

# Doppelganger

written by CresthavenRPG Guru | January 21, 2020

*Rare | Medium | Chaotic evil | Humanoid*

This grayish humanoid creature seems almost unfinished, with a narrow head, gaunt limbs, and a sinister, nose less face

Armor Class	Hit Points	Move
16	<sup>4</sup> (1 Hit Dice)	walk 90 ft
<b>Appearing</b>	1d6	
<b>Habitat</b>	Any	
<b>Negotiation</b>	yes	
<b>Morale DC</b>	7	
<b>Challenge</b>	0.6 (180 XP per monster)	

## Ability Scores

STR	DEX	CON	INT	WIS	CHA
0	4	2	0	1	2

## Combat

Has 1 attack. Hit Bonus +4. Damage 1d12 damage damage

## Special Attacks

The doppelganger is able to assume the shape of any humanoid creature between four and eight feet high. The doppelganger chooses a victim, duplicates his form, and then attempts to kill the original and assume his place. The doppelganger is able to use ESP and can imitate its victim with 90% accuracy, even duplicating the victim's clothing and equipment. If unsuccessful in taking its victim's place, the doppelganger attacks, relying on the ensuing confusion to make it indistinguishable from its victim.

## Special Defense

A doppelganger is immune to sleep and charm spells

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## Treasure

**Individual:** None

**Lair:** None