



cally begins with stats and skills identical to your native form, but any superpower can be bought for the alternate form as long as the *Alternate Form* miracle possesses all the qualities found in it. All powers built into the alternate form must take the *Attached to Alternate Form* flaw, reducing their cost by $-1/2/4$.

Attacks against the alternate form hurt only it, not your native form. It must heal separately or remain damaged. If it takes enough damage to kill it, you instantly return to your native form. To change back after it has been “killed” requires a one-time expenditure of 30 Willpower points (this can be accrued over time; one per day if you like, or whatever you prefer).

Once your alternate form is designed, it can't change except through normal character development. (If you want to be able to change into any number of possible forms, take the *Metamorph* miracle instead.)

Alternate Form with Attacks: Your alternate form can attack normally, and you can attach powers with the *Attacks* quality.

Alternate Form with Defends: Your alternate form can defend normally, and you can attach powers with the *Defends* quality.

Alternate Form with Robust: Without this quality, any damage forces you to revert to your native form. With it, you can sleep in your alternate form without reverting (very helpful for healing damage), but being knocked out by damage forces you back to your normal form.

Alternate Form with Useful Outside of Combat:

Without this quality, your alternate form can only be assumed in combat. It also allows you to attach powers with the *Useful Outside of Combat* quality.

Extras for Alternate Form

Duplicates (x2): Your alternate form is a duplicate body and your native form remains conscious and active when it appears, so they can both act. Each increase in the multiple increases the number of duplicates. Therefore, at x3 the cost, you have 2 alternate forms and one base form. At x4 you have three alternate forms and one base form. Weapons and equipment are not duplicated.

There is one major catch. All duplicates share the Willpower of your main form, split between them. (So if my base form has 50 Willpower, and I have 5 duplicates, each has 10 Willpower points). If any of the duplicates drop to 0 Willpower, it vanishes. They gain and spend Willpower normally, and when they vanish, their remaining Willpower “jumps” back to the base form.

Even if your base form has superpowers, your duplicates do not—unless you buy those powers again for each. An easy way to do this is to apply the *Duplicates* cost multiplier to the Willpower cost of the individual powers. So if you have *Duplicates* x3, multiply the total cost of the powers of your base form by x3; and all three of you have the same powers!

The rules governing duplicates are simple. The main body is the focus—kill it and all the duplicates are destroyed. Duplicates cannot outlive the