

Adighi Qcha
 CHARACTER: Psothic Twin Medium Neuter
 RACE & LA: 225 Chaotic Evil Yig, Father of Serpents (B6-150)
 AGE: Undercommon, Aklo, Aboleth, Abyssal, Goblin, Giant
 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	20	5	16	4		
INT	20	5	18	2		
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
104	45	5	Psychic	2	31	5	1	1	4	5
	54	5	Kineticist	3	42	0	4	4	1	5
TOTAL HP	104		Psychic	TOTALS	5	73	5	5	5	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	6	0	2		2			
TOUCH	12	-10+			2					
FLAT-FOOT	18	-10+	6	0	0		2			

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: 4
 SPELL FAILURE: 15%

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
10	7	6	5	5		
			5	2		
			5	1		

COMBAT NOTES & MODIFIERS
 eye: 35 hp
 mouth: 69 hp



ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
5	7	10	17	5		0
				5		2
				CON		5
				B5B	0	2

eye: Perception +4
 eye: AC -6 (no armor)

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

Psothic Twin (Aberration) (PPPH:Psothic)
 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.)

Split Personality: Mind-Effects Affect only 1 twin
 Spell Focus (conjuration) +1 DC conjuration spells
 Augment Summoning: +4 Str & Con to summoned creatures
 Superior Summoning: add 1 creature to summoning spells
 Extra Infusion (x1)

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	73
13	8	2	3		
5		5			
4	1	0	3		
0		0			
9	1	5	3		
4	1	0	3		
0		2			
0		0			
2		2			
6	1	2	3		
		0			
5	1	1	3		
4	1	0	3		
18	10	5	3		
		5			
		5			
		5			
		5			
		5			
14	10	1	3		
0		0			
5	1	1	3		
2		2			
14	10	1	3		
		2			
18	10	5	3		
15	10	2	3		
1		1			
0		0			
11	8	0	3		

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: 105,000 / 155,000
 SLOW MEDIUM FAST

SPEED	INIT	HERO	SR	DR	RESISTANCES	POOL POINTS
30	2					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
tanned toad hide shirt +3 (mouth only)	6	4		15	Lt	10.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws x2	+5	1d4+0	20,x2		S,P		
bite (aberrant maw) (mouth only)	+5	1d8+0	20,x2		P		+ inchoate saliva
Kinetic Blast: Negative Blast (mouth only)	+7	(1d6)/2 lvs + 1/2ConMod dam	20,x2	120	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 +2 bleed (3 + Cha Mod +lvl/2/day)			
Morphic Form: while in Dark Half DR/5 (bludgeon, cold iron or magic)			
Phrenic Amplifications			
Conjured Armor (Su): +2 AC summoned creatures (1 pt)			
Undercast Surge (Su): Increase level of undercast spell (2 pt/lvl)			

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		
Elemental Overflow +1 attack/3 lvls, +2 dam/3 lvls(OA-13)			
Gather Power (Su) concentrate 1 rnd, reduce required burn by 3 (OA-12)			
Emptiness - negative energy resistance 1, 5% ignore crits, +1 Will, all increase with each burn			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Psychic Traits (continued)			
	Detect Thoughts (Sp): cast Detect Thoughts (1/day) + use slot			
	Psothic's Metamonocle (Lesser) add enlarge meta-feat to rotting gaze			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Infusion Specialization: Reduce burn by 1 on infusions			
	Metakinesis (Empower) - Empower kinetic blasts - increase variables by 50%		1.0	
	Kineticist traits (continued)			
	Negative Blast (1d6)/2 lvls + 1/2ConMod dam, negative energy damage		0.0	
	Infusions			
	Pulling Infusion - negative blast drags all hit targets 5' closer		1.0	-1.0
	Pushing Infusion - negative blast pushes all hit targets 5' farther		1.0	-1.0
	Extended Range Infusion - range increases to 120'		1.0	-1.0
	Singularity - 5' radius, all creatures take 1/2 negative blast, next turn 10', next 15'		3.0	-1.0
	Utility			
	Void Healer - heal w/ negative energy equal to negative blast dam (heals undead, damages others)		1.0	
	No Breath - You don't breathe & you can survive in the vacuum of space		0.0	

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	

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100		100	200	500
0	0		MODIFIED LOAD	0	0	0

CARRIED WEIGHT			
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC
10.0	0.0	-4.0	TOTAL
			6.0

CURRENT LOAD: LIGHT MEDIUM HEAVY

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SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0					6
16	1st	8	6	2		4+1
17	2nd	5	4	1		2+1
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

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
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

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					
0			Grave words - Force a corpse to babble.	Necromancy					
0			Detect psychic significance - Find psychically charged items	Divination					
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					
1			Mind thrust I - Mentally deal 1d6 points of damage per level.	Divination					
1			Unseen servant - Invisible force obeys your commands.	Conjuration					
2			Alter Self - Assume form of a Small or Medium humanoid.	Transmutation					
2			Contact Entity I - Ask eldritch entities to find and converse with you.	Divination					
2			Id insinuation I - Confuse target creature for as long as you concentrate.	Enchantment					