

Adighi Ocha
 CHARACTER
 Psothic Twin Medium Neuter
 RACE & LA SIZE GENDER
 225 Chaotic Evil Yig, Father of Serpents (B6-150)
 AGE ALIGNMENT DEITY
 LANGUAGES: Undercommon, Aklo, Aboleth, Abyssal, Goblin

Hebeloma
 PLAYER
 5'2" 134 lbs none red tan/green
 HEIGHT WEIGHT HAIR EYES SKIN
 Denebrum, Orv
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	14	2	14			
CON	18	4	16	2		
INT	18	4	18			
WIS	12	1	10	2		
CHA	10	0	12	-2		

HITPOINTS			CLASS RECORDER									
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
21	10	1	Psychic	0	6	1	0	0	2	1		
	10	1	Kineticist	0	8	0	2	2	0	1		
TOTAL HP			FAVORED CLASS		TOTALS							
21			Psychic		0	14	1	2	2	2		

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	3	0	2		2			
TOUCH	12	-10+			2					
FLAT-FOOT	15	-10+	3	0	0		2			

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	14
<input checked="" type="checkbox"/> ACROBATICS	DEX	6	1	2	3
<input type="checkbox"/> APPRAISE	INT	4		4	
<input checked="" type="checkbox"/> BLUFF	CHA	0		0	
<input type="checkbox"/> CLIMB	STR	0		0	
<input checked="" type="checkbox"/> CRAFT	INT	8	1	4	3
<input checked="" type="checkbox"/> DIPLOMACY	CHA	0		0	
<input type="checkbox"/> DISABLE DEVICE	DEX			2	
<input type="checkbox"/> DISGUISE	CHA	0		0	
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	2		2	
<input checked="" type="checkbox"/> FLY	DEX	2		2	
<input type="checkbox"/> HANDLE ANIMAL	CHA			0	
<input checked="" type="checkbox"/> HEAL	WIS	5	1	1	3
<input checked="" type="checkbox"/> INTIMIDATE	CHA	0		0	
<input checked="" type="checkbox"/> KN: (all)	INT	9	2	4	3
<input type="checkbox"/> KN:	INT			4	
<input type="checkbox"/> KN:	INT			4	
<input type="checkbox"/> KN:	INT			4	
<input type="checkbox"/> KN:	INT			4	
<input checked="" type="checkbox"/> LINGUISTICS	INT			4	
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	2	1	3
<input type="checkbox"/> PERFORM	CHA	0		0	
<input checked="" type="checkbox"/> PROF:	WIS			1	
<input checked="" type="checkbox"/> RIDE	DEX	2		2	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	6	2	1	3
<input type="checkbox"/> SLEIGHT OF HAND	DEX			2	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	9	2	4	3
<input checked="" type="checkbox"/> STEALTH	DEX	7	2	2	3
<input type="checkbox"/> SURVIVAL	WIS	1		1	
<input type="checkbox"/> SWIM	STR	0		0	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	4	1	0	3
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	6	2	4			
REF	4	2	2			
WILL	3	2	1			

eye: 7 hp
 mouth: 14 hp

eye: Perception +4
 eye: AC -3 (no armor)

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	0		0			
RANGED	2		2			
CMB	4	0	CON	4		
CMD	12	-10+	BOB	DOGE & DEFLECT	STA & DEX	

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Psothic Twin (Aberration) (PPPH:Psothic) Split Personality: Mind-Effects Affect only 1 twin

eye: darkvision 120'; mouth: blindsense 30';

eye: Perception +4; eye: See Invisibility 60' (constant)

Immunity: eye: gas inhalation; mouth: gaze attacks;

eye & mouth: Twinbound: telepathic to 1 mile then empathic link

eye & mouth: Double Bodied: share all but hit points

eye & mouth: Natural Armor: +2 & lives linked

eye: Weird Insight: learn secret, range 30'(3/day)

eye: Rotting Gaze: 1d6 dam; DC 14; range 30'

mouth: Aberrant Maw: magical bite attack 1d8 dam;

mouth: Inchoate Saliva: Aberrant Bacteria: Cutaneous adsorption;

save Fort DC 28; frequency 1/round until cured or death;

effect mindless gibbering & 1d2 Con damage; cure 2 consecutive saves.)

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR tanned toad hide shirt (mouth only)	3	4		15	Lt	10.0
SHIELD						

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
 * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE		BASE	FLY	SWIM	CLIMB	MISC
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	2,000	/	5,000	
SPEED		30				
INIT	2	=	2	DEX MOD	+	MISC MOD
HERO						
SR						
DR						
RESISTANCES						
POOL POINTS						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws x2	+0	1d4+0	20,x2		S,P		
bite (aberrant maw) (mouth only)	+0	1d8+0	20,x2		P		+ inchoate saliva
Kinetic Blast: Negative Blast (mouth only)	+2	(1d6)/2 lvs + 1/2ConMod dam	20,x2	30	Neg		ranged touch

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Psychic HD: d6; skills 2 + Int Mod (PF:OA) (eye class)		
Weapon Prof: all simple weapons; Armor Prof: None;		
Phrenic Pool (Su) = lvl/2 + Mod		
Psychic Discipline: Abomination		
Dark Half: spell DC +1, +2 Will, immune fear; spells dam +1 bleed (3 + Cha Mod +lvl/2/day)		
Phrenic Amplifications		
Conjured Armor (Su): +2 AC summoned creatures (1 pt)		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Kineticist HD: d8; skills 4 + Int Mod (PF:OA) (mouth class)		
Weapon Prof.: All simple. Armor: Light armor, no shields.		
Burn Pool: max 3 + Con Mod = 8 (OA-11)		
Elemental Focus (Su) Void (Occult Origins = OO-6)		
Basic Manipulation: Basic Chaokinesis (OO-6)		
Your shadow protects targets from bright light (burn=0)	0	
Change gravity to increase a target's carrying capacity by 50% or grant +4 acrobatics/jump (1 hr)	0	
Gather Power (Su) concentrate 1 rnd, reduce required burn by 3 (OA-12)		

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT
	Kineticist traits (continued)			
	Negative Blast (1d6)/2 lvls + 1/2ConMod dam, negative energy damage		0.0	
	Pulling Infusion - negative blast drags all hit targets 5' closer		1.0	

WORN MAGIC ITEM EQUIPMENT
EQUIPMENT SLOTS FOR MAGIC ITEMS
BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS			
%	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
%	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
10.0	0.0	0.0		10.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100	N	100	200	500
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD			LIGHT <input checked="" type="checkbox"/>	MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text" value="14"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="4"/>
<input type="text" value="15"/>	<input type="text" value="1st"/>	<input type="text" value="4"/>	<input type="text" value="3"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text" value="2+1"/>
<input type="text"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="1st"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect magic - Detects all spells and magic items within 60 ft.	Divination					
0			Read magic - Read scrolls and spellbooks.	Divination					
0			Telekinetic projectile - Telekinetically hurl an object, dealing 1d6 points of damage	Evocation					
0			Mending - Makes minor repairs on an object.	Transmutation					
1			Psothic Location Swap - Exchange locations with psothic twin	Transmutation					
1			Summon monster I - Summons extraplanar creature to fight for you	Conjuration					
1			Ray of Enfeeblement - Ray causes 1d6 Str penalty + 1 per 2 levels.	Necromancy					