

Impostor

Spies. Assassins. Facestealers. Many rumors exist of those who change their shapes to imitate others and even copy their abilities. Some even say they can steal your soul, though more informed scholars call this nonsense. Some say they're a species of monster, others think they're strange sorcerers that've learned to steal others' shapes. It's hard to get reliable information on them because of their tendency to disappear into the crowd.

But what people truly fear about them is how they call the idea of identity into question. Is Kaea, your bodyguard, really Kaea? Is Majeu, your lifelong friend, really Majeu? Are you sure you're really you? Take off that mask and look in the mirror. You've forgotten yourself, but it's time to be your true self again.

Names:

Take a name from any other class's list. Or two. Or three. Just take as many as you like, really. After all, what matter names to one who can take any name and any face?

Look:

Choose one for each:

Featureless face, remarkable eyes, average eyes
Completely hairless, extravagant hair, average hair
Inhuman body, sensuous body, average body

Stats:

Your maximum HP is 6+Constitution
Your damage is D6

Drive:

Choose a drive:

Chaos

Sow confusion and/or mistrust in a group.

Subtlety

Take someone's place without detection.

Selves

Risk consequences to assimilate an identity.

Background:

Choose a background:

Known

You've developed a reputation as a shapeshifter. When you reveal that identity in civilization, you may claim a benefit such as a job offer or favor owed, but trouble's incoming.

Assimilated

You've secretly lived among a group and taken on their ways. You may take a background or racial move from the people you've adopted as your own.

Wanderer

You've spent your life moving from place to place hiding your identity. When you arrive somewhere, ask the GM what you should do to avoid standing out.

Starting Moves:

You start with these moves:

I Am You

When you either **spend hours studying someone in-person** or **kill them to absorb their identity**, they become an assimilated identity. With a similar time investment, you can make up new faces to wear. You start with three identities.

Many Faces (WIS)

When you **attempt to assume the identity of someone you've observed**, if it's an assimilated identity take the 10+ result, otherwise roll +WIS. On a 10+, you impersonate them perfectly, right down to the form and/or clothes if they're humanoid. On a 7-9, as 10+ but it has an imperfection that close examination will find.

I Know You (WIS)

When you **try to figure out someone you've observed**, roll +WIS. On a 10+, hold 3. On a 7-9, hold 1. On a 6-, you develop some misconception that will hinder you. Spend hold 1-for-1 to:

- Know what they would generally do in a given situation.
- React to what they're about to do before they do it.
- Take +1 forward against them.
- Recover a specific memory if you've assimilated their identity.

Soul's Reflection

When you **spend several minutes getting into the character of an assimilated identity**, you gain the use of one of their imitable moves until the next time you use Soul's Reflection. Roll +Wis if the move calls for a roll. If a monster move, on a 10+ you just do it. On a 7-9, pick one:

- You expose yourself to danger or suspicion.

- The move slips from your mind; you can't use it again until you take the time to get back into character.
- You forget you aren't the person whose move you're using, until something reminds you.

Gear:

Your load is 7+STR. You start with one dungeon ration (5 uses, 1 weight), one knife (hand, thrown, 0 weight), and 10 gold

Choose your main weapon:

- hand crossbow (near, reload, 1 weight) and quarrel of bolts (3 ammo, 1 weight)
- sap (hand, stun, 1 weight)
- short sword (close, 1 weight)
- rapier (close, precise, 1 weight)

Choose one:

- healing potion
- adventuring gear (5 uses, 1 weight)
- halfling pipeleaf (6 uses, 0 weight)

Bonds:

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

I feel like _____ doesn't trust me..

_____ has seen more of the true me than most ever see.

I wonder what it would be like to live in _____ 's shoes.

I have passed myself off as _____ and they don't know it.

Advanced Moves:

When you gain a level from 2-5, choose one of these moves:

Always Known You

When you use I Know You, you always get +1 hold, even on a 6- (but you still suffer the consequences).

Know Your Mind

When **the subject of I Know You is nearby and within sight**, add this option:

- Know what their current thoughts are.

Protean Faces

You may use Many Faces to take the forms of intelligent non-humanoids. You gain use of any physical qualities they might have such as gills, wings, etc.

Many Reflections

When you use Soul's Reflection, you may instead gain two of that identity's Moves.

Warped Reflections

Requires Many Reflections or Infinite Reflections

Moves acquired with Soul's Reflection no longer have to be all from the same identity.

You Are Me (CHA)

When you **attempt to create doubt about someone's identity**, roll +CHA. On a 10+, choose two. On a 7-9, choose one.

- You instill doubts in others about the identity you're questioning.
- The confusion gives you an opening. Take +1 forward to act on this opening.
- You don't fall under suspicion.

Brazen Imitation (DEX)

When you **make use of a distraction to impersonate someone in broad sight**, roll +DEX. On a 10+, only your allies and the target know which is you and which is the real one. On a 7-9, no one but you and the target knows.

Walked Every Walk

When you **spout lore about the proper social etiquette for a situation**, take +1.

Misguided Trust

When you **attack someone that trusts you or who they thought you were**, deal +1d6 damage.

Body Reformation

When you **reshape your flesh around your wounds**, roll +CON. On a hit, you recover 1d8 HP. On a 7-9, you also take -1 forward. On a miss, you suffer a debility.

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

Assimilation Bond

Requires Know Your Mind

You may now use Know Your Mind upon anyone whose identity you're assimilated, regardless of where they are.

Infinite Reflections

Replaces Many Reflections

When you use Soul's Reflection, you may instead gain three of that identity's Moves.

Faceless

When you wish it, Moves that would reveal details of your character's true identity (such as alignment or secrets) reveal only a complete blank.

I Was Them All Along

When **you've been out of the scene for a while**, you may choose to reveal yourself. The GM tells you which of the NPCs present were actually you, or if none seem appropriate introduces one.

Eu tu, Brute?

Replaces Misguided Trust

When you **attack someone that trusts you or who they thought you were**, deal +2d6 damage.

The Best Plans Are Subtle

When you **take time to plan out an infiltration**, name the group you wish to infiltrate and ask those questions. When acting on those answers, you and your allies take +1 forward.

- Who within the group is most likely to be useful to me?
- What prevents me from getting close to them?
- Who is most likely to notice something amiss?
- What will hinder my escape?

Body Resurgence (CON)

Replaces Body Reformation

When you **reshape your flesh around your wounds**, roll +CON. On a hit, you recover 2d8 HP. On a 7-9, you also take -1 forward. On a miss, you suffer a debility.

Universal Tongue

You may speak and understand any language you hear spoken.

Chameleon Imitation

When you **change your colors to fit your surroundings**, you become invisible as long as you remain still.

Identity Crisis

Requires You Are Me

On a 10+ with You Are Me, the target suffers profound confusion about their very own identity.