

XP 2,400

Unique doppelganger rogue 2

NE Medium monstrous humanoid

(shapechanger)

Init +3; **Senses** darkvision 60 ft., *detect chaos*, *detect evil*, *detect good*, *detect law*; Perception +13

DEFENSE

AC 20, touch 15, flat-footed 16 (+1 deflection, +3 Dex, +1 dodge, +5 natural)

hp 73 (8 HD; 2d8+6d10+42)

Fort +9, **Ref** +10, **Will** +6

Defensive Abilities evasion; **Immune** charm, sleep

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d8+7)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 18th)

Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*

At will—*detect thoughts* (DC 17), *gaseous form* (self only)

STATISTICS

Str 22, **Dex** 16, **Con** 18, **Int** 16, **Wis** 14, **Cha** 20

Base Atk +5; **CMB** +11; **CMD** 26

Feats Dodge, Great Fortitude, Power Attack, Toughness

Skills Appraise +8, Bluff +20 (+24 while using change shape ability), Diplomacy +14, Disable Device +12, Disguise +20 (+40 while using change shape ability), Intimidate +14, Linguistics +12, Perception +13, Sense Motive +11, Stealth +14; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Common, Draconic, Dwarven, Elven, Giant, Orc, Undercommon

SQ change shape (*alter self*), mimicry, rogue talent (fast stealth), trapfinding, true copy

Gear *amulet of mighty fists* +1, *ring of protection* +1

SPECIAL ABILITIES