

SHAPESHIFT

Prerequisite: [Alien](#)

Some aliens have the ability to look like something else. This is especially useful if you're a 2 1/2 metre tall green alien with claws, or if you wish to try to mimic someone to gain information. The actual methods of 'shapeshifting' can be as complex as genetic manipulation, or a racial ability, to something as basic (and barbaric) as wearing a suit of human skin.

Effect

As a Minor Good Trait, this means that the alien can disguise itself as a fairly convincing member of another race (usually human). The Slitheen's skin-suit and compression technology is a good example of this, as is the Nestene's tactic of replicating humans. In both of these cases, the disguise was not perfect, and at this level close examination may reveal the truth.

As a Major Good Trait, the alien can physically shapeshift, like the Werewolf, the Krillitane or the Carrionite witches, into a perfect human (or other specified race). The change is so complete that the alien's form cannot be discovered by basic physical examination or observation.

If the alien is able to shapeshift into multiple forms and replicate actual people, like Prisoner Zero, then the trait is a Special Good Trait that costs 4 points.

[good](#), [minor](#), [major](#), [alien](#), [characters](#)

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