CHARACTER	PLAYER
Egwu	Hebeloma

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Psothic Twin	Medium	Neuter	5'7"	143 lbs	none	yellow	purple/brown

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION
169	Chaotic Evil	Rhan-Tegoth,Herald of End Times (B6-146)	Denebrum, Orv

LANGUAGES: Undercommon

PATHFINDER ROLEPLAYING GAME

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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	16	3	16			
DEX	14	2	14			
CON	14	2	12	2		
INT	10	0	10			
WIS	12	1	10	2		
CHA	16	3	18	-2		

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: 25

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 25

CLASS RECORDER

CLASS NAME	HP GAINED	HD	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Sorcerer	8	1	0	2	1	0	0	2	1
Fighter	10	1	1	2	0	2	0	0	1
Toughness & Double Tough Feats	6								
FAVORED CLASS: Sorcerer — TOTALS			1	4	1	2	0	2	2

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	3
SPELL FAILURE	25%

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	2	2			
REF	2	0	2			
WILL	3	2	1			

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	4	1			3		
RANGED ATTACK MODIFIER	3	1			2		
CMB	4	1	STR		3		
CMD	16	=10+	BAB 1	DODGE & DEFLECT 0	STR & DEX 5		

eye: 9 hp

mouth: 16 hp

eye only: AC 14

eye only: Perception +4

mouth only: -4 Dex checks

SKILLS

RANKS TOTAL TRAINED: 4

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆ ☐ Acrobatics ♦	DEX	2		2		
☆ ☑ Appraise	INT	0		0		
☆ ☑ Bluff	CHA	3		3		
☆ ☑ Climb ♦	STR	7	1	3	3	
☆ ☑ Craft:	INT	0		0		
☆ ☐ Diplomacy	CHA	3		3		
☐ Disable Device ♦	DEX			2		
☆ ☐ Disguise	CHA	3		3		
☆ ☐ Escape Artist ♦	DEX	2		2		
☆ ☑ Fly ♦	DEX	2		2		
☑ Handle Animal	CHA			3		
☆ ☐ Heal	WIS	1		1		
☆ ☑ Intimidate	CHA	3		3		
☑ Kn: (arcana)	INT	4	1	0	3	
☑ Kn: (dungeoneering)	INT			0		
☑ Kn: (engineering)	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Linguistics	INT			0		
☆ ☐ Perception	WIS	1		1		
☆ ☐ Perform:	CHA	3		3		
☑ Prof:	WIS			1		
☆ ☑ Ride ♦	DEX	2		2		
☆ ☐ Sense Motive	WIS	1		1		
☐ Sleight of Hand ♦	DEX			2		
☑ Spellcraft	INT	4	1	0	3	
☆ ☐ Stealth ♦	DEX	2		2		
☆ ☑ Survival	WIS	1		1		
☆ ☑ Swim ♦	STR	7	1	3	3	
☑ Use Magic Device	CHA			3		
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

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: 2,000 / 5,000
SLOW ☐ MEDIUM ☑ FAST ☐

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				

INIT 2 = 2 (DEX MOD) + (MISC MOD)

HERO

SR

DR

RESISTANCES

POOL POINTS

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.)

Toughness - extra hp / level
Double Tough - Toughness bonus hp for each twin

ARMOR & WEAPONS

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	Breastplate (agile) (mouth only)	6	3		25	Med	25.0
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws x2	+4	1d4+3	20,x2		S,P		
bite (aberrant maw) (mouth only)	+4	1d8+3	20,x2		P		+ inchoate saliva

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FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Sorcerer HD: d6; skills 2 + Int Mod (PF:CRB) (eye class)		
Weapon Prof: all simple weapons; Armor Prof: None;		
Bloodline: Aberrant (PF:CRB)		
Bloodline Arcana: polymorph subschool spells extend duration by 50%		
Acidic Ray: 1d6+1/2lvl dam; 30' range; (3+ChaMod/day)		
Eschew Materials: Don't need material components		

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Fighter HD: d10; skills 2 + Int Mod (PF:CRB) (mouth class)		
Weapon Prof.: All simple & martial. Armor: all armor & shields.		

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

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
25.0	0.0	0.0		25.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
77	153	230	N	230	460	1150
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLASS: Sorcerer | LEVEL: 1

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
13	0					4
14	1st	4	3	1		2
	2nd			1		
	3rd			1		
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL: 25 | MEDIUM: 100FT + 10FT / LVL: 110 | LONG: 400FT + 40FT / LVL: 440

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

BLOODLINE/PATRON: Aberrant

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: 25 | MEDIUM: 100FT + 10FT / LVL: 100 | LONG: 400FT + 40FT / LVL: 400

SPELL POINTS	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			Ray of Frost - Ray deals 1d3 cold damage.	Evocation					
0			Touch of Fatigue - Touch attack fatigues target.	Necromancy					
0			Jolt - Deal 1d3 electrical damage with a ranged touch attack	Transmutation					
1			Psothic Life Swap - Exchange current hit points with psothic twin	Transmutation					
1			Shocking Grasp - Touch delivers 1d6/level electricity damage (max 5d6)	Evocation					

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