

CHANGELING

Though many creatures can change form, either as an innate talent or by studying shamanistic or druidic ways, few make any effort to master this ability; in fact most creatures are uncomfortable in other forms, even if they use them regularly. It's unnerving to be in an alien skin and few can ever really understand the full range of possibilities that shapechanging allows. The exceptions to this rule are known as changelings.

To a changeling, variety is power. A changeling overcomes the innate discomfort of walking around in a strange body and delves into all that new shapes can offer. Many changelings are half-breeds who never truly feel comfortable in their own forms and thus more easily accept a life in others. Others are natural shapechangers who wish to augment their inborn powers. Changelings used their varied forms for attack, defense, movement, and even healing, eschewing the use of spells or external weapons and armor.

In addition to expanding their form-morphing abilities, changelings study skills and talents relating to deception, infiltration and spying. Although, not all changelings employ such abilities, these are part and parcel of research into new forms and the best ways to use them, some changelings use deception for noble ends, acting as bodyguards or impersonating leaders under threat of assassination to lure out their killers. The majority however, take up lives as scouts, spies, assassins and thieves, using

their talents to sneak into the most secure places, act as they wish, and then leave again without ever revealing their true faces.

Hit Die: D10

REQUIREMENTS

To qualify to become a changeling, the character must fulfill all the following criteria.

Race: Half-breed or monstrous humanoid.

Disguise: 8 ranks

Special: Innate ability to use alter self, polymorph self, shapechange or wild shape. (This does not include the innate size changing ability such as that of a bixie.)

CLASS SKILLS

The changelings class skills (and the ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (all skills, taken individually) (Int), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Speak Language (Int), Swim (Str) and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	Match Form
2	+1	+0	+1	+0	Formshift (2/Day)
3	+2	+1	+1	+1	Voiceshift (Speak language in other form)
4	+3	+1	+2	+1	Minor Change
5	+3	+1	+2	+1	Formshift (4/Day)
6	+4	+2	+3	+2	Major Change
7	+5	+2	+3	+2	Formshift (Free Polymorph)
8	+6	+2	+4	+2	Voiceshift (Speak in any form)
9	+6	+3	+4	+3	Many Changes
10	+7	+3	+5	+3	Great Shapechange

CLASS FEATURES

All of the following are class features of the changeling prestige class.

WEAPON AND ARMOR PROFICIENCY

Changelings gain no proficiency with any weapons armor, or shields.

Match Form (Su): A changeling using any spell or ability to match the appearance of a specific individual who has that form. For example, a half-doppelganger who uses his alter self ability to look human may choose to imitate a specific human. A changeling doing this makes a Disguise check with a +10 circumstance bonus, not suffering any penalties, for changing gender, race, age category or class.

This circumstance bonus stacks with any bonus granted by various forms of shapeshifting (For example, a changeling using alter self to mimic a specific human gains a total bonus of +20 on the Disguise check).

Formshift (Ex): At 2nd level, if the changeling has the innate ability to polymorph self or shapechange (such as a druids wild shape class feature), she gains an additional daily uses of that ability. If the changelings formshifting is less powerful (such as a half-doppelgangers alter self ability), she gains the ability to polymorph self once per day as the spell, cast by a 9th level sorcerer.

At 5th level the channeling either gains an additional two daily uses of an innate shapeshifting ability or can now

polymorph self twice per day as the spell cast by a 12th level sorcerer.

At 7th level, in addition to her other shapechanging abilities, the changeling can polymorph self as a free action twice per day as the spell cast by a 15th level sorcerer.

Voiceshift (Ex): At 3rd level, a changeling who takes on another creature's form can speak to other creatures of that kind in its native tongue. If the creature has a listed language, the changeling can speak that language while in that form. If it does not, she can naturally communicate with members of that race (however, this does not allow casting spells that require verbal components). For example, a changeling who became a dwarf gains the ability to speak the dwarven tongue (and could also hold a conversation with a giant who speaks dwarven). A changeling who takes the form of a lion can communicate other lions, but not with tigers or pumas.

Beginning at 8th level, the changeling retains the ability to speak with her natural voice regardless of what shape she takes. For example an elf changeling in lion form can still speak with her own voice in any language she knows.

Special abilities innate to the changeling that depend on voice cannot be used in the new form.

Minor Change (Su): At 4th level, the changeling gains the ability to make minor changes to body shape or appearance as often as desired, without taking on an entirely new form. These include matching color to surrounding materials, lengthening fingers to find better climbing grips, or even enlarging ears to catch a faint sound. A changeling receives a +4 circumstance bonus on one of the following skills, as appropriate, when so changed: Balance, Climb, Escape Artist, Hide, Jump, Listen, Move Silently, Pick Pocket, Search, Spot and Swim.

Major Change (Su): At 6th level, the changeling gains the ability to make major changes to body shape or appearance as often as desired, without taking on an entirely new form. These include growing webbed hands or feet, thickening skin into tough hide, spouting claws or developing cat's eyes. The changeling may, as a free action, gain one of the following extraordinary abilities when so changed: climb (speed 20 feet), darkvision, fly (speed 30 feet, average maneuverability, low-light vision, natural armor +6 or swim (speed 30 feet). Alternatively the changeling can gain a natural weapon attack instead of wielding a weapon. This can be a bite, claw, gore or slam attack dealing 1d8 points of damage. Alternatively the changeling may have two natural attacks, each dealing 1d4 points of damage. Though a changeling may only have one major change at a time, she may mix a major change with a minor change.

Many Changes (Su): At 9th level, the changeling may have four minor changes, two major changes or one major and two minor changes in effect at the same time. As a free action, she can alter up to two minor changes or one major change, or switch all changes as a standard action.

Greater Shapechange (Su): At 10th level, the changeling has mastered the skill of shapechanging. Whenever the

changeling uses innate or class-based form-altering abilities or is the subject of polymorph or shapechanging spells, she gains additional advantages.

Rather than changing into a typical physical specimen, the changeling assumes a physique as if though she had been born into the new form. Instead of gaining average Strength, Dexterity and Constitution scores, the changeling adjusts her own scores by that forms racial modifier (the even number of points above or below 10 or 11. For example Jaisen is a half-doppelganger Ranger 8/ changeling 10 with Str 18, Dex 17, Con 15, Int 12, Wis 17 and Cha 10. Using the Formshift class ability, he transforms into a wolverine and would normally have a typical wolverine's physical ability scores (Str 14, Dex 15, Con 19. Instead he adds the wolverine's racial bonuses to his own physical ability scores: +4 Str (14 - 10), +4 Dex (15 - 11) and +8 Con (19 - 11). Thus in wolverine form Jaisen has Str 22, Dex 21 and Con 23.

In addition if the changeling uses a form that is not a construct, dragon, elemental, outsider or undead, whose total Hit Dice or Challenge Rating does not exceed her own Hit Dice, she gains all the abilities and powers of that form, including innate spellcasting, supernatural abilities, spell resistance and damage reduction.

