



## CHANGELING

"I HAVE WATCHED PEOPLE LIE, CHEAT AND TRICK OTHERS for their own gain. I have watched how humanity turns against each other at the merest hint of provocation. I had lived most of my life more honest than Humans and other races have been in a week. Yet I am the one ridiculed and hated for what I am. I have not deserved this hatred, but mark my words... I will ensure that I have earned it."

— Chryss, the Queen of Misery

Beings just like any other, majority of people don't even realize their presence just because of their signature ability. The changeling is a result of a pact made by their ancestor long ago with the beings residing in the Far Realms, but there are other ways in which a changeling could be made that average population does not know of. This, along with their natural abilities, is why they are generally greeted with suspicions and distrust. Well, that is, if they turn up in their true form...

## HUNDREDS OF FACES

As all other planetouched races do, changeling true forms have numerous physical characteristics they share regardless of their bloodline. Their skin tones cover all sorts of shades of gray, some of which can have slight hint of a blue, green or red to them, and the texture of their skin is smooth to touch, seemingly featureless. Unlike eyes of most other beings, eyes of the changelings in their true form are characteristic by being completely blank, surrounded by darker shade of gray. Most of the time, changelings have white to silvery hair, but ones with blue, pink, green or other hues to them have been seen, as well as any color. Of course, none of this applies once the changelings turn into someone else - with their alien ability, they can take form of anyone they have seen, or modify their looks in many ways, limited only by their imagination, and keeping their basic shape intact.

## QUICK TO CHANGE, SLOW TO DECIDE

Most of the changelings are ashamed of what they are, spending most of their lives looking like someone else. Some of these try to have a life just like the life anyone else would have, not even changing their form, while others take full advantage of this, becoming infiltrators, thieves, blackmailers and spies. Minority of changelings however live their lives in their true form, trying to show to the world that their kind has a chance to be trustworthy, if only they did not hide their nature.

There are two kinds of changelings in the world - those who look for themselves, and those who already found out who they want to be. With the ability to become anyone they wish, or even to attempt a new identity with whatever look they desire, many would see it as a gift. But to the changelings it can seem as a curse.



With their chaotic nature, they often change their moods as often as they change their appearance. Hardly ever settling on a singular goal or task, and causing them sometimes to be indecisive of their choices. Their innate ability of changing gives them an uncanny ability to deceive others. Befriending a Changeling could either be a trap, or a miracle in the works. Just be careful what you do in your own time, they might be watching you.

## QUIRKS

- 1 I like to judge people by their outside, figuring out what pieces of each of them would fit together well.
- 2 I have worn so many faces that I have problem telling who I really am.
- 3 One of my biggest problems is my indecision. I think...
- 4 My looks reflect my mood, and my body is a means of self-expression for me.
- 5 I steal qualities and quirks of others to piece together my own identity.
- 6 When I have trouble deciding, I like to roll a dice to make up my mind.

## CHANGELING NAMES

When a changeling child is born to two non-changeling parents, they name it the way their race names their children. If a changeling is born to one or two changeling parents, they prefer to pick short names that would fit both genders so that they avoid confusion while taking different forms. Little attention is paid to the actual meaning of the name, since they borrow lots of names from other languages and like to judge names based on how they sound.

**Unisex Names:** Alex, Ash, Bryn, Carol, Charlie, Chris, Dee, Fran, Gray, Haven, Jackie, Jess, Jo, Kit, Lee, Mel, Nat, Pat, Quinn, Sam, Steph, Val, Will

## CHANGELING TRAITS

Due to their aberrant origin, changelings share certain racial traits.

**Ability Score Improvement.** Your Dexterity and Charisma scores increase by 1.

**Age.** Changeling mature at the same rate as humans and live up to 120 years.

**Size.** Changelings are built much like their ancestors, but tend to be a little leaner and shorter than average in their true form. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Duplicity.** You gain proficiency in the Deception skill.

**Shapechanger.** As an action, you can assume a different form of a humanoid creature or change back into your true form, transforming your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same. However, your equipment does not change with you. If you die, you revert to your natural appearance. Additionally, you have advantage on saving throws against any spell or effect that would alter your form.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Touch the Mind.** You know the *message* cantrip. Charisma is your spellcasting ability for it. You can cast it without requiring components.

**Languages.** You can speak, read and write Common and two other languages of your choice.

## CHANGELING FEATS

Name	Description
Alien Psychology	Advantage against frightened and charmed; harder to read thoughts, detect truth or emotions; detect shapechangers 1/short rest
Beastly Forms	Shapechange into beasts; Mimicry
Changeling Psionics	<i>Friends</i> ; <i>sleep</i> and <i>detect thoughts</i> 1/long rest
Eldritch Physiology	Trance; swimspeed and water breathing; natural weapons
Inanimate Shapes	Shapechange into objects and constructs; shapechange into objects or creatures of Medium or smaller size
Unearthly Adaptation	Adaptation to two extreme environments; <i>feather fall</i> , <i>jump</i> or <i>longstrider</i> 1/short rest







## CHANGELING FEATS

Sometimes the individuals belonging into each of the races can have their innate abilities developed more, lots of times in ways other members of their race just couldn't practise yet. Changelings are no different to this, exercising the limitations of their shapeshifting as well as some of their otherworldly talents. As a changeling, you gain access to several unique feats.

### ALIEN PSYCHOLOGY

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*Prerequisite: Changeling*

Your aberrant origin opens up possibilities of improving your mind, granting you the following benefits:

- You gain advantage on saving throws to avoid being charmed or frightened.
- You have advantage on checks and saving throws to resist effects that detect your thoughts, emotions or compel you to tell truth. Additionally, you can present false thoughts, emotions, or lies as if you are being truthful by making a Charisma (Deception) check contested by the creature's Wisdom (Insight) check.

- You can use your action to sense presence of shapechangers and creatures whose true form is different from their apparent form (such as ones under the effects of *disguise self*) within 60 feet of you. You know their number, direction and distance from you, but don't know their true form or identity. Once you use this feature, you can't do so again until you finish a short or long rest.

### BEASTLY FORMS

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*Prerequisite: Changeling*

With enough training, your ability to change form has improved so well that you can now take forms of beasts. You gain the following benefits:

- Increase your Charisma score by 1, up to a maximum of 20.
- You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.



- You can now use your Shapechanger trait to turn into a beast that you have seen of basic shape different from yours. While you are transformed into a beast, your stats don't change, your equipment melds into your new form and you can't speak, but you can cast *message*.

## CHANGELING PSIONICS

*Prerequisite: Changeling*

You learn the psionics of the planes that are not a part of this world. You learn the *friends* cantrip. You also learn *sleep* and *detect thoughts*, each of which you can cast once without expending a spell slot. You regain the ability to cast the spell in this way when you finish a long rest. Charisma is your spellcasting ability for these spells. You can cast them without requiring components.

## ELDRITCH PHYSIOLOGY

*Prerequisite: Changeling*

You stared into the Far Realms studying them long enough, and they finally stared back. Your body is improved, and you gain the following benefits:

- You don't need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.
- While you are transformed into a creature has a swim speed and waterbreathing, you gain a swimming speed of 30 feet and can breathe air and water.
- While you are transformed into a creature with horns, claws or other natural weapons, you have natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier.

## INANIMATE SHAPES

*Prerequisite: Changeling*

Your shapeshifting skills have improved, and now you can transform into objects that make your size more compact. You gain the following benefits:

- Your Shapechanger trait is now not limited by size. You can now transform into creatures and objects of Medium size or smaller. When you do so, your statistics are changed based on the description below.
- You can now use your Shapechanger trait to turn into a construct or an object. When you transform into an object, your equipment melds into your form, your speed is reduced to 5 feet, and you can't speak or use any actions for anything other than casting *message* or transforming into another form. While you're in an object form and remain motionless, you are undistinguishable from a normal object.

## SIZE REDUCTION AND CHANGE IN STATISTICS

Based on your size, your statistics may change in following ways:

**Small.** Your size in all dimensions is halved and your weight is reduced to one eighth. Additionally, your base speed is reduced to 25 feet, and your weapon damage rolls are reduced by 1d4.

**Tiny.** Your size in all dimensions is quartered and your weight is reduced to one sixtyfourth. You have disadvantage on Strength checks and Strength saving throws. Additionally, your base speed is reduced to 15 feet, and your weapon damage rolls are reduced by 2d4.

## UNEARTHLY ADAPTATION

*Prerequisite: Changeling*

Whatever form you take, your body has adapted better to this world and its rules. You gain the following benefits:

- Increase your Dexterity score by 1, up to a maximum of 20.
- You are naturally adapted to extreme cold, extreme heat and high altitude, and suffer no penalties caused by them.
- You can cast *feather fall*, *jump* or *longstrider*, targeting only yourself. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest. Charisma is your spellcasting ability for it. You can cast it without requiring components.

## CREDITS

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## ART

- [Walking down the alley](#) by Derrick Song
- [Vei, Changeling Fighter](#) by fuuryoku
- [Novo, Changeling Monk/Druid](#) by Nick Avallone
- [Book of Void](#) by AppleSin