

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



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	16	3	14	2		
DEX	16	3	16			
CON	14	2	12	2		
INT	20	5	18	2		
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
107	32	5	Librarian	2	38	5	1	1	4	5
	50	5	Slayer	5	54	0	4	4	1	5
	20		Toughness & Double Toughness Feat							
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	107	FAVORED CLASS	Librarian	TOTALS	7	92	5	5	5	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	0	0	3		2		5	
TOUCH	18	-10+			3				5	
FLAT-FOOT	17	-10+	0	0	0		2		5	

SKILLS					RANKS TOTAL	92
	TOTAL	RANKS	ABILITY	TRAINED	MISC	
<input checked="" type="checkbox"/> ACROBATICS	DEX 11	5	3	3		
<input checked="" type="checkbox"/> APPRAISE	INT 9	1	5	3		
<input checked="" type="checkbox"/> BLUFF	CHA 4	1	0	3		
<input checked="" type="checkbox"/> CLIMB	STR 11	5	3	3		
<input checked="" type="checkbox"/> CRAFT: books	INT 13	5	5	3		
<input type="checkbox"/> DIPLOMACY	CHA 0		0			
<input type="checkbox"/> DISABLE DEVICE	DEX		3			
<input checked="" type="checkbox"/> DISGUISE	CHA 4	1	0	3		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX 3		3			
<input type="checkbox"/> FLY	DEX 3		3			
<input type="checkbox"/> HANDLE ANIMAL	CHA		0			
<input checked="" type="checkbox"/> HEAL	WIS 5	1	1	3		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 4	1	0	3		
<input checked="" type="checkbox"/> KN: (all)	INT 18	10	5	3		
<input type="checkbox"/> KN:	INT		5			
<input type="checkbox"/> KN:	INT		5			
<input type="checkbox"/> KN:	INT		5			
<input type="checkbox"/> KN:	INT		5			
<input checked="" type="checkbox"/> LINGUISTICS	INT 13	5	5	3		
<input checked="" type="checkbox"/> PERCEPTION	WIS 14	10	1	3		
<input type="checkbox"/> PERFORM	CHA 0		0			
<input checked="" type="checkbox"/> PROF: librarian	WIS 9	5	1	3		
<input checked="" type="checkbox"/> RIDE	DEX 7	1	3	3		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 9	5	1	3		
<input type="checkbox"/> SLEIGHT OF HAND	DEX		3			
<input checked="" type="checkbox"/> SPELLCRAFT	INT 18	10	5	3		
<input checked="" type="checkbox"/> STEALTH	DEX 15	9	3	3		
<input checked="" type="checkbox"/> SURVIVAL	WIS 11	7	1	3		
<input checked="" type="checkbox"/> SWIM	STR 11	5	3	3		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA 8	5	0	3		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
7	8	6	5	2		
			5	3		
			5	1		

ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
10	10	12	23	7		3
				7		3
				7	INT	5
				7	B7B	6



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.)

Clever Defense (Ex) + Int Mod to AC
 Toughness & Double Toughness + hp/lvl each twin
 Split Personality - Mind-Effects affect only 1 twin
 Aberrant Spittle (Ex): Gain spit attack

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 <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	105,000 / 155,000	
SPEED	BASE 30	FLY	SWIM	CLIMB	MISC
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	+10	1d4+3	20,x2		S,P		
bite (aberrant maw) (mouth only)	+10	1d8+3	20,x2		P		+ inchoate saliva + bleed 1
Aberrant Spittle (mouth only) (ranged touch)	+10	-	20,x2	30	-		+ inchoate saliva

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0	5	4		1	
18	1st	6	3	2	1	
19	2nd	4	2	1	1	
20	3rd	3	1	1	1	
	4th			1		
	5th			1		
	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

