

**Egwu**  
**CHARACTER**  
**Psothic Twin** Medium Neuter  
 RACE & LA SIZE GENDER  
 169 Chaotic Evil Rhan-Tegoth, Herald of End Times ( B6-146)  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Undercommon

**Hebeloma**  
**PLAYER**  
 5'7" 143 lbs none yellow purple/brown  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Denebrum, Orv  
 HOMETLAND & BACKGROUND OCCUPATION



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

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

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
<b>107</b>	32	5	Sorcerer	2	10	5	1	1	4	5	
	50	5	Fighter	5	10	0	4	1	1	5	
	20		Toughness & Double Tough Feats								
<b>TOTAL HP</b>	<b>107</b>	<b>FAVORED CLASS</b>	Sorcerer	<b>TOTALS</b>	7	20	5	5	2	5	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	23	-10+	9	0	2		2			
<b>TOUCH</b>	12	-10+			2					
<b>FLAT-FOOT</b>	21	-10+	9	0	0		2			

ARMOR CHECK PENALTY: 0  
 MAXIMUM DEX: 4  
 SPELL FAILURE: 25%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	7	5	2			
<b>REF</b>	4	2	2			
<b>WILL</b>	6	5	1			

eye: 36 hp  
 mouth: 71 hp  
 second attack @ +2 BAB  
 eye only: AC 17  
 eye only: Perception +4  
 mouth only: +3 Dex checks

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	11	7		4		
<b>RANGED</b>	9	7		2		
<b>CMB</b>	11	7	STR	4		
<b>CMD</b>	23	-10+	B7B	0	STA & DEFLECT	6

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

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

- Psothic Twin (Aberration) (PPPH:Psothic)
- Toughness - extra hp / level
- eye: darkvision 120'; mouth: blindsense 30'
- Double Tough - Toughness bonus hp for each twin
- eye: Perception +4; eye: See Invisibility 60' (constant)
- Eldritch Claws - Claw attacks are magic & silver
- Immunity: eye: gas inhalation; mouth: gaze attacks;
- Improved Natural Attack - Increase bite to 2d6
- eye & mouth: Twinbound: telepathic to 1 mile then empathic link
- Rending Claws - additional 1d6 dam if both claws hit
- eye & mouth: Double Bodied: share all but hit points
- Elemental Saliva - Bite does +1d6 acid
- eye & mouth: Natural Armor: +2 & lives linked
- Elemental Saliva, Improved - Bite does +1d6 electricity
- eye: Weird Insight: learn secret, range 30'(3/day)
- Elemental Saliva, Greater - Bite does +1d6 fire
- 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.)

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 SLOW  MEDIUM  FAST  105,000 / 155,000

**SPEED** 30  
**INIT** 2 = 2 DEX MOD + MISC MOD  
**HERO**  
**SR** **DR**  
**RESISTANCES**  
**POOL POINTS**

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Breastplate (agile) +3 (mouth only)	9	4	0	25	Med	25.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws x2 (eye)	+11	1d4+4	20,x2		S,P		
bite (aberrant maw) (mouth only)	+11	2d6+4+1d6 acid+1d6 elec+1d6 fire	20,x2		P		+ inchoate saliva
claws x2 (mouth)	+11+1	1d4+4+1	20,x2		S,P		



**SPELLS PER DAY**

CLASS  LEVEL

**BLOODLINES & PATRONS**

BLOODLINE/PATRON   
 BLOODLINE/PATRON

**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="6"/>
<input type="text" value="15"/>	<input type="text" value="1st"/>	<input type="text" value="7"/>	<input type="text" value="6"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text" value="4+1"/>
<input type="text" value="16"/>	<input type="text" value="2nd"/>	<input type="text" value="5"/>	<input type="text" value="4"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text" value="2+1"/>
<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**

**DOMAINS**

DOMAIN   
 SUBDOMAIN   
 DOMAIN   
 SUBDOMAIN   
 DOMAIN   
 SUBDOMAIN

**WIZARD SPECIALITY SCHOOL**

SPECIALITY   
 FOCUSED   
 PROHIBITED   
 PROHIBITED

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			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					
0			Mage Hand - 5-pound telekinesis.	Transmutation					
0			Read Magic - Read scrolls and spellbooks.	Divination					
1			Psothic Life Swap - Exchange current hit points with psothic twin	Transmutation					
1			Shocking Grasp - Touch delivers 1d6/level electricity damage (max 5d6)	Evocation					
1			Enlarge Person - Humanoid creature doubles in size.	Transmutation					
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy					
1			Magic Missile - 1d4+1 damage; +1 missile per two levels above 1st (max 5).	Evocation					
2			See Invisibility - Reveals invisible creatures or objects.	Divination					
2			Psothic Porcupine - +4 AC to ally w/ spikes that deal damage to foes	Conjuration	1 hr/lvl	touch	Will	No	PPPH
2			Spontaneous Immolation - Target takes 3d6 points of fire damage and catches on fire	Evocation					