

CHANGELINGS

In their natural form, changelings look like oddly incomplete ebony ponies, with several large holes over their legs and wings. Their eyes are solid-colored orbs and their teeth are vicious fangs. Each also has small insect-like wings that buzz when they fly. All in all, they are rather scary to run into.

DRONE SPY CHANGELING

The rank and file of the Hive are ordinary changelings, but they all make good spies and infiltrators. They avoid combat where they can, attempting to find some back up or at least make a report if they are uncovered.

DRONE SPY CHANGELING

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 1

MOVEMENT: 30 ft Ground, 15 ft Aerial

STRENGTH: 2 **SPEED:** 3

SMARTS: 2 **SOCIAL:** 3

TOUGHNESS: 12 **EVASION:** 13

WILLPOWER: 12 **CLEVERNESS:** 13

SKILLS

- Alertness +d4
- Athletics +d2
- Deception +d4
- Infiltration +d6
- Might +d2
- Performance +d2

PERKS

Shape Shifter: Changeling drones are highly adept shape shifters. Not only can they shape-shift as per the Origin ability, but they automatically gain the Perks Face shift to mimic others and Object shift to mimic inanimate objects.

Strength in Numbers: Changelings work best in a swarm. For each changeling within 10 ft of them they gain +1 to Evasion to a maximum of +3.

ATTACKS

Punch (Might): +d2, Range Reach [1 blunt damage]

POWERS

Swarm Attack (1/turn, Standard): When attacking in a group of at least two other changelings, they each gain ↑1 for each additional changeling in the group to a maximum of ↑3

HANG-UPS

Hungry: Changelings always feel hungry for the love and friendship of others. So they suffer Snag on any attempt to ignore an opportunity to feed.



HIVE WARRIOR CHANGELING

Not all changelings in the Hive are spies. The strongest and most dangerous are trained as soldiers so they can defend the Hive. They are chosen for their dedication to their Queen and are larger and tougher than most changelings.

HIVE WARRIOR CHANGELING

THREAT LEVEL: 4

SIZE: Common **HEALTH:** 2
MOVEMENT: 30 ft Ground, 15 ft Aerial

STRENGTH: 5 **SPEED:** 4
SMARTS: 3 **SOCIAL:** 2

TOUGHNESS: 17 | **EVASION:** 14

WILLPOWER: 13 | **CLEVERNESS:** 12

SKILLS

- Acrobatics +d2
- Alertness +d4
- Intimidation +d4
- Deception +d2
- Initiative +d2
- Infiltration +d2
- Might +d6
- Streetwise +d2
- Survival +d2
- Targeting +d2

PERKS

Shape Shifter: Changeling warriors can shape-shift at a basic level but do not get the extra perks a Drone does.

Strength in Numbers: Changelings work best in a swarm. For each changeling within 10 ft of them they gain +1 to Evasion to a maximum of +3.

ATTACKS

Punch (Might): +d6, Range Reach (1 blunt damage)

Halbard (Might): +d6, Range Reach (1 blunt or 2 sharp damage)

POWERS

Swarm Attack (1/turn, Standard): When attacking in a group of at least two other changelings, they each gain an upshift of ↑1 for each additional changeling in the group to a maximum of ↑3

Pile on (1/turn, Standard): If three changeling warriors are in a group, they can all take their standard action on the same turn to do an automatic 2 Health damage to a single target instead of making their normal attack.

HANG-UPS

Hungry: Changelings always feel hungry for the love and friendship of others. They suffer Snag on any attempt to ignore an opportunity to feed.

GEAR

Light black armor barding (+2 Toughness)



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