

XP 19,200

Doppelganger rogue 5/assassin 4

NE Medium monstrous humanoid (shapechanger)

Init +5; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)

hp 127 (13 HD; 9d8+4d10+65)

Fort +9, **Ref** +15, **Will** +7; +2 bonus against poison

Defensive Abilities evasion, improved uncanny dodge, trap sense +1, uncanny dodge; **Immune** charm, sleep

OFFENSE

Speed 30 ft.

Melee 2 claws +17 (1d8+7)

Special Attacks death attack (DC 15), sneak attack +5d6, true death

Spell-Like Abilities (CL 18th)

At will—*detect thoughts* (DC 15)

STATISTICS

Str 22, **Dex** 20, **Con** 18, **Int** 13, **Wis** 12, **Cha** 16

Base Atk +10; **CMB** +16; **CMD** 32

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Feint, Toughness

Skills Acrobatics +18, Bluff +23 (+27 while using change shape ability), Diplomacy +14, Disguise +23 (+43 while using change shape ability), Disable Device +21, Perception +15, Sense Motive +15, Sleight of Hand +13, Stealth +18; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Common

SQ change shape (*alter self*), hidden weapons, perfect copy, poison use, mimicry, rogue talents (fast stealth, trap spotter), trapfinding

Gear *amulet of mighty fists* +1, *belt of physical perfection* +2, *scroll of teleport*, plus the kidnapped PC's armor, weapons, and any other important looking items.

SPECIAL ABILITIES