you deal damage with an attack or spell, you may have all that damage become **air**. While your **unarmed strikes** deal air damage, any enemy who **loses 20 or more Hit Points** due to one of your **unarmed strikes** also suffers **weak**.
- **POLYPODA:** Your attacks with **unarmed strikes** gain **multi (3)**.
- **PTEROTHERIA:** You are able to fly. In addition to the obvious advantages in mobility, your **melee** attacks can target **flying** creatures and you cannot be targeted by **melee** attacks unless the attacker is flying or is somehow able to reach flying targets.
These benefits do not apply if you are unable to fly freely (such as when inside a vehicle designed for human-sized creatures, or in a narrow corridor). Additionally, when you suffer **air**, **bolt** or **ice** damage during a conflict scene, you lose these benefits until the start of your next turn.
- **PYROPHORA:** When you deal damage with an attack or spell, you may have all that damage become **fire**. While your **unarmed strikes** deal fire damage, any enemy who **loses 20 or more Hit Points** due to one of your **unarmed strikes** also suffers **dazed**.
- **TACHYTHERIA:** You treat your **Dexterity** as if it were one die size higher (to a maximum of **d12**). When you succeed on a Check to advance or turn back a Clock, if that Check includes **Dexterity**, you may fill or erase 1 additional section of that Clock.
- **TOXICOPHORA:** When you deal damage with an attack or spell, you may have all that damage become **poison**. While your **unarmed strikes** deal poison damage, any enemy who **loses 20 or more Hit Points** due to one of your **unarmed strikes** also suffers **poisoned**.