

Ponyfinder

A Subtle Change



Written by David Silver



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Doppelganger Attributes

Physical Stats: As per physical tribe

Movement: As per physical tribe

Gain the shapeshifter subtype.

Lose Unique Destiny trait.

Special Abilities

Vision: Low-Light Vision

Quadruped: +4 CMD vs trip and +50% carrying capacity

Emotional Vampire: When a target fails a saving throw against any enchantment or mind-affecting effect of yours, you gain a +1 insight bonus to attack rolls, caster level checks, and ability checks for as many rounds as the level of the spell (or 1 if it is not a spell).

Change Shape [Lesser]: You have a specific pony shape that you can take at will. You gain a +10 racial bonus on disguise checks to appear as that pony. Changing shapes is a standard action that functions as per alter self without the adjustments to ability scores.

Mirror
Trick

Deception

Doppelganger Naming

Doppelgangers often have two or more sets of names, taking on a name of their favored tribe, as well as having a more secretive name for their changing friends and closest of allies. The first name of doppelgangers usually refer to an emotion or the act of changing itself. Common first names include things like:

Temptation, Doppel, Happy, Sad, Alternate, Changing, Mirror, Proxy, Clone, Duplicate, Despair, Joy, Desire

Doppelgangers often don't have a second name, but when they do it usually completes the first name. Family names are very rarely passed on among doppelgangers. Examples include:

Copy, Day, Ganger, Night, Image, Impulse, Triumph, Vanity, Visage, Oculus, Mirage, Illusion, Shadow, Trick.

Doppelganger Power

What makes doppelgangers special is often what is not displayed to others. Distrusted by most of ponykind, they learn from a young age the value of discretion among non-doppelgangers, and tend to only reveal their skin shifting ability to those closest to them. In their disguises, they appear perfectly normal, usually taking on the form of the physical tribe whose abilities they inherited.

Doppelgangers are fully capable of excelling as a member of their host tribe. Doppelganger pegasi fly just as far and fast, and can learn weather magic while doppelganger unicorns can wield force with their mind just as intuitively as their bretheren. When disguised as another tribe, their skills are put to the true test, as most cannot easily imitate the innate talents of the other tribe. A unicorn that can't manipulate things with their mind is a curious unicorn indeed.

Doppelgangers who delve into the art of spellcasting almost invariably specialize in mind-affecting spells, enjoying the rush of power and confidence that comes from overwhelming the minds of others. To bring another's mind to its knees is a thrill unique to doppelgangers, rivaling that of time spent with a loved one or an exceptional wine or meal. They do not require this to function, but its deliciousness is a mildly addictive treat that few doppelganger spellcasters can refuse.

The brand of destiny of a doppelganger is often concealed. Their shape shifting power allows them to have as many different brands on display as they have pony forms. Their natural form, however, often has a brand that pertains to some mental state, disguises, or otherwise hinting at their mutable nature and their unique part to play in it. They cannot change their brand while appearing as a doppelganger, even if they choose to become an otherwise-different doppelganger.

Sometimes - especially for those doppelgangers born away from Blevik, or to mixed parents - the essence of a doppelganger's physical tribe will 'leak' into their brand, affecting its theme. For example, an earth-bound doppelganger could have an apple with a mask over it for a brand, while a pegasus doppelganger could have a cloud that looks like two things at the same time.

A Brief History of Doppelgangers

The doppelgangers arose quietly, as is their way. They emerged among the fractured tribes of the pre-empire days. Some say they have lurked among ponykind from almost the start, as one of the first defenses learned by the primitive proto-ponies - that they became something of a strange adaptation passed down from that time, destined to fade away, but they refused to do so and instead became a powerful tribe all of its own.

It wasn't until the forming of the empire that the doppelganger tribe began to gather and cement its power. Thirty years after the official forming of the empire, Blevik fell to doppelganger control. There was no fanfare, and for the ponies of the city, life scarcely changed at all. The doppelgangers were clever and pragmatic rulers, and most genuinely wanted what was best for their city, as well as citizens of any tribe. So long as the non-doppelgangers did not attempt to seize control, they were welcome.

The empire had no official stance on doppelgangers, and they were just fine with that. Blevik paid the minimum fees and gratuities to keep the nobles of the empire happy, and made noises of being loyal, but the city and its doppelganger citizens were ultimately only loyal to themselves. When the empire declined into barbarism, Blevik stood proud and tall, and with it, the doppelganger tribe remained strong and unified in the darker ages.

Queen Iliana had written quietly that she disagreed with the stigma that doppelgangers faced, but enacted no laws to counter it. Of course, such laws would have been troublesome to enforce at best, as are most laws concerning a tribe that can hide themselves so well. Seeing the utility of their particular abilities, she did employ a small number of the clever shape shifters, using them as scouts and spies, especially in the human lands, where the more talented of them could pretend to be humans themselves.

Throughout the doppelgangers' history, their curious relationship to Kara has grown and faded in cycles. The greatest temple to her was erected in Blevik, and stands tall while other temples have fallen to time and strife. Here non-doppelgangers can pray to be accepted by the shapeshifting deity, to become doppelgangers of a different sort - the Kara Kissed. Though trueborn doppelgangers find such imitators of lesser quality, they are still regarded as kin.

Life of a Doppelganger

The life of a doppelganger first hinges on the their origin. There is a vast difference between foals born of doppelganger parents, those born to the unaware, those born to mixed families, and those who become doppelgangers by way of worshipping Kara.

Most doppelgangers are of “pure” families. They live primarily in Blevik, and are raised to celebrate and hone their shapeshifting abilities, often from an early age. Those of mixed parentage may be kept in the dark if the other parent is also unaware. Even if the other parent does know, they are more likely to be grilled on the importance of discretion first before experimentation in shapeshifting can begin with any earnestness.

Those born to non-doppelgangers entirely can have it rough sometimes. Though some parents will embrace their foal no matter what tribe it emerges as, many others will bemoan the fates and reject a doppelganger for a foal, claiming their rightful child was somehow swapped out in the traditional manner of changelings, or that they somehow angered the gods.

Those who lay themselves prostrate before Kara become the least of all doppelgangers, at least as far as the others are concerned. Insectoid and terrible to behold, they can become just as skilled at shapeshifting as native doppelgangers, but tend to be wicked and cruel more often. Their upbringing and habits often arise from the tribe they started with before becoming a doppelganger - rejection by that tribe often causing them to seek Kara's embrace.

Doppelgangers often leave home on maturity, but take time to visit (or at least send letters) to their parents, especially if they are shapeshifters as well. Despite their often shrouded feelings, doppelgangers are often clear and forthright with those close to them, especially family and dear friends. It is a matter of complete trust to bear one's heart to another. All others get to see only their mask.

Doppelgangers often find themselves drawn to social professions, becoming managers more easily than actual craftspenies. Politics is a welcome place for them, where they can refine their social skills while using them in an unending battle of wit and grace. Despite their reputation, doppelganger politicians can do a great deal of good for a community they have come to love from positions of power.

Most doppelgangers pay heed to Kara, but theirs is a strange relationship. Though she is the patron of shapeshifters, she is not, herself, a doppelganger. Those who pray to her earnestly become the Kara Kissed, also not “true” doppelgangers by blood. For some, this is reason for concern, but most simply accept that the way of gods is as mysterious as it is powerful. Regardless, most doppelgangers do at least show modest faith towards her and ask for her help when things go awry. Being a god of shapeshifters, she sometimes responds to their pleas.

When a doppelganger begins to feel the ravages of age, they will often seek out another of their kind to take their place. In some cases, an identity may be passed down for many generations, and to be asked to assume an important pony's place willingly is considered a high honor. To do so without being noticed for the transition is the epitome of doppelganger skill, and leads many other ponies to believe that doppelgangers simply do not fear death by age.

Despite their basic link to Kara, some doppelgangers do develop feelings for other gods, and can become quite pious in matters of religion of these other deities. A doppelganger will take great pains to appear as the most favored of form for the god or goddess they kneel before, hoping it will earn them just a little more respect and goodwill. This can often mean becoming bipedal if they should choose a humanoid deity to follow.

When a doppelganger does submit to Soft Whisper's gentle care, their family (if nearby) will often hide the body and dispose of it in secret, saying their goodbyes quietly in the dark of night and then moving on as if nothing had happened at all. It is considered bad fortune to have one's death advertised or known widely. Far better, if your life was worth carrying on, to pass it to the next generation, then fade quietly from the world with dignity.

Stereotypes of Other Tribes

Doppelgangers do not have many shared views of other tribes, often gaining their opinions from those shared by their kinfolk. Some doppelgangers feel a deep sense of pity for those locked in one form for all their lives. Such “lesser” ponies will never know the pleasure of reshaping the vessel that holds the spirit.

Many doppelgangers feel that their ability to take on the form of others - thereby walking in another pony's proverbial horseshoes - allows them to see through the typical stereotypes about any given tribe. When a doppelganger assumes an alternate form, they also change the way they are perceived by others, even though they are still the same pony at heart - it is an easy thing for them, then, to understand that not everyone is as they seem to be. This tends to make doppelgangers less judgemental than other tribes, at least where appearances are concerned.

Most also consider themselves quite clever indeed, and take pleasure in fooling the non-shifting races at any opportunity, using any preconceived prejudices to their advantage. This is not always a malicious tactic, however. A doppelganger stage magician may take just as much pleasure with her legerdemain as another doppelganger may find joy in political victories over lesser races. Doppelgangers are keenly aware of the power that stereotypes have in most situations, and they are often happy to take advantage of them.

Racial Traits

Citizen of the World

You find all sentients have their charms and look forward to meeting as many different races as possible. You gain a +1 trait bonus to Diplomacy and Knowledge (Local). One of these (your choice) is considered a class skill.

Duplicitous

You grew up with a mentor, and your covert ways were taught to you at an early age. You gain a +1 trait bonus to Bluff and Disguise checks, and one of these (your choice) is considered a class skill.

Wolf in Sheep's Clothing

You are skilled at hiding as other species. You do not suffer disguise penalties while taking the form of one.



Fractured Features

Racial Feats

Beastial Growth

Your ability to shapeshift expands into the animal world, allowing you to hide, or attack, as one of nature's own guardians.

Prerequisites: Adept Changeling, Knowledge (Nature) 5+ ranks

Benefit: You may use your innate shapeshifting as per Beast Shape instead of alter self, allowing you to take on the form of any animal you've seen and identified (polymorphed creatures do not count). Your limit on size and abilities changes with time, starting at Beast Shape I, and becoming Beast Shape II at level 10, Beast Shape III at 14, and Beast Shape IV at 20. You cannot speak while in animal form, making spells with verbal components impossible. Ability scores and natural armor are not affected by this ability.

Discerning Eye

With long experience around changelings, or perhaps being one, you have learned to spot the flaws in magical changes.

Prerequisite: Wisdom 13+

Benefit: You gain a +5 competence bonus to perception checks against disguise checks aided by spells, shape shifting or other similar supernatural abilities.

Emotional Vampirism

You have honed your hunger, able to feed more readily and deeply.

Prerequisite: Ponykind, Doppelganger, Sense Motive 5+ ranks

Benefit: Your ability to gain a bonus when a target fails a saving throw against your mind-affecting abilities is also triggered when you cause someone to become shaken, panicked, frightened, confused, cowering, or fascinated. The duration of non-spells becomes 1 round per 2 character levels, while spells persist for one round longer. At level 10+, the bonuses gained from feeding increases to +2.

False Unification

You have learned the secret of tapping into the power of other tribes, though the power is quite draining.

Prerequisite: Master Changeling

Benefit: For up to ten minutes per day per level, you may assume a racial trait of a pony tribe you are imitating. These ten minute segments do not have to be consecutive, but at least ten minutes are used per use. If you have partial change, you can activate the powers of a tribe other than your primary form, appearing as a unification sorcerer, with each trait counting as a use of that feat. These traits do not deactivate your changeling abilities.

Karma Chameleon

Your shape shifting has spread to your mind, where you can put on masks to hide your very psyche from others.

Prerequisite: Ponykind, doppelganger

Benefit: You may, as a standard action, begin detecting as any alignment you wish, using disguise to oppose any attempt to see through it. You may also dampen the strength of your aura down to faint if you wish. Using detect evil or similar spell on you requires a hidden sense motive roll be done by the GM vs 10 + your bluff modifier, or it will return your false alignment and strength.

Terrifying Assault

It's not always how hard you strike, but how hard you appear to.

Prerequisite: Doppelganger

Benefit: As a swift action, you may attempt to intimidate any creature you have landed a hit on during your current round with a melee or ranged weapon, or who you have affected with a spell.

Partial Change

You have reached a new zenith of shapeshifting, taking parts from wildly different creatures to form your own ultimate form.

Prerequisite: Master Changeling

Benefit: You may add powers to any form you have as per Beast Shape II provided you can take a form via your innate shapeshifting that has the power you plan to add. You may add 1 power per 6 character levels. At level 12+, you gain access to Beast Shape III. At level 16+, Beast Shape IV. These powers can be added even if you are already shapeshifted as a doppelganger (not if otherwise polymorphed, however), but changing shapes afterwards removes all added powers. Adding or removing an ability and its attendant physical adaptation takes the same time as your general shapeshifting power, and only one can be added or removed at a time (though simply taking another shape causes them all to be removed). This can also be used, cosmetically, to simply look like an entirely new manner of creature, like a human with hooves, or a gnome with a tail. Natural attacks may be added (such as the former human with hooves gaining hoof attacks), with each attack being counted as a power.

Shifting Dodge

Sudden changes in size and shape can throw off an enemy's aim.

Prerequisite: Doppelganger, Dodge

Benefit: You gain a +1 dodge bonus to AC. If this is the first attack against you by the target during this encounter, increase the bonus by 1 per 3 character levels. If you are denied your dexterity bonus for any reason, you lose this dodge bonus.

Takes One to Know One

Your attacks can force polymorphed targets to return to their natural form.

Prerequisite: Doppelganger, Perception 5+ ranks

Benefit: Melee attacks against a target under the effect of a friendly polymorph or shapeshifting effect are affected as if by a dispel magic using your character level as the caster level. Supernatural and extraordinary effects have a virtual caster level of the hitdice of the source. Only one effect can be dispelled per hit. If a polymorph is something the target can normally do at-will, it becomes unavailable for 1d4 rounds.

Doppelganger Rogue Talents

Bloody Replacement

You specialize in replacing those you take care of personally. You gain a +1 competence bonus per sneak attack dice to disguise and bluff checks for anyone you assisted in killing or subduing. If the target was only subdued, the bonus lasts for 1 day/level.

Keep Your Friends Close

Your allies are aware of your presence through subtle body language, shared keyphrases, and other difficult to notice cues. Any ally within 60 ft is aware of you, despite any disguise or polymorph affecting you, presuming they can otherwise perceive you.

Keep Your Enemies Closer

When disguised as an ally of a victim you are sneak attacking, gain a sneak attack die, and reroll all 1s on the sneak attack damage dice. This only works once per enemy per day. If you have the ability to reroll 1s, increase the number allowed to reroll by 1.

Kindness of Strangers

When performing a sneak attack on a creature that you are capable of imitating, you may do so as a swift action. If you do, allies of that creature must include you in beneficial area of effects, such as channels or bolstering spells. An enemy may spend a move action to make a perception check vs. your disguise. Your disguise takes a -10 for this roll. If the enemy succeeds, they are free of the effect, but their allies are not automatically. This is a mind-affecting effect, and persists for 1 minute.

Lost in the Crowd

Being able to assume a neutral, even boring, form has its advantages. In crowds you enjoy a +1 competence bonus per sneak attack die to stealth rolls. This bonus doubles if following someone.

Wing Clip

With superior knowledge of just how parts come together in a body, doppelgangers can strike telling blows on enemies that fly with wings. Every time they score sneak attack damage, the enemy takes a penalty equal to the number of sneak attack damage dice for 1 minute to fly checks and 5 feet of fly movement per die of sneak attack damage. This penalty does not stack with itself.

Doppelganger Magic

Everlasting Disguise

School: Transmutation

Level: Alchemist 1; Bloodrager 1; Magus 1; Sorcerer/Wizard 1; Summoner 1; Cleric 1; Druid 1; Witch 1

Casting Time: 1 Standard Action

Components: V, S

Range: Personal

Target: Self

Duration: 1 Hour/Level (D)

Save: None

Spell Resistance: Yes

So long as this spell is active, polymorph effects that would normally fade on unconsciousness are instead maintained as they were at the time they were knocked out until this spell expires. This spell does not prevent the caster from changing further.

Emotional Drain

School: Enchantment [Mind-Affecting]

Level: Bard 2; Cleric 3; Shaman 2

Casting Time: 1 Standard Action

Components: V, S

Range: Short 25 ft + 5 ft/2 levels

Target: 1 Living Creature

Duration: Instantaneous

Save: Will (Partial)

Spell Resistance: Yes

Turning your natural emotional hunger beyond its natural voraciousness causes the target to wilt away as you powerfully suck away their emotions and drive. The target takes 1d4 charisma and 1d2 wisdom damage. A successful save halves the damage. You are sated for as many days as the largest amount of ability damage done, requiring no food, water, or rest. This spell does not function on non-sentient (base intelligence 2 or less) creatures. If used on the caster, the satiation effect does not occur.

Emotional Drain, Lesser

School: Enchantment [Mind-Affecting]

Level: Bard 1; Cleric 1; Shaman 1

Casting Time: 1 Standard Action

Components: V, S

Range: Short 25 ft + 5 ft/2 levels

Target: 1 Living Creature

Duration: Instantaneous

Save: Will (Partial)

Spell Resistance: Yes

As per Emotional Drain but only inflicts 1d2 charisma damage and no wisdom damage.

Enhance Doppelganger

School: Transmutation
Level : Cleric 4; Wizard/Sorcerer 4; Inquisitor 4;
Ranger 3; Alchemist 3
Casting Time: 1 Standard Action
Components: V, S
Range: Personal
Target: Self
Duration: 10 Minutes/Level
Save: None
Spell Resistance: No

For the duration of the spell, any shapeshifting you do via doppelganger abilities gain the appropriate ability score and natural armor adjustments for the effective spell used, normally alter self, or beast shape with bestial growth feat. When the duration ends, the ability bonuses fade, but the form remains if the doppelganger wishes it.

d%	Incarnation	Str	Dex	Con
01	Steel Heart	+0	+0	+2
02-05	Pony Satyr	+0	+2	+2
06-13	Dwarf	+0	+0	+2
14-18	Elf	+0	+2	-2
19	Gnoll	+4	+0	+2
20-26	Gnome	-2	+0	+2
27-60	Ponykind (see ponykind table)			
61-69	Griffon	+2	+0	+0
70	Hippogriff	+0	+0	+2
71-76	Purrsian	+0	+2	+0
77-80	Sun Cat	-2	+2	+0
81-86	Human	+0	+0	+2
87-89	Phoenix Wolf	+0	+2	+0
90-93	Flutterpony	-2	+2	+0
94-98	Cloven	+0	+0	+2
99	Centaur	+2	+2	+2
100	Other (GM's choice)			

Wave of Change

School: Transmutation [Polymorph]
Level: Wizard/Sorcerer 5; Cleric 5; Summoner 4;
Shaman 5
Casting Time: 1 Standard Action
Components: V, S
Range: 40 ft burst centered on caster
Target: All living ponykind or humanoids in range
Duration: 1 Day/level
Save: Special
Spell Resistance: No

With a powerful wave of transmutative magic, you warp the form of everyone in the vicinity, including yourself.
If the affected are aware and unwilling, they automatically get a fortitude save to avoid being changed. If the save passes, the spell is negated for that target. The caster automatically fails this save. Additionally, if it is cast on unaware or willing participants, this saving throw may be forfeited (at the GM's discretion) for automatic success. If the Fortitude save fails, their physical form is changed (to determine what form they become, consult the Everglow Reincarnation Tables) and the affected must make a Will saving throw to remember what they originally were. If this fails, they are convinced they were always in their new shape, even if their equipment no longer fits them. Those who fail the second save also forget who cast the spell originally, or that there was even a spell cast to begin with. The caster automatically passes this test. If the target was under the effect of another polymorph effect, this spell automatically replaces it.

d%	Ponykind	Str	Dex	Con
01-04	Ghost	+0	+2	-2
05-08	(x) Antean	+4	-2	+2
09-12	(x) Sun Pony			
13-35	Earth Bound	+0	-2	+2
36-55	Pegasus	-2	+2	+0
56-58	(x) Gem			
59-80	Unicorn	+0	-2	+2
81-84	(x) Clockwork			
85-89	(x) Doppelganger			
91-94	Leatherwing	+0	+0	+2
95-98	Sea	+0	-2	+2
99	Zebra	+0	+0	+0
100	Other (GM's choice)			

- (x) - Results of a tribe with (x) can be a hybrid with another tribe, roll until you get a non-(x) tribe.
- Use the rolled tribe stats unless Antean.
- Antean should use their own stats, modified by the other tribe unless earth-bound (in which case, no change is incurred).

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