

Description:

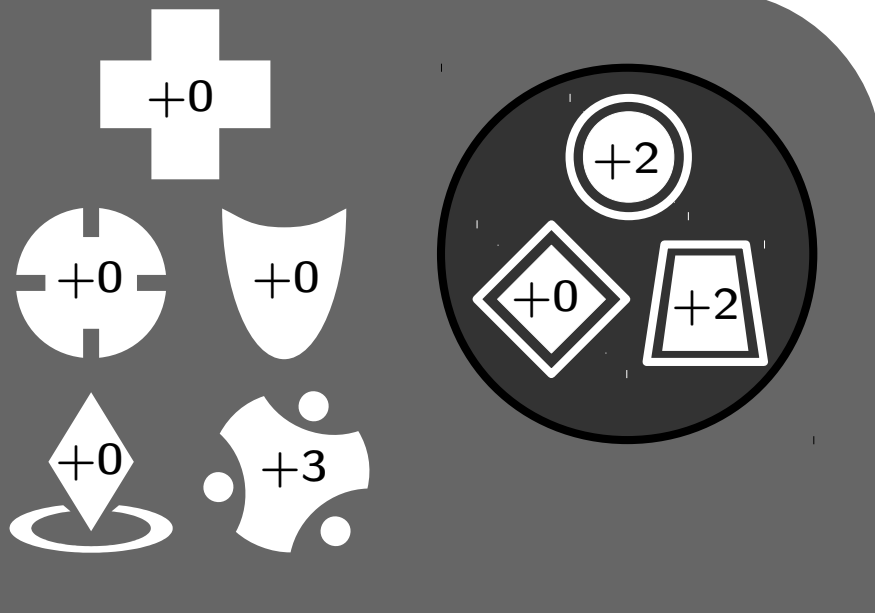
The human mind is little more than a box of levers waiting to be pulled. Some pull these levers via subtle means, others prefer a... more direct approach. Use shapeshifting and mental manipulations to gain access and information, exploiting the most vulnerable of security defects: the people.

Strategy:

The Impostor acts as the face of the party, either dealing with social situations themselves or alternatively working their magic before handing off to teammates to deal with addled targets. If selecting combat classes, consider those that either benefit from subterfuge (such as shadow), or improve unarmed attacks (which may be useful for delivering biotech abilities). Impostor combines best with utility classes that assist with social situations, or infiltration (con artist, infiltrator, or free runner)

Starting Bonuses:

- ☐ +1 Biotech Gland.
- ☐ +3 ranks Deception, +1 ranks Soothe and Command
- ☐ +2 ranks Knowledge (people), +2 Perception
- ☐ **Equipment:** 6 changes of clothes and a high quality fake ID.
- ☐ **Note:** Biotech abilities which require touching someone can be used in combat; you must make an unarmed attack on your target.



Character details:

Answer one (or more) of the following backstory details.

Who (if anyone) do you answer to? What is the purpose of your disguises and trickery? To collect information? Steal valuables? Assassination? Thrill seeking? How do you use your powers? _____

Name a role you have played (either as a specific person, or as 'Generic guard # 13'). Were you successful, and what were the consequences of your ploy? _____

Describe one secret or treasure you have acquired. Does its rightful owner know? What do they plan to do about it? _____

Do you trust people? _____

If you were to impersonate one of your teammates, who would you impersonate, and what details would you need to get right to pull it off? _____

Mood Snare

Prep: 15 mins

As you touch someone you may expend a use of this ability: they roll a DC 15 Will save. Those who pass are unaffected but unaware of your attempts to influence them. Those who fail have their mood "pushed" in any of the following directions: afraid, angry, uncertain/indecisive, distracted, agreeable, familiar (IE, they feel like they recognize you). All effects grant a ± 5 bonus on related skill checks (for example, a +5 bonus to lies explaining why they recognize you, a -5 penalty to their perception if they are distracted). Direct effects last for only a minute or so, but any momentum gained during that time is likely to continue.

Truth Serum

*Requires: Mood snare Prep: 15 mins
+1 other feat*

As you touch someone expend a use of this ability: they roll a DC 15 Will save (results hidden). Those who fail take a -15 penalty to all deception checks. Regardless of the saving throw, your target is now aware of your influence.

Sandman

Requires: Sleep Prep: 2 hr

Each use of this ability can be applied to a sleeping target, prompting them to begin dreaming lucidly. You can talk to them and influence their dreams, allowing you to coax out information.

Those who are dreaming will not wake up, despite being disturbed, for 10 to 15 minutes. Upon waking, they will have no memory of their dreams, and take no actions based on them. Those with exceedingly high perception or people reading may be able to detect that their dreams are not their own (DC 30).

Memory Lapse

Prep: 15 mins

Expend this ability as you touch someone: they roll a DC 15 will save. Those who fail lose track of the situation, forgetting 20 seconds of conversation (1 combat round). Those who pass are aware of your attempts to influence them. This ability can be used to break an enemy's concentration (an enemy hacking, a fortress's "defensive stance", etc.). When dealing with those who consider you hostile an attack roll will be needed in order to touch them.

Sleep

Prep: 2hr

Expend two beats and this ability to force everyone in a 5m radius to roll a DC 15 will save. Those who fail their save are now asleep. Significant ($+10 - +15$) save bonuses are granted to anyone in a energetic or high stress situation (eg, combat). This ability prompts AoO. It will effect your allies, but waking them is not difficult.

Etch into Memory

*Requires: Moodsnare Prep: Overnight
+ 5 other feats*

Expend a use of this ability while touching someone: they roll a DC 15 Will save. Those who pass are unaware of your attempt. Those affected will forever remember the next ten minutes as an important crossroads in their lives (for good or ill). Social checks will allow you to push characters down one path or another; People reading will allow you to navigate what paths are possible.

This power lends itself to therapy, misuse and unintended consequences. The GM will determine long term consequences. If using "Sandman", you may use this on sleeping targets. They receive -5 to their will save.

Alter Details

Prep: 15mins

Expend this ability to alter a detail of your body- eye color, hair length and color, fingerprints, vocal cords, tattoos, etc. If you have access to a person's prints or iris scan, you may mimic these. Each alteration grants +2 on a disguise check, up to a maximum of +6. Altering details takes 1 min, and lasts for 1 day.

Sculpt Flesh

Requires: Alter details Prep: 8hrs

Overnight you may use of this power to dramatically alter your body- changing facial structure, build, gender, etc. Doing so occupies the power of one gland overnight. Such modifications last for a full day. You take a -1 penalty to all attack, defense, saves or physical skill checks on any day where this ability is used, but gain large bonuses to skill checks involving disguise ($+5 - +10$, depending on how well you know the target)

Gattaca

Requires: Sculpt Flesh

You may now use Sculpt Flesh to re-write the genetic code found in your blood and skin. Doing so deals 2d4 damage, and grants -3 on fort saves until your original DNA is restored.

Facedancer

You may use "Alter Details" and "Vocal adjustment" as a single beat in combat. If you have Sculpt Flesh prepared, you may use it in as little as ten minutes during the day (during this time you are helpless and vulnerable).

Potency

Requires: 3 Impostor feats

Increase the DC to save vs any of your biotech abilities by 3.