Mwute Hebeloma Psothic Twin Medium Neuter 4'11" 125 lbs. none green GENDER HEIGHT WEIGHT RACE & LA SIZE HAIR EYES 399 Neutral Evil Hastur, the King in Yellow (B4-140) Denebrum, Orv



AGE ALIGNMENT DEITY		ACKGROUND OCCUPA	TION			-	RC	LEI	PLA	AYJU	ig (	3.A.III	DE_	O
LANGUAGES: Undercommon + additional languages listed	below						Original by Nece	ros. Modi	fied by	abellius@	yahoo.co	m. Versio	1 1.0.2012	
		HITPOIN	TS				CLASS R	ECO	PDE	-D				
	С	URRENT HP	HP GAINED	HD		CLASS N		BAE	B SKI	ILL FC H	HPS FOR	T REF	WILL	LEVELS
STR         16         3         14         2	<b></b>	^ <b>-</b>	32	5		Librar	ian	2	3	8 5	5 1	1	4	5
<b>DEX</b> 16 3 16	<b>□</b> ∣ 1	()7	50	5		Slay	er	5	5	64 0	) 4	4	1	5
CON 14 2 12 2	<u> </u>	O I	20		Toughness	& Double	Toughness Fe	at	T	$\top$	$\top$	1		
	NONLETHAL HP DAM								十	$\top$	$\top$	$\top$	$\vdash$	
INT 20 5 18 2	TEMPORARY		_	+					十	+	+	+	+	
wis 12 1 10 2	НР	TOTAL H	IP 107	FAVORE		rarian	TOTAL	s 7	9	2 5	5 5	5	5	10
CHA 10 0 12 -2				CLASS		ranan	TOTAL	.5   '			,   0	<u> </u>		
ABILITY SCORE &		CONDITIONS	S & MISCELLANEOUS	TRACKING		╗┖			SK	TOTAL	RANKS	ABILITY	RANKS TOTAL TRAINED	92 міsc
RACIAL NOTES							ACROBATICS •		DEX	11	5	3	3	
ARMOR CLASS TOTAL ARMOR SHIELD DEX	KS & DEFENS	TURAL DEFLECT	MISC TEMP				Appraise Bluff		INT CHA	9	1	5 0	3	
AC 20 =10+ 0 0 3	$\neg \neg \neg \neg$	2	5	ARM	OR CHECK PENALTY		CLIMB +		STR	11	5	3	3	
				<u> </u>	MAXIMUM		CRAFT: books		INT	13	5	5	3	
<b>TOUCH</b> 18 =10+			5	_	DEX		DIPLOMACY DISABLE DEVICE •		CHA DEX	0		3		
<b>FLAT-FOOT</b> 17 =10+ 0 0 0		2	5	_	SPELL 0%		DISGUISE		CHA	4	1	0	3	
	_		COMBAT NOTES & M	ODIFIERS			ESCAPE ARTIST +		DEX	3		3		
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE	MISC TEMP E	ye: 36 hp			1		FLY •		DEX	3		3		
<b>FORT</b> 7 5 2	m	outh: 71 hp		1	1.	_	HANDLE ANIMAL		СНА			0		
	===-				3.1		HEAL		WIS	5	1	1	3	
REF 8 5 3							Intimidate Kn: (all)		CHA	4 18	10	5	3	
WILL 6 5 1				FERT	all you		Kn:		INT	10	10	5	J	
	Se	econd attack					Kn:		INT			5		
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY	SIZE MISC 6	) +2 BAB		1 6	nen		Kn:		INT			5		
MELEE 10 7 3		COSE !					Kn:		INT			5		
<b>RANGED</b> 10 7 3	<del></del>						Kn:		INT	10	-	5	0	
ATTACK MODIFIER TO T							Linguistics Perception		WIS	13 14	5 10	5 1	3	
<b>CMB</b> 12 7 INT 5					M. The		PERFORM:		CHA	0	10	0	3	
CMD 23 =10+ B/B   DOD E & STR &	e e	(e) percentia	用層は以				Prof: librarian		WIS	9	5	1	3	
EMP 20 = 101 DENECT DEX		ye perceptio	ASIA COL		-	* 🗹	RIDE +		DEX	7	1	3	3	
		-					SENSE MOTIVE		wis	9	5	1	3	
	S & FEATURES TRAITS, FEATS, AND CHAR						Sleight of Hand Spellcraft	•	DEX	18	10	3 5	3	
Psothic Twin (Aberration) (PPPH:Psothic)		efense (Ex)	+ Int Mod to	AC		_	STEALTH +		DEX	15	9	3	3	
eye: darkvision 120'; mouth: blindsense 30';		ess & Double			/lvl each tw		Survival		wis	11	7	1	3	
· · · · · · · · · · · · · · · · · · ·						*2	Swim +		STR	11	5	3	3	
eye: Perception +4; eye: See Invisibility 60' (const	ant) Split Per	sonality - Mi	ind-Effects a	iffect c	only 1 twin		Use Magic Devic		СНА	8	5	0	3	
Immunity: eye: gas inhalation; mouth: gaze attac	cks; Aberrant	Spittle (Ex)	: Gain spit a	attack		_ 0		STR		$\vdash$				
eye & mouth: Twinbound: telepathic to 1 mile then empathic	link							STR	_	$\vdash$				
<u> </u>						_ ;		STR						
eye & mouth: Double Bodied: share all but hit po						_		STR	_					
eye & mouth: Natural Armor: +2 & lives linked								STR						
eye: Weird Insight: learn secret, range 30'(3/day	<u></u>					MA	RK A 🗖 TO SHOW A CLA * SKILL CAN BE I	ASS SKILL. USED UNT	CLASS S RAINED	SKILLS WIT	TH RANKS MOR CHEC	GAIN A +. K PENALTY	APPLIES	BONUS.
eye: Rotting Gaze: 1d6 dam; DC 14; range 30'							EXPERIENC			105,0	000	/	155,00	00
mouth: Aberrant Maw: magical bite attack 1d8 da						- SI	OW MEDIUM WO.	FAST 🗖	L			SWIM	CLIMB	MISC
							SPEED		_	80		J I	CLIMB	Misc
mouth: Inchoate Saliva: Aberrant Bacteria: Cutaneous adsorpt								_	í		DEX			MISC
save Fort DC 28; frequency 1/round until cured or dea	ath; —— ——						INIT	3	] =	3	мор	+ [		MOD
effect mindless gibbering & 1d2 Con damage; cure 2 consecutive say	ves.)						HERO							
							SR		1	DR				
							ESISTANCES		1 .					
	R & WEAPON						OOL POINTS		Т					
ARMOR NAME & DESCRIPTION		AC BONUS	MAX DEX PENALTY	SPELL FAIL	TYPE WEIG	нт			_					
ARMOR NONE						$\dashv$ $\bot$								
<sub>SHIELD</sub> none														
WEAPON NAME & DESCRIPTION	ATTACK MO	ODIFIERS	DA	MAGE		RITICAL	RANGE TYPE	WFI	GHT		АМ	MO & NO1	ES	
claws x2	+1			4+3		20,x2	S,P				AM	2 2 1401		
								+	$\dashv$	a be of	ho = t =	ocli: :		
bite (aberrant maw) (mouth only)	+1	U	10	l8+3	2	0,x2	P			+ incl	noate	saliva	+ ble	ed 1

20,x2

30

+ inchoate saliva

+10

Aberrant Spittle (mouth only) (ranged touch)

FFATC & CDFCIAL ADMITTE						EEA	TC & CDECIAL ABULITAGE			
FEATS & SPECIAL ABILITIES		USES/DAY	USED				TS & SPECIAL ABILITIES NAME		USES/DAY	USED
Librarian HD: d6; skills 2 + Int Mod (PPPH) (eye class)				l			t Mod (PF:ACG) (mouth cla			
Armor Prof: None; Weapon Prof: club, dagger, staff				1 —			al. Armor: light & medium armor 8			
Faction: Community of Librarians				Studied Tar	get (Ex): As move	e actio	on, study gain +2 attack, dam & sl	kils vs foe		
Arcane Bond: Library Card; Arcane School: Divination	1			- 2 studie	d targets simu	ıltan	eously			
Library Privilieges: Research +3/+6/+9; Guests 1				Track (Ex	) +lvl/2 to Surv	/ival	(track) checks			
Spontaneous Casting: for spells w/ detect, find, locate or see	in name			Sneak At	tack + 1d6 dam	nage				
Bonus Skill Ranks +1 Prof odd Ivl; +1 Craft even Ivl										
Feat: Scribe Scroll										
Spell Focus & Greater Spell Focus (Divination)										
Spell Specialization & Greater Spell Specialization (Mind	Thrust)									
					_	- OLI	IDMENT O MACICITEMS			
EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	*			IPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT
Library class features (continued) (eye only)				1 <del>                                      </del>		s (co	ntinued) (mouth only)			
Dissertation: Psothic Science				1 <del>                                    </del>	r Talents:					
Introduction: Twinning (Identify Twin & gain spell-like abilities)	)			Foil Sc	rutiny: +2 Bluff, D	Disgu	ise & Will saves vs Mind-Effects			
				Bleed	ng attack: add	l 1 pt	t of bleed damage to attacks			
Native Tongues: Undercommon		1.0		Magic	al Equipment:					
Additional Languages:				Librar	ian's Satchel (F	PPP	H)			
Aboleth, Abyssal, Aklo		3.0		spellb	ook					
Celestial, Common, Cyclops		3.0		Psothic	s's Metamonocle (	(Less	er) + add 1-slot meta-magic feat	:		
Infernal		1.0								
Necril, Protean, Sylvan		3.0								
Total Languages		11.0								
equipment:										
library card										
spellbook										
	1									
	<u> </u>							1	<u> </u>	
WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	ж			CONTAINER	BAGS & C	ОИТ	VOLUME/WEIGHT LIMIT/NO	TEE		WEIGHT
BELT:				CONTAINER			VOLUME) WEIGHT EIMIT/NO	123		***************************************
BODY:										
CHEST:										
EYES:						T				
FEET:				RENCY			TREASURE C	ARRIED	)	
	PLATINUM	CAR	RIED	CARRIED WGT N/A	STORED	34	TREASURE			WEIGHT
HEAD:	GOLD					$\dagger \vdash$				

WRIST:	0.0	0.0	0.0	0.0	CURRENT LOAD	LIGHT	MEDIUM 🗆	HEAVY 🗖
ODICINAL CREATED BY DULL DADNES (WWW. NESSEDOS COM), MODIFIED BY DAN BRINK THE	DRODUCT LICENCE	. DV CD547W5 CO	AMONG LIGENSE (	 COLUMBIA ORGANISTA	1050/pv NG 04/2 (1) P4		OCO ARE CORVENIETEN	ALTO BURUSUNG H.C.

**CARRIED WEIGHT** 

LOADS & LIFT
HEAVY
LOAD
230
LIFT AB
HEAVI
230

MODIFIED LOAD

IFT ABOV HEAD

0

LIFT OFF GROUND 460

0

DRAG & PUSH

0

LIGHT LOAD

0

**TOTAL** 

MEDIUM LOAD 153

0

SILVER

COPPER

ARMOR &

WEAPONS

CURRENCY

HEADBAND: NECK:

RING:

RING:

SHOULDERS:

			SPELLS PER DAY	BLOODLINES & PATRONS				SPELLS P	ER DAY		
CLA	ss		Librarian LEVEL 5	BLOODLINE/PATRON		CLAS	s			LEVE	_
			ABILITY SPELLS	BLOODLINE/PATRON					ABILITY		SPELLS
	7 DC	LEVEL	5 4 1 1			SAVE	¬ ,	TOTAL CLAS	S BONUS	MISC	KNOWN
<b>-</b>	=	0		DOMAINS		ı⊨	<b>」゜</b> ┆	_	╣	$\vdash$	-
	18	ıst	6 3 2 1	DOMAIN		느	_ ıst	<u> </u>	_	<u></u>	
1	19	2nd	4 2 1 1 1	SUBDOMAIN			2nd			L	
2	20	3rd	3 1 1 1	<u> </u>			3rd				
	$\equiv$	4th		DOMAIN			4th	一一	一一		i —
	=	5th		SUBDOMAIN		<b>-</b>	5th		7		
H	╡	-		DOMAIN		H	╡╶╶			$\vdash$	
	=	6th		SUBDOMAIN		누	_ 6th	<b></b>  -		$\vdash$	
느	_	7th				느	7th		_	$\sqsubseteq$	
		8th		WIZARD SPECIALITY SCHOOL			8th				
		9th		SPECIALITY Divination			9th				
CLOSE: 25FT +	3		MEDIUM: 100FT + 150 LONG: 400FT + 600	FOCUSED		CLOSE: 25FT +	25	MEDIUM: 100FT +	100	LONG:	
5FT / 2 LV	VL	TOTAL	10FT / LVL 40FT / LVL CURRENT POINTS	PROHIBITED		5FT / 2 LVL	TOTAL	10ft / LVL	BILITY OTHE	40FT / LV	JRRENT POINTS
SPE	ELL	0	ABILITY OTHER CORRENT POINTS	PROHIBITED		SPEL			OTHE	٦٣	ORRENT FOINTS
POI	NTS					POINT					
LEVEL	PREP	USED		SPELLS  AME & DESCRIPTION	SCHOOL		DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells ar	nd magic items within 60 ft.	Divinati	on ′	min/lvl	60'	none	no	PRG:CRB
0			Detect Poison - Detects poison in o	•	Divinati		instant	close	none	no	PRG:CRB
0			Detect Psychic Significance - Find		Divinati	on	instant	40'	none	no	PRG:OA
0			Enhanced Diplomacy - Touched creatu	re gains +2 on one Diplomacy or Intimidate check.	Divinati	on	1 min	touch	will	yes	PC:TEoG
0			Grasp - Reroll failed Climb check a	at -2.	Divinati	on	instant	touch	fort	yes	PPC:HotD
0			Know Direction - You discern north	1.	Divinati	on	instant	personal	none	no	PRG:CRB
0			Guidance - Touched creature gains +	1 on one attack roll, saving throw, or skill check.	Divinati	on	1 min	touch	will	yes	PRG:CRB
0			Read Magic - Read scrolls and spe	ellbooks.	Divinati	on 1	0 min/lvl	personal	none	no	PRG:CRB
0			Sift - See area as though examinin	g it.	Divinati	on	instant	30'	none	no	PRG:APG
<u> </u>											
1			Detect Aberration - Reveals preser	nce of aberrations.	Divinati	on 1	0 min/lvl	long	none	no	PRG:APG
1			Detect Animals or Plants - Detects	kinds of animals or plants.	Divinati	on 1	0 min/lvl	long	none	no	PRG:CRB
1			Detect Charm - Detect each charm, co	mpulsion, and possession of all creatures in area.	Divinati		min/lvl	60'	none	no	PC:ASL
1			Detect Evil/Good/Chaos/Law - Reveals	creatures, spells, or objects of selected alignment.	Divinati	on 1	0 min/lvl	60'	none	no	PRG:CRB
1			•	jects or creatures within a 60-foot cone.	Divinati	on ′	min/lvl	60'	none	no	PPC:PotR
1			Detect Radiation - Detect radiation	-	Divinati		0 min/lvl	120'	none	no	PCS:TG
1			Detect Secret Doors - Reveals hide		Divinati		min/lvl	60'	none	no	PRG:CRB
1			Detect Snares and Pits - Reveals r		Divinati		0 min/lvl	60'	none		PRG:CRB
1			Detect the Faithful - Detect other w		Divinati		min/lvl	60'	none		PC:TEoG
1			Detect Undead - Reveals undead v		Divinati		min/lvl	60'	none		PRG:CRB
1				and items of one alignment emit a ghostly radiance.	Divinati		rnd/lvl	personal	none	no	PRG:UC
1				nderstand all spoken and written languages.	Divinati		0 min/lvl	personal	none	no	PRG:CRB
1			Cultural Adaptation - Adapt to fit th		Divinati		0 min/lvl	personal	none	no	PRG:UI
1			Identify Gives - +10 bonus to identify	, ,	Divination		3 rnd/lvl	close	none		PRG:CRB
1			Mind Thrust I - Mentally deal 1d6 p		Divinati		instant	close	will	-	PRG:OA
1			Share Language - Subject underst		Divinati		24 hrs	touch	will	-	PRG:APG
1			Object Reading - Read psychic imp	-	Divinati		rnd/lvl	touch	none		PRG:OA
1			Tap Inner Beauty - +2 on all Charisma	a ability checks and Charisma-based skill checks.	Divinati	on ′	min/lvl	personal	none	no	PCS:ISG
<u> </u>											
<u> </u>											
<u> </u>											
<u> </u>											
<u> </u>											
I		1									

			SPELLS			4			
LEVEL 2	PREP	USED	NAME & DESCRIPTION Augury - Learns whether an action will be good or bad.	SCHOOL Divination	instant	personal	none	sr no	PRG:CRB
2			Commune with Birds - You can understand the responses given by birds.	Divination	10 min/lvl	personal	none	no	PRG:ARG
2			Detect Anxieties - Learn what makes creatures anxious.	Divination	1 min/lvl	60'	will		PRG:UI
$\vdash$								no	
2			Detect Desires - Learn what creatures desire.	Divination	1 min/lvl	60'	will	no	PRG:UI
2			Detect Mindscape - Sense the presence and attributes of mindscapes.	Divination	1 min/lvl	60'	will	no	PRG:OA
2			Detect Magic, Greater - As detect magic, but learn more information.	Divination	1 min/lvl	60'	none	no	PRG:UI
2			Detect Thoughts - Allows "listening" to surface thoughts.	Divination	1 min/lvl	60'	will	no	PRG:CRB
2			Find Traps - Notice traps as a rogue does.	Divination	1 min/lvl	personal	none	no	PRG:CRB
2			Locate Object - Senses direction toward object (specific or type).	Divination	1 min/lvl	long	none	no	PRG:CRB
2			Locate Weakness - Roll damage twice for a critical hit and take the best damage.	Divination	1 min/lvl	personal	none	no	PRG:UC
2			Mind Thrust II - As mind thrust I, but deal 1d8 points of damage per level (maximum 5d8).	Divination	instant	close	will	yes	PRG:OA
2			See Invisibility - Reveals invisible creatures or objects.	Divination	10 min/lvl	personal	none	no	PRG:CRB
2			Tongues - Speak and understand any language.	Divination	10 min/lvl	touch	will	no	PRG:CRB
2			Elemental Speech - Enables you to speak to elementals and some creatures.	Divination	1 min/lvl	personal	none	no	PRG:APG
2			Speak with Plants You can talk to plants and plant creatures.	Divination	1 min/lvl	personal	none	no	PRG:CRB
2			Share Language. Communal As share language, but you may divide the duration among creatures touched.	Divination	24 hrs	touch	will	yes	PRG:UC
3			Akashic Communion Attempt to gain a glimpse of some specific event from the Akashic Record.	Divination	1 min/lvl	personal	none	no	PPC:MaTT
3			Clairaudience/Clairvoyance - Hear or see at a distance for 1 min./level.	Divination	1 min/lvl	long	none	_	PRG:CRB
3			Find Fault - You instantly learn many of the target's weaknesses.	Divination	instant	medium	none		PPC:ArA
3			Mind Thrust III - As mind thrust I , but deal a maximum of 10d8 points of damage.	Divination	instant	close	will	-	PRG:OA
3			Scrying - Spies on subject from a distance.	Divination	1 min/lvl	any	will	-	PRG:CRB
3			See Beyond - You attune your mind and your sight to the hidden world of spirits.	Divination	24 hrs		none	no	PPC:DA
3			Seek Thoughts - Detects thinking creatures' thoughts.	Divination	1 min/lvl	personal 40'	will		PRG:APG
3								no	PRG:UC
3			Tongues, Communal - As tongues, but you may divide the duration among creatures touched.  Locate Creature - Indicates direction to familiar creature.	Divination  Divination	10 min/lvl 10 min/lvl	long	will	no	PRG:CRB
3				Divination			none	no	
$\vdash$			Mark of Obvious Ethics Other creatures can determine the target's alignment.		1 day/lvl	touch	will	-	PRG:ACG
3			Pierce Disguise See through low-level magical disguises.	Divination	1 min/lvl	personal	none	no	PRG:ACG
3			Forest's Sense - Locate target within 10' of living plant or fungus.	Divination	1 min/lvl	1 mile/l	will	yes	PRG:UW
$\vdash$									
<u> </u>									
<u> </u>									
		1							1