

CHANGELING

THE NEXT GENERATION ERA ONLY

The natural form of a Changeling is a viscous orange fluid. Changelings can alter their texture and colour to adopt virtually any corporeal form, both animate and inanimate. They did not seem to be able to exist as or change to forms of energy but they could simulate its appearance. Once they reach maturity (or maximum mass) Changelings do not biologically age. Changeling culture revolved around the Great Link and their shapeshifting. While in the Link, a Changeling had little sense of time or individuality, viewing itself as a part in a larger whole. Changelings dislike being separated from their people, and will almost always seek out the company of other Changelings if possible rather than remaining alone. Throughout their entire known history, no Changeling had ever purposely harmed another. Above all else, Changelings want their people to be safe and united in the Great Link, and renegades such as Odo were given ample opportunities to return home with all transgressions forgiven. However, Changelings are less tolerant of other species, whom they refer to derogatorily as "solids", viewing all non-Changelings with suspicion.

EXAMPLE VALUE: *To Become a Thing is to Know a Thing*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Insight
- **TRAIT:** Changeling. All mature Changelings can shift into the form of objects and creatures at will. As they only mimic humanoid biology they are immune to virtually all diseases and poisons, and don't require food or sleep and can survive in a vacuum. Even in humanoid form, Changelings have no sense of smell or taste. Maintaining a solid form is taxing and Changelings had to periodically revert to their natural gelatinous state to regenerate, roughly every eighteen hours.
- **TALENTS:** The character receives access to the following talents.
Changeling character must select the Shapeshifting talent at some point during character creation.

FORM WEAPON

REQUIREMENT: Changeling

You transform a digit or an entire limb into a simple weapon, such as a club, whip, or dagger. The chosen body part becomes a melee weapon with the following profile: with 1  Size 1H. You can choose to add either the Deadly or non-Lethal Quality, and also choose one of the following Damage Effects: Intense, Knockdown, or Vicious 1.

SHAPESHIFTING

REQUIREMENT: Changeling

You transform into an objects or creatures. When you change into another form you gain an additional Trait related to your new form, such as its Species Trait. During combat and other periods of stress, rapidly transforming necessitates skill and focus, requiring a Control + Conn Task with a Difficulty of 0. On a success, you transform into a simple inanimate object. You can choose to spend 1 Momentum to instead become a complex object with many moving parts or an animal, or spend 2 Momentum to become a generic humanoid. With the Gamemaster's permission, you can choose to spend 3 Momentum to copy the form of a particular individual whom you have observed.



SPECIES