

Mwute
 CHARACTER: Psothic Twin Medium Neuter
 RACE & LA: 399 Neutral Evil Medium Neuter
 SIZE: Medium GENDER: Neuter
 DEITY: Hastur, the King in Yellow (B4-140)
 HEBELLOMA: 4'11" 125 lbs. none green taupe/maroon
 HEIGHT: 4'11" WEIGHT: 125 lbs. HAIR: none EYES: green SKIN: taupe/maroon
 PLAYER: Denebrum, Orv
 HOMELAND & BACKGROUND OCCUPATION: Denebrum, Orv



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

LANGUAGES: Undercommon + additional languages listed below

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	14			
DEX	16	3	16			
CON	14	2	12	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
19	8	1	Librarian	0	7	1	0	0	2	1
	10	1	Slayer	1	10	0	2	2	0	1
TOTAL HP			TOTALS		1	17	1	2	2	2

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	0	0	3		2		4	
TOUCH	17	-10+			3				4	
FLAT-FOOT	16	-10+	0	0	0		2		4	

ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
0	--	0%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	2	2			
REF	5	2	3			
WILL	3	2	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	3	1		2		
RANGED	4	1		3		
CMB	5	1	INT	4		
CMD	16	-10+	B1B	0	5	

eye: 7 hp
 mouth: 12 hp



eye perception +4

SKILLS				RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC
7	1	3	3	
4		4		
0		0		
6	1	2	3	
8	1	4	3	
0		0		
0		0		
3		3		
3		3		
1		1		
4	1	0	3	
9	2	4	3	
		4		
		4		
		4		
8	1	4	3	
6	2	1	3	
0		0		
5	1	1	3	
5	1	1	3	
		3		
9	2	4	3	
7	1	3	3	
5	1	1	3	
6	1	2	3	
4	1	0	3	

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

Psothic Twin (Aberration) (PPPH:Psothic) Clever Defense (Ex) + Int Mod to AC
 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.)

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 2,000 / 5,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					
INIT	3	=	3	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 none						
SHIELD none						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws x2	+3	1d4+2	20,x2		S,P		
bite (aberrant maw) (mouth only)	+3	1d8+2	20,x2		P		+ inchoate saliva

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Librarian HD: d6; skills 2 + Int Mod (PPPH) (eye class)		
Armor Prof: None; Weapon Prof: club, dagger, staff		
Faction: Community of Librarians		
Arcane Bond: Library Card; Arcane School: Divination		
Library Privileges: Research +1/+2/+3; Guests 0		
Spontaneous Casting: for spells w/ detect, find, locate or see in name		
Bonus Skill Ranks +1 Prof odd lvl; +1 Craft even lvl		
Feat: Scribe Scroll		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Slayer HD: d10; skills 6 + Int Mod (PF:ACG) (mouth class)		
Weapon Prof.: All simple & martial. Armor: light & medium armor & shields.		
Studied Target (Ex): As move action, study gain +1 attack, dam & skills vs foe		
Track (Ex) +lvl/2 to Survival (track) checks		

EQUIPMENT & MAGIC ITEMS			
☞	ITEM	QTY / USES	WGT N/A WEIGHT
	Library class features (continued) (eye only)		
	Dissertation: Psothic Science		
	Native Tongues: Undercommon		1.0
	Additional Languages:		
	Abyssal, Aklo		2.0
	Celestial		1.0
	Infernal		1.0
	Necril		1.0
	Total Languages		6.0
	equipment:		
	library card		
	spellbook		

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
0.0	0.0	0.0		0.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174		174	348	870
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
14	0	4	3		1	
15	1st	3	1	1	1	
	2nd			1		
	3rd			1		
	4th			1		
	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				

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	1 min/lvl	60'	none	no	PRG:CRB
0			Detect Poison - Detects poison in one creature or small object.	Divination	instant	close	none	no	PRG:CRB
0			Detect Psychic Significance - Find psychically charged items.	Divination	instant	40'	none	no	PRG:OA
0			Enhanced Diplomacy - Touched creature gains +2 on one Diplomacy or Intimidate check.	Divination	1 min	touch	will	yes	PC:TEoG
0			Grasp - Reroll failed Climb check at -2.	Divination	instant	touch	fort	yes	PPC:HotD
0			Know Direction - You discern north.	Divination	instant	personal	none	no	PRG:CRB
0			Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check.	Divination	1 min	touch	will	yes	PRG:CRB
0			Read Magic - Read scrolls and spellbooks.	Divination	10 min/lvl	personal	none	no	PRG:CRB
0			Sift - See area as though examining it.	Divination	instant	30'	none	no	PRG:APG
1			Detect Aberration - Reveals presence of aberrations.	Divination	10 min/lvl	long	none	no	PRG:APG
1			Detect Animals or Plants - Detects kinds of animals or plants.	Divination	10 min/lvl	long	none	no	PRG:CRB
1			Detect Charm - Detect each charm, compulsion, and possession of all creatures in area.	Divination	1 min/lvl	60'	none	no	PC:ASL
1			Detect Evil/Good/Chaos/Law - Reveals creatures, spells, or objects of selected alignment.	Divination	10 min/lvl	60'	none	no	PRG:CRB
1			Detect Metal - Detect any metal objects or creatures within a 60-foot cone.	Divination	1 min/lvl	60'	none	no	PPC:PotR
1			Detect Radiation - Detect radiation in the surrounding area.	Divination	10 min/lvl	120'	none	no	PCS:TG
1			Detect Secret Doors - Reveals hidden doors within 60 ft.	Divination	1 min/lvl	60'	none	no	PRG:CRB
1			Detect Snares and Pits - Reveals natural or primitive traps.	Divination	10 min/lvl	60'	none	no	PRG:CRB
1			Detect the Faithful - Detect other worshipers of your deity.	Divination	1 min/lvl	60'	none	no	PC:TEoG
1			Detect Undead - Reveals undead within 60 ft.	Divination	1 min/lvl	60'	none	no	PRG:CRB
1			See Alignment - In your sight, creatures and items of one alignment emit a ghostly radiance.	Divination	1 rnd/lvl	personal	none	no	PRG:UC
1			Comprehend Languages - You understand all spoken and written languages.	Divination	10 min/lvl	personal	none	no	PRG:CRB
1			Cultural Adaptation - Adapt to fit the local culture.	Divination	10 min/lvl	personal	none	no	PRG:UI
1			Identify Gives - +10 bonus to identify magic items.	Divination	3 rnd/lvl	close	none	no	PRG:CRB
1			Mind Thrust I - Mentally deal 1d6 points of damage per level.	Divination	instant	close	will	yes	PRG:OA
1			Share Language - Subject understands chosen language.	Divination	24 hrs	touch	will	yes	PRG:APG
1			Object Reading - Read psychic impressions left on an object.	Divination	1 rnd/lvl	touch	none	no	PRG:OA
1			Tap Inner Beauty - +2 on all Charisma ability checks and Charisma-based skill checks.	Divination	1 min/lvl	personal	none	no	PCS:ISG