

MORPHEIC

A BLYSS Option

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## **Introduction**

Morphic is an Optional ruleset for the BLYSS system which details how to deal with characters and abilities that are mutable, such as a shapeshifter character, or one who can create near limitless effects with their Big Guns.

It also has the distinction of being the first BLYSS supplement to have its own logo. Enjoy!

Best regards,

A handwritten signature in black ink that reads 'Joss Williams'.

**Simply Scribed Productions aka**

Ross Wilkin

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### **Morphic Characters**

In a fantasy, Science-Fiction, or superheroic setting, a character with the ability to change their shape or abilities on a whim is not out of the question. Though these rules present one way to portray such characters within the BLYSS system, players should always approach their SM for advice on (and even more importantly, *permission to play*) such characters.

When creating the character, the player should pick a Morphic Field (see **Aside 1-01: Morphic Fields**). This defines the limitations of the character's Morphic power.

You can rearrange the CP pool of your Morphic character at any point during play, just so long as the points are spent on Traits that fall within the boundaries of your chosen Morphic Field.

Generally, SMs should not allow players to rearrange their character's Attributes. This can be voided in certain circumstances, however. For example, a shapechanger can have many different bodies, and thus many different Attribute variations.

If a character has a "standard" form, it is recommended that the player writes this up as usual for ease of play.

### **The Morphic CP Cost**

Sounds great, doesn't it? Be aware however, that such flexibility cannot come without a price! In exchange for the Morphic character's adaptability, they lose a portion of their initial CP. The precise amount lost is governed by the category of their chosen Morphic Field:

- **Minor:** Divide the CP pool by 20, then deduct the result from the total.
- **Intermediate:** Divide the CP pool by 10, then deduct the result from the total.
- **Major:** Divide the CP pool by 5, then deduct the result from the total.
- **Primal:** Divide the CP pool by 2, then deduct the result from the total.

Always round the result up before deduction.

*For example, Malcolm is creating a superhero, Beastlad (\*cough, cough\*). Malcolm's SM Becky has allowed a CP pool of 500 for character creation, and has okayed the Morphic Option for use.*

*Beastlad can shapeshift into the form of any animal. Becky rules that this Morphic Field is broad enough to count as Major, so Malcolm divides the CP pool by 5 (100) and deducts this amount from the total (500 – 100 = 400) to discover how many CP Beastlad has to play around with when changing.*

*Finally, Malcolm stats up Beastlad's human form using the same number of CP (400).*

### **Morphic Big Guns**

If using The Big Guns supplement, SMs may want to consider the following option for players who want more flexible powers. It is usually easier to have either no characters with access to Morphic Big Guns, or all characters, though if the SM wishes to have a mix in their game there is nothing to stop them.

The player should pick a Morphic Field (see **Aside 1-01: Morphic Fields**) to represent and define the limitations of the character's Morphic Big Gun.

#### **Aside 1-01: Morphic Fields**

A Morphic Field is a theme that governs the limitations of a character or Big Gun's Morphic ability. Morphic Fields fall under one of four categories:

- **Minor:** Limited fields, such as "lightning", "rodents", or "silence".
- **Intermediate:** More open fields, such as an element ("earth", "air", "fire", or "water"), "protection", or "sea creatures".
- **Major:** A broad field such as "animals", "shapeshifting", or "weather".
- **Primal:** Very broad and powerful fields, such as "time", "death", or "magic".

They then need to trade CP for an AP pool. There are no limitations on how many AP should be bought.

### **The Morphic AP Cost**

Once the character's total AP pool has been finalised, a portion of it is lost. Just as with Morphic Characters, flexibility cannot be gained without a price. The precise amount lost is governed by the category of their chosen Morphic Field:

- **Minor:** Divide the AP pool by 20, then deduct the result from the total.
- **Intermediate:** Divide the AP pool by 10, then deduct the result from the total.
- **Major:** Divide the AP pool by 5, then deduct the result from the total.
- **Primal:** Divide the AP pool by 2, then deduct the result from the total.

Always round the result up before deduction.

*For example, Jennifer is creating a character for Becky's game named Lady Lightning, a heroine who can do practically anything so long as it involves her namesake.*

*Jennifer allocates 60 CP to her Big Gun powers, translating into 720 AP (60 multiplied by twelve). Becky rules that the Morphic Field of "Lightning" counts as Minor, so Jennifer divides the CP pool by 20 (36) and deducts this amount from the total (720 – 36 = 684) to discover how many AP Lady Lightning can assign to lightning powers at any one time.*

### **Assigning Experience to Morphic Characters and Big Guns**

A Morphic character can assign CP to any fixed traits they may have as per normal, or they can allocated CP to their Morphic point pool.

If buying/raising standard traits/attributes for the character, use the Experience rules in the Basic/Core Rules.

If allocating points to a Morphic point pool, be aware of the following costs:

- **Minor:** Take the number you got when you divided the CP pool by 20 at character creation. Divide this number by 10, rounding up. The result is the amount of CP/AP you must spend to add 1 CP/AP to the Morphic point pool.
- **Intermediate:** Take the number you got when you divided the CP pool by 10 at character creation. Divide this number by 10, rounding up. The result is the amount of CP/AP you must spend to add 1 CP/AP to the Morphic point pool.
- **Major:** Take the number you got when you divided the CP pool by 5 at character creation. Divide this number by 10, rounding up. The result is the amount of CP/AP you must spend to add 1 CP/AP to the Morphic point pool.
- **Primal:** Take the number you got when you divided the CP pool by 2 at character creation. Divide this number by 10, rounding up. The result is the amount of CP/AP you must spend to add 1 CP/AP to the Morphic point pool.

*For example, Malcolm wants to know the cost of increasing Beastlad's Morphic CP pool. He takes the number he got during creation (100) and divides it by 10. He must spend 10 CP worth of Experience for each CP added to the Morphic pool.*

*Jennifer would like to know the cost of increasing Lady Lightning's Morphic AP pool. She takes the number she got during creation (36) and divides it by 10, rounding up. She must spend 4 AP (1/3 of an Experience point) for each AP added to the Morphic pool.*

Morphic is an Option for the BLYSS system, presenting guidelines for adaptable characters (such as shapeshifters) and abilities (such as dynamic sorcery) within the structure of the BLYSS rules.

A copy of the BLYSS Basic Rules or the BLYSS Core Rules is required, and a copy of The Big Guns is recommended.

