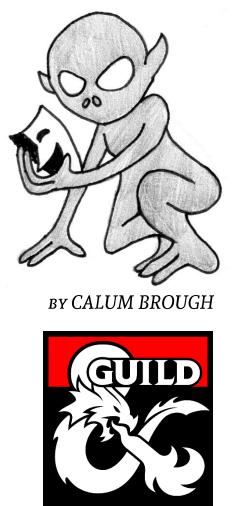
Doppelganger

Rules for Doppelgangers as a Player Race

Introduction: Though much maligned throughout the realms, some Doppelgangers may find employment as adventurers, or even productive members of society. This supplement showcases these variable individuals for use by players.



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Doppelganger

The night is quiet, the streets are calm, In this house my beloved once lived: She has long since left the town, But the house still stands, here in the same place.

A man stands there also and looks to the sky, And wrings his hands overwhelmed by pain: Upon seeing his face, I am terrified--The moon shows me my own form!

O you Doppelgänger! you pale comrade! Why do you ape the pain of my love Which tormented me upon this spot So many a night, so long ago? —Der Doppelgänger, Heinrich Heine (1828)

Doppelgangers get a bad rep, there's no other way to say it. Despite always having tended towards neutral alignment, rarely have they been depicted in stories as anything other than monsters. Now, they may have an entry in the monster manual (between Displacer Beast and Dracolich no less!) but much the same can be said of the Drow elves. So, for those seeking to play a noble (or indeed, characteristically ignoble) Doppelganger, this supplement will give you and your DM all the information you need.

A Note on CR

While there is no reason you cannot simply play a doppelganger adventurer using the entry in the MM and the rules for monsters with class levels in the DMG, the monster version of the doppelganger has a CR of 3 standing naked with no weapons. Adding equipment and class levels would only further increase and complicate this. As such, we can assume that a Doppelganger adventurer has spent most of his time learning the ropes of his chosen class, much like any other adventurer, rather than learning to fight with his natural weapons, much as a first level Drow fighter has different stats from those presented in the MM.

The Changelings

Doppelgangers are generally to lazy or selfinterested to raise their own young, disappearing long before the child is born more often than not. Doppelgangers can identify as any gender, switching as the mood takes, but they only have one biological sex, effectively male. To reproduce, they assume attractive (or familiar) male forms and seduce women of other races. At first, the doppelganger's child appears to be a normal member of the mother's race of either gender. However, upon reaching adolescence, this "reflexive form" begins to degrade as he gains control over his shapeshifting powers.

Famed Mimics

Doppelgangers are not magical or aberrant creatures, and their shapeshifting is no mere illusion. In fact, they are more akin to octopi than apes. Through muscle control and color shifting skin, they are able to take on any roughly humanoid form. Spells and magical items that dispel or pierce illusions therefore do not reveal a Doppelganger's true nature.

In addition to their phenomenal muscle control and color changing skin, the Doppelganger does not have a traditional skeleton of bone, but rather semi-rigid cartilage and fluid filled bladders support their frame. This allows them to vary their height from Medium to Small. Similarly, their vocal chords can be aligned to produce a perfect reproduction of any voice they have heard before.

Reflexive Form

Doppelgangers reflexively take on a form as a member of their mother's race from birth until adolescence. This could be thought of as their True Form as much as their more monstrous form, and they may return to this form whenever they choose, though they will feel a strain they would not in their natural form. If they manage to conceal their true nature well into adolescence, they may still feel a part of the community in which they were raised. However, on death they still revert to their monstrous form.

Doppelganger Traits

Regardless of the circumstances of their birth, all Doppelganger adventurers have a number of traits in common

Ability Score Increase. You may increase any one of your ability scores by 2.

Age. Doppelgangers age as any member of their mother's race until adolescence, after which they can live perhaps another 70 years on average.

Alignment. Doppelgangers tend strongly towards neutrality due to the distrust they often receive from others. Selfishness is a survival mechanism.

Size. In their natural form, a Doppelganger is Medium sized, usually around 5-6 ft.

Speed. 30ft

Changeling. A Doppelganger may have one feature other than those listed above (Ability score increase, Age, Alignment, Size and Speed) from their mother's race or sub race. **Darkvision**. You can see in dim light within 60ft as if it were bright light and darkness as if it were dim light.

Egoist. You are immune to being Charmed

Shapechanger. You can use your action to assume the appearance and/or voice of a Small or Medium sized humanoid that you have seen, or back to your true form. Your statistics apart from Size remain the same in each form. Any clothing or equipment you are wearing or carrying is not transformed, though you may mimic the pattern and coloring of clothing on your bare skin.

Read Thoughts. Doppelgangers can use their action to magically read the surface thoughts of one creature within 60ft. The effect can penetrate barriers, but 3ft of wood, 2ft of stone, 2 inches of metal or a thin sheet of lead can block it. While the target is in range, you can continue reading their thoughts as long as you concentrate, as if on a spell. While reading the targets mind, you have advantage on Wisdom (Insight) and Charisma (Deception, Intimidation and Persuasion) checks against the target. The target is unaware its thoughts are being read unless searching with a detect magic spell or similar.

Camouflage. You can use your action to hide even when only lightly obscured. You also have advantage on all other Dexterity (Stealth) checks as you can alter your skin to better blend in to the background and shadows.