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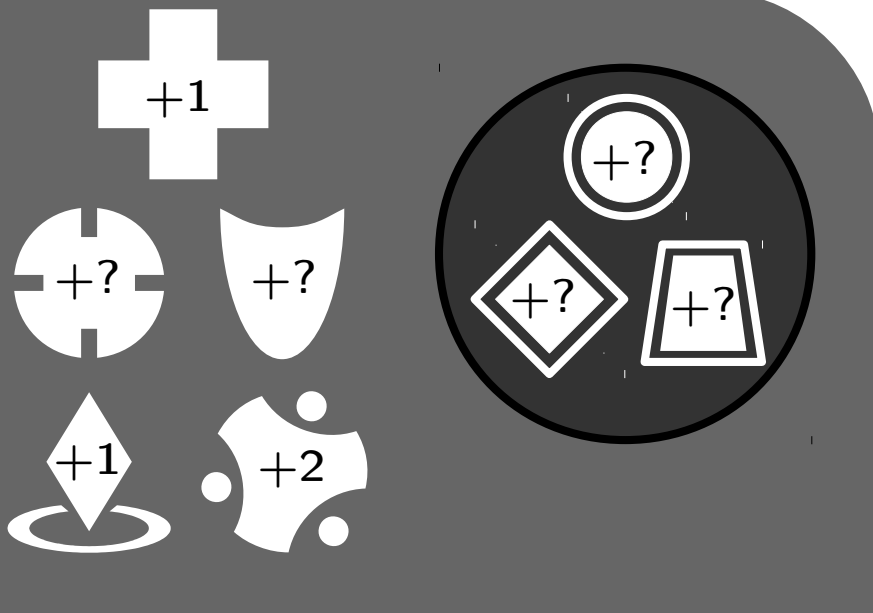
It's a hard life out in the black, and if a souls going to survive, they need to be prepared for anything. As a changeling, you have access to a wide array of possible upgrades and augmentations, a veritable swiss army knife of tricks and bonuses.

Strategy:

Changelings act as a team's problem solver, jam unstopper, and skill monkey. While the class provides some combat capability, it would be unwise to lean on it too heavily if you expect to find yourself on the front lines in combat.

Starting Bonuses:

- ☐ +3 charges per day.
- ☐ +1 attack OR defense
- ☐ +1 ranks in Biotech, Medical, Engineering, Computing, Survival and Craft.
- ☐ +2 ranks in one skill of your choice.
- ☐ 2 points of saving throws, distributed as you see fit.
- ☐ **Equipment:** Tuning Fork; single use, target weapon gains +2 critical hit range, until its next successful critical hit.
- ☐ **Equipment:** Rig Stabilizer; single use. Pick a device. The next time it would suffer a critical failure, suffer no penalty.



Character details:

Are there any skills or augmentations you have acquired in response to being ill prepared in some previous situation? What situation? What were the consequences of your lack of prep? _____

What skills or abilities do you most envy from your team-mates? Which of there skill-sets would you most like to incorporate into your own? _____

Given how adaptable you are, what do you see as the major benefits of working with your current teammates? _____

Shape Changer – rules insert

Most Changeling feats grant access to “modal” abilities- shape changes with multiple possible abilities to choose from. Upon selecting the feat select one such mode.

By expending one charge, and concentrating for a few seconds (two beats in combat), you may switch the mode of any one of these abilities. Doing so will leave you vulnerable to Attacks of Opportunity from anyone nearby.

Sensory Implants

- ❑ **Impervious:** your senses are normal, but you are immune to blindness, deafness, or other sensory damage.
- ❑ **Echolocation:** You are now deaf to normal sounds, but echolocation allows you to make out the shape and hardness of all objects in a 3 meter radius, including behind you (but not through walls).
- ❑ **Predator's gaze:** +10 perception to spot movement, -10 to spot details or colors.
- ❑ **Artist's Focus:** You can make out exquisite detail, even over great distance, but movement is blurred. Take -3 DEF and reflexes

Cognitive Amp

- ❑ **WakeSleep:** You can "sleep" with your eyes open. You no longer take the usual -10 perception penalty for being asleep. All other effects of being asleep are the same (IE, you can't read books, cook dinner or fight until you wake up).
- ❑ **Second Thoughts:** Roll twice for will, taking the better roll. Roll twice for reflexes, taking the worse roll.
- ❑ **One Track Mind:** Gain a +3 bonus to any non-physical skill check you set your mind to... but automatically fail if you are interrupted. Changing tasks takes an extra few seconds (One beat in combat).
- ❑ **In The Moment:** +2 initiative, reflexes, perception, and anything else that depends on speed and presence. -4 on knowledge checks, or anything memory dependent.

Formless One

Whenever you spend a charge to reconfigure, you may change any number of modes simultaneously for only one charge.

Arm Modifications

- ❑ **Tools of the trade:** Gain +3 on all skill checks for a particular task (surgery, lock picking, climbing trees).
- ❑ **Fits like a glove:** Pick an item. Gain +1 on all d20 rolls associated with that item.
- ❑ **Armed and dangerous:** Your arms are 2d6 weapons (your choice of damage type).
- ❑ **Glacial force:** +5 strength, -2 on attack, defense and other speed related activities.

Second Skin

- ❑ +4 saves and damage resistance vs. the element of your choice (fire, lighting, radiation, etc).
- ❑ +1 damage resistance vs your choice of bludgeon, slash, laser or bullet damage.
- ❑ Immunity to decompression damage.
- ❑ +3 squirm.
- ❑ Change the pigment of your skin to the color of your choice (+2 on relevant disguise based skill checks).
- ❑ Chameleon skin: +3 stealth as long as you have been stationary for a full combat round (tenish seconds)

Specialist

You may select one of your modal feats a second time- gaining simultaneous access to TWO of the feat's modes (or selecting the same mode twice, for example gain fire AND ice resistance via Second Skin). Each mode is changed independently (unless you have Formless One)

Liquid

You may switch between modes using either a single beat during your turn, or a reaction during other characters turns.
Switching modes no longer prompts AoO.

Auxiliary Organ

- ❑ Automatically remove bleed damage. Spend a charge to gain 1d10 hp.
- ❑ Immunity to poisonous gases. Spend a charge to re-oxygenate your lungs.
- ❑ You can digest almost anything. Spend a charge to purge your system of poisons.
- ❑ +5 Fortitude and Endurance vs extreme temperatures (Hypothermia, heat stroke, NOT fire or ice damage). Spend a charge to render yourself invisible to heat-vision for one minute.

Custom Legs

- ❑ **Native** +5 on skill checks to move through a particular terrain (eg. swimming, spacewalking, walking on ice). Halve walking speed on other terrain.
- ❑ **Needlespring footwork:** +1 defense and reflexes. +3 Agility. If you get knocked over, you can't stand without assistance. No effect in zero-G.
- ❑ **Hydraulics** You can change the length of your legs, making you taller or shorter (+2 on relevant disguise based skill checks).
- ❑ **Suspension:** Halve all fall damage.

Mimic

Requires: 6 Changeling feats

You may spend a charge to mimic the function of a single machine or biological augmentation within your view.

You may mimic only one such item at a time, and lose all such augmentations as you sleep. Your GM has the right to veto such mimicry as is appropriate to your campaign: IE "yes, you can mimic the huge laser rifle, no you may not mimic the nuclear reactor".
Using mimicked abilities (such as flamethrowers) may in some cases cost additional charge.