

NAME LOOK

Arcane Experimentation: Insulting Pet Name, Og, Okks, Rea, Bren, Cia, Mo, Feni, Fo, Ame, Dais, Crull, Grack, Rho, Une, Xai, Heft

Primitive Science: Project X-01, Original Project, Test A-5, The Final Test, My Greatest Failure, Your Creator's Last Name

Almost Normal Eyes, Countless Eyes or One Large Single Eye

Wildly Unkempt Hair, No Hair or Growth Replacing Hair

Tattered Remains of Old Clothes or Nothing But Distorted Flesh

Muscl'd Green Hide, Pale Twisted Bulk, or Almost Normal.

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
☐ WEAK -1	☐ SHAKY -1	☐ SICK -1	☐ STUNNED -1	☐ CONFUSED -1	☐ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE		ARMOR		HP	
	D8			CURRENT MAX	YOUR MAX HP IS 11+CONSTITUTION

ALIGNMENT

☐ GOOD

Go out of your way to prove you are more than a monster

☐ NEUTRAL

Prove your feats of physical prowess in non-lethal ways.

☐ EVIL

Punish those that would insult or offend you.

ORIGINAL SUBJECT

☐ SENTIENT HUMANOID

Wearing heavy clothing can cover up your mutations. You can disguise yourself as an "ordinary" person without rolling.

☐ MAGICAL CREATURE OR MUNDANE ANIMAL

Choose any one cantrip or rote from another class; you can cast that spell with the malevolent metamorphosis roll.

CAUSE OF MUTATION

☐ ARCANE EXPERIMENTATION

Choose any level 1 spell from another class, you can cast that spell with the malevolent metamorphosis roll.

☐ PRIMITIVE SCIENCE

You are immune to any kind of poison or disease, and whenever you heal damage, heal an additional 1.

BONDS

Fill in the names of your companions in at least one:

_____ sheltered me from the harshness of others.

I have a score to settle with _____, one day.

And I thought I was ugly, but _____ takes the cake.

STARTING MOVES

MALEVOLENT METAMORPHOSIS (CON)

Either through cruel magics or crude science, your body has long since lost any semblances of a natural life form. Your flesh has swelled to insane disproportions and hideous mutations have taken root all across your body. When you perform this move, roll +CON. *On a 10+, you can instantly regrow any severed limb, heal 1d4 damage or remove any weak, sick or shaky effect. *On a 7-9, your unnatural system pushes itself to its limits, choose 2:

- New sensitive pink flesh groves over old wounds, healing 1d6 damage but prevents you from using this move again till you rest.
- Get -2 forward to your next roll.
- You reduce your damage dice to d6 till you rest.
- You do nothing but stand and drool, missing your next action and unable to defend yourself.
- One of your redundant limbs goes limp and cannot be used until you rest. If this is one of the growths you gained through an advance move, then you lose all bonuses with that advance move.

Alongside these disturbing properties, you give off a general sense of unease and cannot recruit others, as they are simply to put off by your monstrous appearance.

STRANGE STRENGTHS (STR)

Calling on your irregular strength, you are able to heft great debris, roll +STR. *On a 10+, without almost any effort you can lift a large or heavy object that most mortal men would struggle to even nudge. *On a 7-9, choose 2:

- Getting a grip on the object, you leave yourself vulnerable and provide an opening to an enemy.
- Carelessly hefting up the rock, you drop an item of the GM's choice.
- Strain begins to show in your face as you take -1 ongoing to +STR rolls till you rest.
- Get -2 forward to your next roll.

EVER-GROWING MASS

Whenever you gain a growth advance move, you gain +1 max HP.

SOMEONE WHO UNDERSTANDS (CHA)

You can attempt to make bond with a potential hiring, despite your bloodcurdling appearance. Roll +CHA. *On a 10+, you count as having a bond with the hiring and they will willingly be hired by you. *On a 7-9, the hiring does it begrudgingly so, and is only a hair away from being totally disgruntled and rebellious towards you.

THE ABOMINATION

LEVEL XP

GEAR

Your load is 8+STR. You start with gnarled fists (hand, 0 weight)

Choose your defenses:

- ☐ Protective scraps of clothing (0 weight)
- ☐ Wood shield (+1 armor, 2 weight)

Choose your weapon:

- ☐ Rusted pike (reach, +1 damage, two-handed, 2 weight)
- ☐ Shoddy bow (near, 1 weight) and a bundle of arrows (3 uses, 1 weight)
- ☐ Gruesome claws (hand, messy, piercing 1, 0 weight)

Choose one group of items based on your mutation type:

If you picked arcane experimentation:

Bag of books (5 uses, 1 weight), 2 healing potions (0 weight), adventuring equipment (1 weight)

If you picked primitive science:

Commoner's clothing (0 weight), 2 healing potions (0 weight), laboratory tools (1 weight) and 20 coins.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

☐ GROWTH: ADDITIONAL ARM

Increase your load by 1. As long as you hold a weapon in this extra limb, gain +1 to all hack and slash rolls.

☐ GROWTH: ADDITIONAL LEG

Increase your load by one. Get a +1 to any defy dangers +DEX rolls.

☐ GROWTH: ADDITIONAL MOUTH

You gain a +1 to all parley rolls.

☐ GROWTH: ADDITIONAL EYES

You gain a +1 to all discern realities rolls. However, a result of 10 for any discern realities rolls counts as a 7-9.

☐ GROWTH: ADDITIONAL EARS

You gain a +1 to all discern realities rolls. However, if you fail the roll, you get -2 to all discern realities rolls till you make camp.

☐ ALTERATION: ELONGATED ARMS

Any weapons you have with the hand range tag are replaced by the close tag.

☐ ALTERATION: LEAPING LEGS

You can leap to anywhere in the near range with a successful +DEX roll.

☐ ALTERATION: WEBBED FINGERS

You can reroll and all Defy Danger tests involving swimming.

☐ ALTERATION: LETHAL SPEW

You gain a ranged attack with the following profile (close, ignores armor, doesn't use ammo, 0 weight)

☐ ALTERATION: WEIRDLING

Choose any one cantrip or rote from another class; you can cast that spell with the Malevolent Metamorphosis roll.

☐ MALFORMED BRAWLER

Choose one move from the fighter class list.

☐ MENACING VISAGE

When you parley using threats of impending violence as leverage, you may use CON instead of CHA.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ GROWTH: MEMBRANOUS WINGS

You can fly with clumsy grace.

☐ GROWTH: ADDITIONAL HEAD

Gain +1 INT.

☐ GROWTH: VESTIGIAL TAIL

You can reroll any dice used to balance yourself or to trip people.

☐ GROWTH: SPINE CLUSTERS

You gain a ranged attack with the following profile (near, doesn't use ammo, piercing 3, 0 weight)

☐ GROWTH: THROAT GILLS

You can breathe underwater.

☐ GROWTH: CLEAVER LIMB

Requires: Additional Arm

The end of your extra arm, fingers become replaced with an organic blade. It cannot hold anything and counts as a weapon (close, +1 damage, 0 weight)

☐ ALTERATION: BURNING BLOOD

Your blood scalds the earth when spilled. Anyone who wounds you with a weapon that has the close or hand tag, takes 1 point of damage or 3 if that weapon has the messy tag. Any blood of yours that spills on the ground stains it forever and nothing natural will grow there.

☐ ALTERATION: UNCANNY HEALING

You can spend a hold gained from the Defend move to heal 1d6 damage.

☐ ALTERATION: MAGIC BANE

Requirements: your cause of mutation cannot be arcane experimentation and original subject cannot be magical creature.

You are immune to the effect of any spells, beneficial or otherwise, targeted at you and you cannot use any magic properties from weapons or items you carry or use.

☐ FRENZIED MIND SET

You are immune to any mind controlling spell or effect.

☐ PERFECTION FROM ALTERATION

Whenever you gain an alteration move, you gain +1 max HP