

CHARACTER: “GUMDROP”

MAIN SECTION

Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetuer id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetuer id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

FUN WITH BOXESS

As you approach this template you get a sense that the blood and tears of many generations went into its making. A warm feeling welcomes you as you type your first words.



NEAT GREEN BOX!

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetur id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

WEAPON, +1, +2, OR +3

Weapon (any), uncommon (+1), rare (+2), or very rare (+3)

NICE TABLE

Table head	Table head
Some value	Some value
Some value	Some value
Some value	Some value

Some value	Some value
Some value	Some value
Some value	Some value

DO THE PLAYERS NEED DIRECTION?

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetur id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

???

Small lightfoot halfling (doppelganger), lawful evil

Armor Class 13

Hit Points 13

Speed 20 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	13 (+1)	12 (+1)	20 (+5)

Condition Immunities Charmed

Senses Darkvision 60 ft

Languages Common, Erlang

Challenge 0

Monster-super-powers. This Monster has some serious superpowers!

ACTIONS

Generate text. This one can generate tremendous amounts of text! Though only when it wants to.

More actions. See, here he goes again! Yet more text.

APPENDIX



DOPPELGANGER

Many cultures around the world feature terrifying stories of monsters that steal the souls of mortals to take on their appearance and destroy their lives. They whisper of the frightening, alien horror of such beings, and the pain they inflict in their wake.

The truth is much less fantastic: these legendary shapeshifters are actually doppelgangers. Doppelgangers are, by and large, lazy hedonists who harm others more out of self-centered greed than deliberate malice. They are usually created when doppelgangers, who can't be bothered to put in the effort of raising their own children, seduce and impregnate women whose children grow up to, around adolescence, become dop-

pelgangers themselves.

Still, like all mortals, doppelgangers are capable of making their own moral choices, and occasionally one rouses itself to do more with its life than an endless sequence of cons and robberies. [?]

Stealing Secrets. A doppelganger's adopted form allows it to blend into almost any group or community, but its transformation doesn't impart languages, mannerisms, memory, or personality. Doppelgangers often follow or capture creatures they intend to impersonate, studying them and probing their minds for secrets. A doppelganger can read a creature's surface thoughts, allowing it to glean that creature's name, desires, and fears, along with a few scattered memories. A doppelganger impersonating a specific creature as part of a long-term plot might keep its double alive and close at hand for weeks, probing the victim's mind daily to learn how to behave and speak authentically. [?]

Hedonistic Swindlers. Doppelgangers work alone or in small groups, with group roles shifting from con to con. While one doppelganger takes the place of a murdered merchant or noble, the others take on a number of identities as circumstances warrant, playing the parts of family or servants while they live off the victim's riches. [?]

Changelings. Doppelgangers are too lazy or self-interested to raise their young. They assume attractive male forms and seduce women, leaving them to raise their progeny. A doppelganger child appears to be a normal member of its mother's species until it reaches adolescence, at which point it discovers its true nature and is driven to seek out its kind to join them. [?]

PERSONALITY

Discerning a doppelganger's true personality is akin to grasping quicksilver, although certain traits seem to be common among members of the race. In their natural form, doppelgangers are cold, mysterious, and aloof, and almost never give any indication what they are actually feeling or thinking. Doppelgangers are natural liars, and even allies wonder at the validity of a doppelganger's acknowledgment of an emotional state.

While in disguise, doppelgangers behave according to the personality of the mimicked humanoid. Because they can only imitate a creature's physical form, not emotional or psychological qualities, doppelgangers watch their quarry from afar for as long as possible, getting every idiosyncrasy, nuance, and personality trait down pat before assuming the creature's form.

Doppelgangers feel the same basic desires as members of any other race, but more than anything, they

wish to simply “belong” to a group, even if for just a short while. Doppelgangers use their abilities as a test of their own cunning and superiority, and they believe that they succeed only when they remain completely unnoticed by the race they are trying to mimic. Clinically curious, doppelgangers seek to understand a race by becoming part of that race for a while, before moving on to infiltrate another, more challenging group. [?]

PHYSICAL DESCRIPTION

In their natural form, doppelgangers are gaunt, gray-skinned, genderless humanoids with long, gangly limbs, standing around 5-1/2 feet tall and weighing about 150 pounds. Doppelganger bodies are slender and frail-looking, although this appearance belies their hardy constitution and natural agility. Their heads are large in proportion to the rest of their bodies, and their faces are featureless except for two large, octopoidlike eyes.

Doppelgangers are rarely seen in their true form, and spend most of their time mimicking other humanoids. A doppelganger can only duplicate the appearance of a humanoid and does not gain any special abilities of a mimicked race, such as an elf’s low-light vision. Its ability to duplicate another form is remarkable, and it can copy a humanoid form to the minutest detail. Doppelgangers have an incredible memory when it comes to retaining forms, and a doppelganger can remember any shape it has mimicked, even if it was years in the past. [?]

SOCIETY

Doppelgangers do not really possess a civilization of their own, instead infiltrating and manipulating the societies of others. For some, this is a matter of seeking ease and “the good life,” while others feel an overwhelming need to fit in and belong.

A small number of “open” doppelgangers have found success in legitimate professions, usually performance arts like acting, or, occasionally, prostitution. One notorious inn and brothel, run by a changeling known only as “Velvet,” purports to supply any customer with an “ideal mate...” so long as no questions are asked regarding its natural state.

Those familiar with doppelgangers have claimed that many of them actually have trouble developing personalities of their own, finding it easier to imitate the identities of others or to create “false” personas out of whole cloth. Some doppelgangers have supposedly become “lost in character,” going the rest of their lives in one shape and one personality until they remain trapped in it forever and don’t even remember who they used to be. Other horror stories talk about creatures slowly realizing they are doppelgangers, with slow, personal dread.

Fear at these outcomes, which some evidence suggests may not be entirely legendary, is what drives them to constantly shift and change throughout their lives. [?]

LANGUAGE

Doppelgangers have no language of their own and communicate among themselves by means of their detect thoughts ability. Doppelgangers learn a multitude of languages to lend credence to their disguises. Their mastery of shapechanging carries over to speech, and they can imitate particular accents with ease. [?]

NAMES

Doppelgangers do not have a language of their own, and their names are almost always loan-words from the languages of others. [?]

ADVENTURERS

Naturally stealthy and deceptive, doppelganger adventurers favor the rogue class. Doppelganger bards number a close second. Those who spend a great deal of time mimicking warriors become fighters or rangers. As mentioned above, doppelganger clerics are notoriously rare, and druids even more so, mainly because doppelgangers are so focused on social intricacies that they barely think about the natural world. Doppelganger paladins are one in a million, and are viewed with considerable suspicion by the rest of their race. [?]

DOPPELGANGER TRAITS [?]

A deceitful race of shapeshifting hedonists, with quick reflexes and strange outlooks.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Age. Doppelgangers live until partway through their second century after “coming of age,” but become mature at the age their parent race does.

Alignment. The majority of doppelgangers are neutral, being self-centered but not truly malicious. Those who favor long-term covers tend to be more lawful, those who like changing very frequently are more chaotic. Those who have become “lost in character” can be of any alignment.

Size. In their natural forms, doppelgangers are built like elves, tall and slight. Your size is medium.

Speed. Your base walking speed is 30 feet.

Shapechanger. You may use your action to polymorph into a humanoid of Small or Medium size, or back into your true form. If you choose, it may be a creature you have seen. Your statistics are not changed

by this transformation, and any equipment you are wearing or carrying isn't transformed. If you die while polymorphed, you return to your true form.

Read Thoughts. You can use your action to magically read the surface thoughts of one creature within 60 feet of you. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, you can continue reading its thoughts, as long as the your concentration isn't broken (as if concentrating on a spell). While reading the target's mind, you have advantage on Wisdom (Insight) tests made to understand things about it, on Charisma tests made towards influencing it or for the purposes of imitating it. However, if the target suspects your true nature, it may make a Wisdom saving throw with a DC equal to 8 plus your proficiency bonus plus your Charisma modifier. Success causes you to lose all of these benefits save those involving imitating the creature, and the creature becomes aware that you are reading its thoughts.

Slippery Mind. You are immune to the charmed condition.

Manipulator. You gain proficiency in either the Stealth skill or the Deception skill. If you are already proficient in the skill, you may double your proficiency bonus.

Ambusher. If you attack a surprised creature, you gain advantage on attack rolls against it and deal an additional 2d6 damage to it with weapon attacks or unarmed strikes during the first round of combat.

Surprise Attack. If you take the Attack action during the first round of combat, you may make one additional attack as a bonus action.

Languages. You can speak, read, and write Common and two other language of your choice.

to or in place of your background's characteristics. [?]

DOPPELGANGER TRAITS

d6 Personality Trait

- | | |
|---|--|
| 1 | I love my mother. Even after growing up and realizing what I was, I like to stick around her and make sure she's okay. |
| 2 | I once got "lost in character" for almost a decade, and realizing I wasn't actually the person I thought I was was a very traumatic experience. But it also gave me a newfound sense of empathy for the people I manipulate and imitate. |
| 3 | I'm all about living the good life. Adventuring is great pay for a comparatively small amount of effort. |
| 4 | A doppelganger? Who, me? That... that can't be right, I... I remember my family and childhood... don't I? |
| 5 | I'm... kind of a blank slate. I find I get dyed in the color of the people I interact with or imitate for a long time afterwards. |
| 6 | All my life, I wanted to belong, to be accepted. It's nice being around people who know what I am and accept me anyway. |

OTHERWORLDLY PATRONS

SLAAD [?]

Your patron is a slaad lord, the most powerful of grotesque creatures formed from pure chaos and horrific reproductive cycles. Its motives are to sow discord and bring down the laws of man and, if possible, nature itself. Slaad lords powerful enough to grant pacts include Chourst, Lord of Randomness; Rennbuu, Lord of Colors; Ssendam, Lord of Madness; Ygori, Lord of Entropy; and other chaotic beings.

EXPANDED SPELL LIST

Your Slaad patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

SLAAD EXPANDED SPELLS

Spell Level	Spells
1st	<i>Tasha's Hideous Laughter</i> , <i>Grease</i>
2nd	<i>Detect Thoughts</i> , <i>Alter Self</i>
3rd	<i>Stinking Cloud</i> , <i>Slow</i>
4th	<i>Polymorph</i> , <i>Compulsion</i>
5th	<i>Mislead</i> , <i>Modify Memory</i>

SUGGESTED CHARACTERISTICS

When creating a doppelganger character, you can use the following table of traits, ideals, bonds and flaws to help flesh out your character. Use this table in addition

CHAOTIC BODY AND MIND

Starting at 1st level, you are able to use a bonus action to transform your fists into fearsome claws. You are proficient in using your claws, and you can use your claws to make an unarmed attack inflicting d4 slashing damage. The damage increases one die level at the 5th and 11th warlock level. If you choose *Pact of the Blade*, your claws are now considered magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage. Your claws are also considered a pact weapon for the purposes of working with the relevant blade pact invocations.

Your exposure to the slaadi mind and language has allowed you to understand and speak Slaadi. You are able to communicate telepathically with slaadi up to 30 feet.

SLAADI SKIN

Starting at Level 6, you have learned to harness the chaotic energy provided by your patron to acquire the Slaadi's thick skin. When a creature casts a spell at you, you can use your reaction to receive advantage on the spell saving throw or magical effect. This can be used once every long rest. When you aren't wearing armor, your AC equals 13 + your DEX modifier.

You may choose to adopt the skin tones of the slaad. At level 6, your skin has a very faint green color. At level 10, your skin takes on an ashy gray color. At level 14, your skin has a faint, light black color.

SOW DISCORD

Starting at Level 10, you revel in causing chaos in battle and befuddling your enemies. You learn the *confusion* spell if you do not already know it, and it does not count towards your spells known. You can cast *confusion* once without expending one of your spell slots. This feature can only be used once every long rest.

SEEDS OF CHAOS

Starting at Level 14, on a successful unarmed attack or scraping of the skin with your claws on an incapacitated humanoid, you can choose to infect him with a disease called the chaos phage. The humanoid must make a Constitution saving throw against your spell save DC or become diseased. On a successful save, nothing happens to the humanoid. On a failed save, within 2d12 hours, the person will die as a slaadi tadpole bursts out of the humanoid's insides. The tadpole will transform into a red or blue slaad in 2d12 hours. If the humanoid dies before full incubation, the tadpole will not survive but the body remains a potential source of infection for 24 hours. The phage can be spread if exposed to the diseased humanoid's blood.

Every time you use this feature, you tap into the slaad's regenerative nature and recover health equivalent to your warlock level times 3, allowing you to sustain your spread of mayhem. You can recover health regardless of whether the disease successfully took hold. This feature can only be used once every long rest.