

# NAME




Names: Bin, Dox, Fie, Hars, Jin, Lam, Nit, Ot, Paik, Ruz, Sim, Took, Yug

# LOOK

Blank eyes, dull grey eyes, or shifty eyes  
Hooded head, wild hair, or cropped hair  
Double-sided clothing, unassuming clothing, or fancy clothing  
Lithe body, unassuming body, or small body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ WEAK -1	■ WEAK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

# ALIGNMENT

- CHAOTIC**  
Sow discord with someone else's identity.
- NEUTRAL**  
Settle a confrontation without violence.
- EVIL**  
Endanger others for your own gain.

# STARTING MOVES

## CHANGE SHAPE

When you **change your form to assume an identity**, choose a name and one from each list:

- Adventurous eyes, alert eyes, animal eyes, blank eyes, bloodshot eyes, burning eyes, calculating eyes, curious eyes, crazy eyes, criminal eyes, dangerous eyes, dead eyes, deep-set eyes, distant eyes, eager eyes, empty eyes, fiery eyes, hard eyes, haunted eyes, haunting eyes, hungry eyes, intense eyes, joyous eyes, kind eyes, knowing eyes, laughing eyes, mad eyes, narrowed eyes, sad eyes, sharp eyes, shifty eyes, shrouded eyes, tormented eyes, trusting eyes, wary eyes, wild eyes, wise eyes

- Attractive hair, bald, braided hair, cropped hair, fancy hair, messy hair, shorn hair, strange hair, styled hair, unkempt hair, wild hair
- Attractive body, built body, bulky body, creepy body, curvy body, fit body, flabby body, grizzled body, hard body, hulking body, knobby body, lanky body, lean body, lithe body, narrow body, overweight body, pudgy body, ravaged body, scarred body, scrawny body, sharp body, sinewy body, small body, supple body, tattooed body, thick body, thin body, tiny body, toned body, well-fed body, withered body

This is your Look for as long as you are in this identity. Your actions can give you away but your appearance won't.

When you **begin the first session**, define two identities.

## TALK THE TALK, WALK THE WALK (CHANGE)

When you **do or say something that the person you're impersonating would do or know**, roll+CHANGE. On a 10+, you keep your cover and perform admirably. On a 7-9, choose 1:

- You do or say what you need to without trouble
- Nobody suspects that you're not who you say you are

## NOBODY TRUSTS A CHANGELING (WIS)

When you **closely study a situation or person**, roll+WIS. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 when acting on the answers.

- What is about to happen?
- What here can I take advantage of?
- What happened here recently?
- What secret do they carry?
- Who thinks they're in control here?
- What here is concealing its true nature?

This move replaces Discern Realities for you.

## FLEXIBLE MORALS

When someone tries to detect your alignment, you can tell them any alignment you like.

# CAMOUFLAGE

How do you blend in? Choose one:

- WITH THE BACKGROUND** *Change +DEX*  
You've mastered the art of changing your skin to look like the background. When you **stand against a wall or in shade**, no one will notice you as long as you don't move.
- WITH THE CROWD** *Change +CHA*  
You can assume archetypical identities easily, such as the Baker or the Noble. When you **move within a group of people**, no one will notice you, and the group won't rat you out if searched.

# BONDS

Fill in the name of one of your companions in at least one:

- \_\_\_\_\_ doesn't know my true identity.
- \_\_\_\_\_ *thinks* they know my true identity.
- \_\_\_\_\_ pulled a con once. It didn't go well.
- \_\_\_\_\_ and I lived on the mean streets for a time.
- \_\_\_\_\_ still believes every word I say.

# RACIAL MOVE

A changeling of any class can take **Change Shape** (but not **Talk the Talk, Walk the Walk**) or **Flexible Morals** instead of their racial move. If they do, they also replace **Discern Realities** with **Nobody Trusts a Changeling**.



# THE CHANGELING

LEVEL   
XP

# GEAR

Your Load is 9+STR. You carry dungeon rations (5 uses, 1 weight), and a disguise kit (spend 1 use to change your clothing look, 5 uses, slow, 2 weight)

Choose one affect, all are 0 weight:

- A love letter from a noble you courted as someone else
- A signet ring from a dragonmarked heir, won in a game of chance
- A forged letter of credit, the amount left blank
- A City Watch badge stolen from a sergeant

Choose your armament:

- A collection of hidden knives (hand, near, 3 ammo, 1 weight)
- A finely crafted rapier (close, precise, valuable, 1 weight)
- A short sword (close, 1 weight) and a hand crossbow (near, reload, 1 weight) and bolts (3 ammo, 1 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Halfling pipeleaf (5 uses, 1 weight)
- Disguise kit (5 uses, slow, 2 weight)

# ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

## COLD READ

When you **briefly converse with someone**, you may ask the character's player one of the following questions:

- What here has caught your attention?
- Who here do you most want to interact with?
- Who here do you most want to avoid?
- What one word best describes a secret you are carrying?

## DISGUISED DABBLER

Choose one move from the Bard, Cleric, Thief, or Wizard class lists. Alternatively, choose one move from any other class lists as if you were one level lower.

## I AM YOU, YOU ARE ME

When you **change shape**, you take +1 Ongoing to rolls using a likely stat of your choosing for that form. The GM also chooses a likely stat for you to take -1 Ongoing to rolls with.

## KNOW WHEN TO HOLD 'EM...

When you would gain hold, gain one additional hold.

## METHOD ACTOR

When you **assume an identity**, you can use any magic items that are restrictive by species. For example, when you assume the identity of a warforged, you can wear a battlefist without effort.

## MIMICRY

Choose one move from a class list of one of the other players and assign it to an established identity. When you **assume that identity**, you can use that move.

## PARTNER IN CRIME

When someone aids you to keep your cover, take +2 instead of +1.

## PERSONA IMMERSION

When someone reads your thoughts or your intentions, you can tell them anything you wish.

## RESPECTABLE MEMBER OF SOCIETY

When you **make the Outstanding Warrants move**, you may have the results of your roll apply to one of the other players instead of yourself.

## SLIPPERY LITTLE DEVIL

When you **come under an enchantment of the mind or body**, you may choose change shape completely (i.e. all three Looks) in order to immediately dispel it without effect.

## SURPRISE!

When you **attack a defenseless or surprised enemy while assuming an identity**, deal +1d4 damage.

## YOU COME AND GO

When you **change shape**, gain hold equal to your Change. You can spend this hold to get a 10+ to Talk the Talk, Walk the Walk.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

**...AND WHEN TO FOLD 'EM** *Requires: Know When to Hold 'Em*  
When you **think it's getting real**, you can offer a deal to the GM to get out of it. If the GM declines take +1 Forward.

## CURSE YOUR SUDDEN YET INEVITABLE BETRAYAL!

*Replaces: Surprise*

When you **attack a defenseless or surprised enemy while assuming an identity**, deal +1d8 damage.

## DEEP READ *Requires: Cold Read*

When you use Cold Read, you may ask two questions instead of one.

## DISGUISED INITIATE *Requires: Disguised Dabbler*

Choose one move from the Bard, Cleric, Thief, or Wizard class lists. Alternatively, choose one move from any other class lists as if you were one level lower.

## MAKE LIKE A TREE AND GET OUTTA HERE (CHANGE)

When you **assume an unassuming identity and leave**, name your escape route and roll+CHANGE. On a 10+, you're gone. On a 7-9, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

## BATTLE-CHANGER

Add the following Body Looks to the Change Shape list. When you **assume an identity with one of these looks**, your body is a weapon with the corresponding tags:

- Ape-like body (hand, forceful), clawed body (hand, messy), long-limbed body (hand, close, reach)

## PERFECT MIMICRY *Requires: Mimicry*

Choose one move from a class list of one of the other players and assign it to an established identity. When you **assume that identity**, you can use that move.

## PLAY DEAD (CHANGE)

When you **take damage**, you can change your form to appear as if you died. When **someone inspects your "corpse"**, roll+CHANGE. On a 10+, choose 2. On a 7-9, choose 1:

- They don't loot you during the inspection
- They won't doubt the fact that you died later
- Everyone else believes that you died as well

No matter what, they won't fall for it again.

## RAWR, I'M A MONSTER!

Add the following Looks to the Change Shape list:

- Reptilian eyes, glowing eyes, flaming eyes, no eyes, many eyes
- Horned head, snakes for hair, shaggy mane
- Winged body, scaly body, thick-furred body, many-limbed body, rotting body