Doppleganger

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	4 *(1 Hit Dice)*	walk 90 ft

Appearing	1d6
Habitat	Any
Negotiation	yes
Morale DC	7
Challenge	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

Treasure

Individual: None

Lair: None