

Imitator

The Imitator is an expert at being who he isn't. He considers faces to be public property, and as such, borrows any he needs. He could be the police officer knocking on your door, or the old woman with the shopping trolley. The is only one rule when dealing with an Imitator: he could be anyone.

Select this advanced class if you want your character to be able to assume any needed identity and become an Imitator.

The fastest path to this advanced class is from the Charismatic hero basic class, but other paths are possible.

REQUIREMENTS

To qualify to become an Imitator, a character must fulfil the following criteria.

Skills: Bluff 6 ranks, Disguise 6 ranks, Forgery 3 ranks, Perform (act) 6 ranks

Feat: Deceptive

CLASS INFORMATION

The following information pertains to the Imitator advanced class

Hit die

The Imitator gains 1d6 hit points per level. The character's Constitution modifier applies.

Action points

The Imitator gains a number of action points equal to 6+ one-half his character level, rounded down, every time he attains a new level in this class.

Class skills

The Imitator's class skills (and the key ability for each skill) are: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (current events, popular culture) (Int), Perform (act) (Cha), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level: 7+ Int Modifier

Table: The Imitator

<u>Class Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1 st	+0	+0	+1	+2	Quick change	+0	+2
2 nd	+1	+0	+2	+3	False allegiance	+1	+2
3 rd	+1	+1	+2	+3	Bonus feat	+1	+2
4 th	+2	+1	+2	+4	Double take	+1	+3
5 th	+2	+1	+3	+4	Makeshift disguise	+2	+3
6 th	+3	+2	+3	+5	Bonus feat	+2	+3
7 th	+3	+2	+4	+5	Know lie	+2	+4
8 th	+4	+2	+4	+6	In character	+3	+4
9 th	+4	+3	+4	+6	Bonus feat	+3	+4
10 th	+5	+3	+5	+7	Suggestion	+3	+5

CLASS FEATURES

All of the following features pertain to the Imitator advanced class.

Quick Change

From 1st level, an Imitator has the ability to quickly switch from one identity to another. He may don a disguise in one-tenth the normal time (1d4 minutes). Additionally, he may don armour in half the normal time. Finally, the DC for a Sense Motive check to make an assessment of a social situation in which the Imitator is directly involved (for example, if he is an impostor taking the place of a political figure) is either 20 or the result of a Bluff check by the Imitator, whichever is higher.

False Allegiance

An Imitator fits in with whatever group he chooses to be with. At 2nd level, the Imitator can successfully emulate an allegiance he knows about, passing himself off as a criminal among gangsters, or a devout follower among priests. He gains the +2 circumstance bonus on Charisma-based skills

when dealing with an individual of the same allegiance. The allegiance and its bonus are considered in effect until a check is failed, at which point the false allegiance is revealed. Supernatural and spell-like abilities that determine allegiance are not affected by this ability.

Bonus feats

At 3rd, 6th and 9th level, the Imitator gets a bonus feat. The bonus feat must be selected from the following list, and the Imitator must meet all the prerequisites of the feat to select it.

Brawl, Confident, Creative, Educated, Frightful Presence, Iron Will, Personal Firearms Proficiency, Renown, Trustworthy, Weapon Finesse, Weapon Focus, Windfall

Double Take

At 4th level, the Imitator gains the ability to spend an action point to force an opponent to reroll any skill check opposing a Bluff, Forgery or Disguise check made by the Imitator. The lower of the two results is used.

Makeshift Disguise

At 5th level, the Imitator is able to easily create disguises and fake documents, even without the proper equipment. He no longer suffers a -4 to Disguise and Forgery checks if he does not have the correct equipment (normally a Disguise or Forgery kit, depending on the skill). Additionally, he suffers no penalty to attacks for using an improvised weapon.

Know Lie

At 7th level, an Imitator develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Imitator must be able to see and hear (but not necessarily understand) the individual under scrutiny.

During any conversation, the Investigator may choose to use this ability. He is immediately notified of whether the last statement spoken in the conversation was truth, half-truth, or falsehood. He may detect a number of lies from any given character in an 8-hour period equal to his Wisdom modifier (minimum once).

In Character

An Imitator of 8th level or higher may choose a number of skills equal to 1+ his Int Mod. When making a check using one of these skills, plus the Disguise or Forgery skill, the Imitator may take 10 even if stress and distractions would normally prevent him from doing so. By spending an action point and at least one hour in study, the Imitator may rechoose the skills with which he may use this ability (except Disguise and Forgery, which are fixed).

Suggestion

An Imitator of 10th level can alter the actions of a target by spending an action point and suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the target to do some obviously harmful act automatically negates the effect of the ability, although no action point is spent if this is the case.

The target resists by making a Will save (DC = 10 + Imitator's class level + Charisma modifier). If they fail, they must follow the suggestion to the best of their ability.

The suggested course of activity can continue for up to 1d6 + Imitator's Charisma modifier hours. If the suggested activity can be completed in a shorter time, the ability ends when the subject finishes what it was asked to do. The Imitator can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the ability duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2), while an unreasonable (but not obviously harmful) suggestion gives them a bonus on the save (usually +1 or +2).