

**Eti Mkpou**  
 CHARACTER  
**Psothic Twin** Medium Neuter  
 RACE & LA SIZE GENDER  
 361 Chaotic Evil Tawil Af'Umr, Avatar of Yog-Sothoth (B6-148)  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Undercommon, Aklo, Common, Abyssal

**Hebeloma**  
 PLAYER  
 4'8" 116 lbs none mauve orange/brick  
 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
<b>STR</b>	12	1	12			
<b>DEX</b>	16	3	14		2	
<b>CON</b>	12	1	10	2		
<b>INT</b>	16	3	16			
<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
82	72	10	Bard	7	90	10	3	7	7	10
TOTAL HP			TOTALS		7	90	10	3	7	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	21	-10+	6	0	3		2			
<b>TOUCH</b>	13	-10+			3					
<b>FLAT-FOOT</b>	18	-10+	6	0	0		2			

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	4	3	1			
<b>REF</b>	10	7	3			
<b>WILL</b>	8	7	1			

COMBAT NOTES & MODIFIERS  
 eye: 27 hp  
 mouth: 55 hp

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	8	7		1		
<b>RANGED</b>	10	7		3		
<b>CMB</b>	11	7	CHA	4		
<b>CMD</b>	21	-10+	B7B	0	4	



**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.)

**Aberrant Spittle: ranged spit attack**  
**Cacophonous Giggle: 1 foe suffers effect of hideous laughter**  
**Cacophonous Cackle: 1 foe suffers hideous laughter, save every lvl rnds, continue attack**  
**Cacophonous Howling (Sp) As cackle + 1 rnd after save of inaction**  
**Elemental Saliva - +1d6 acid damage to bite/spittle**

SKILLS	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	11	5	3	3	
* APPRAISE	7	1	3	3	
* BLUFF	8	1	4	3	
* CLIMB	5	1	1	3	
* CRAFT	7	1	3	3	
* DIPLOMACY	8	1	4	3	
* DISABLE DEVICE	4	1	3		
* DISGUISE	8	1	4	3	
* ESCAPE ARTIST	7	1	3	3	
* FLY	3		3		
* HANDLE ANIMAL			4		
* HEAL	1		1		
* INTIMIDATE	17	10	4	3	
* KN: (all)	16	10	3	3	
* KN:			3		
* KN:			3		
* KN:			3		
* KN:			3		
* KN:			3		
* LINGUISTICS			3		
* PERCEPTION	14	10	1	3	
* PERFORM: (sing)	17	10	4	3	
* PROF:	5	1	1	3	
* RIDE	3		3		
* SENSE MOTIVE	14	10	1	3	
* SLEIGHT OF HAND	11	5	3	3	
* SPELLCRAFT	16	10	3	3	
* STEALTH	16	10	3	3	
* SURVIVAL	1		1		
* SWIM	1		1		
* USE MAGIC DEVICE	8	1	4	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 SLOW  MEDIUM  FAST  105,000 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					
INIT	3	=	3	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR tanned toad hide shirt +3 (both mouth and eye)	6	4	0	15	Lt	10.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws x2	+8	1d4+1	20,x2		S,P		
bite (aberrant maw) (mouth only)	+8	1d8+1+1d6 acid	20,x2		P		+ inchoate saliva
Aberrant Spittle (mouth only)	+10	0+1d6 acid	20,x2	30			+ inchoate saliva



**SPELLS PER DAY**

CLASS	Bard				LEVEL	10
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0					6
15	1st	6	5	1		5
16	2nd	5	4	1		5
17	3rd	4	3	1		4
18	4th	2	1	1		2
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **50**      MEDIUM: 100FT + 10FT / LVL **200**      LONG: 400FT + 40FT / LVL **800**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	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 **25**      MEDIUM: 100FT + 10FT / LVL **100**      LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	0			

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Daze - Humanoid creature of 4 HD or less loses next action	Enchantment					
0			Lullaby - Makes subject drowsy (-5 on Perception checks, -2 on Will saves against sleep.)	Enchantment					
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Summon Instrument - Summons one musical instrument.	Conjuration					
0			Ghost Sound - Figment sounds.	Illusion					
0			Mending - Makes minor repairs on an object.	Transmutation					
1			Sleep - Puts 4 HD of creatures into magical slumber.	Enchantment					
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					
1			Chord of Shards - Performance deals 2d6 piercing damage.	Evocation					
1			Ear-Piercing Scream - Deal sonic damage and daze target.	Evocation					
1			Hypnotism - Fascinates 2d4 HD of creatures.	Enchantment					
2			Cacophonous Call - Nauseates target.	Enchantment					
2			Daze Monster - Living creature of 6 HD or less loses next action.	Enchantment					
2			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).	Conjuration					
2			Invisibility - Subject is invisible for 1 min./level or until it attacks.	Illusion					
2			Sound Burst - Deals 1d8 sonic damage and may stun subjects.	Evocation					
3			Charm Monster - Makes monster believe it is your ally.	Enchantment					
3			Deep Slumber - Puts 10 HD of creatures to sleep.	Enchantment					
3			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).	Conjuration					
3			Gaseous Form - Subject becomes insubstantial and can fly slowly.	Transmutation					
4			Cure Critical Wounds - Cures 4d8 damage + 1/level (max +20).	Conjuration					
4			Shout - Deafens all within cone and deals 5d6 sonic damage.	Evocation					