



Doppelganger

Medium sized Shapechanger

HP:

Hit Dice: 4d8+4 (22hp)

Initiative: +1 (Dex)

Speed: 30 ft;

AC: 15; (+0 size, +1 Dex, +4 Natural)

Attacks: 2 Slams +4 **melee**, or +4 **ranged**;

Damage: Slam 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Detect Thoughts

Special Qualities: Alter Self, Immunities

Saves: **Fort** +5, **Ref** +5, **Will** +6;

Abilities: **Str** 12 (+1), **Dex** 13 (+1), **Con** 12 (+1), **Int** 13 (+1),

Wis 14 (+2), **Cha** 13 (+1);

Skills: **Bluff** +12*, **Disguise** +12*, **Listen** +11, **Sense Motive** +6, **Spot** +8;

Feats: Alertness, Dodge;



Climate/Terrain: Any land and underground

Organization: Solitary, pair, or gang (3-6)

Challenge Rating: 3

Treasure: Double Standard

Alignment: Always Neutral

Advancement: By character class

Doppelgangers are strange beings that are able to take on the shapes of those they encounter.

Doppelgangers make excellent use of this natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not strictly evil, they are interested only in themselves and regard others as playthings to be manipulated and deceived.

In its true form a doppelganger has a more or less humanoid appearance. The flesh is pale and hairless, feeling like oily buckskin. The large, bulging eyes are white and lack a visible pupil. They are slender and frail looking, but doppelgangers are hardy things with a natural agility not apparent from their gangly limbs.

Because they can take the shape of any humanoid being between 4 and 8 feet tall, doppelgangers are natural spies and assassins. They can sneak past sentries slip into secured places, and fool even lovers or close friends. They are cunning and patient, willing to wait until an opportunity presents itself instead of attacking rashly.

Combat:

When in its natural form or in the guise of someone unarmed, a doppelganger strikes with its powerful fists. In the shape of a warrior or other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses detect thoughts to employ the same tactics and strategies as the person it is impersonating.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

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Alter Self (Su): A doppelganger can assume the shape of any small or medium-sized humanoid. This works like *alter self* as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using *alter self* a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponents mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Doppelganger Society:

There have been similar stories throughout space for eons, the same on every planet, strange hairless beings with elongated limbs and large bulbous eyes in large saucer like vessels, they abduct people, returning them later on with no memory of where they have been.... Of course this is exactly what the Doppelgangers want people to think.

For eons they have been spreading amongst the worlds of known space, removing people in useful positions and replacing them with a doppelganger, and then with people in the places of power they use their influence and resources to help ingratiate other doppelgangers elsewhere, and in this way doppelgangers take over worlds and civilisations, moving from one world to the next taking over, stealing their knowledge and eventually their lives.

If many people realised how many and how far the doppelgangers are and have spread they would be very fearful they are everywhere, they could be your friend, your co worker, even your spouse or sibling.

Doppelgangers have no area of space they openly claim their own, but truth is they own dozens of worlds, but do not exist solely on any one world, people do not know where they evolved, or even if they have a homeworld, as opposed to say evolving as a spacefaring race.

The Doppelgangers all work as a group all working to further the aims of the rest of their species, as such the ways they work is similar to a virus, taking over individual cells and replicating until finally the whole organism is overridden.

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