CHARACTER	PLAYER
Nsogbu	Hebeloma

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Psothic Twin	Medium	Neuter	5'3"	131 lbs	none	purple	turquoise/brown

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION
144	Chaotic Evil	Cthulhu, Dreamer in the Deep (B4-138)	Denebrum, Orv

LANGUAGES: Undercommon

PATHFINDER ROLEPLAYING GAME

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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	14	2	14			
CON	18	4	16	2		
INT	10	0	10			
WIS	12	1	10	2		
CHA	16	3	18	-2		

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: 30

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 30

CLASS RECORDER

HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
12	1	Mesmerist	0	6	1	0	2	2	1
14	1	Barbarian	1	4	0	2	0	0	1
3		Toughness Feat							
FAVORED CLASS		Mesmerist TOTALS	1	10	1	2	2	2	2

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	=10+	3	0	2			2			
TOUCH	12	=10+			2						
FLAT-FOOT	15	=10+	3	0	0			2			

ARMOR CHECK PENALTY	0
MAXIMUM DEX	4
SPELL FAILURE	15%

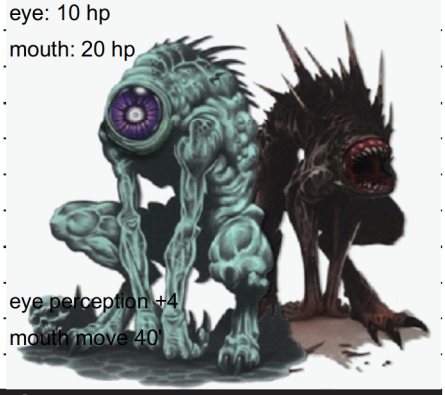
SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	2	4			
REF	4	2	2			
WILL	3	2	1			

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	2	1			1		
RANGED ATTACK MODIFIER	3	1			2		
CMB	5	1	CON		4		
CMD	14	=10+	BAB 1	DODGE & DEFLECT 0	STR & DEX 3		

COMBAT NOTES & MODIFIERS

eye: 10 hp

mouth: 20 hp



eye perception +4

mouth move 40'

SKILLS

RANKS TOTAL TRAINED: 10

		TOTAL	RANKS	ABILITY	TRAINED	MISC
✱ ☑ Acrobatics ♦	DEX	2		2		
✱ ☑ Appraise	INT	0		0		
✱ ☑ Bluff	CHA	3		3		
✱ ☑ Climb ♦	STR	5	1	1	3	
✱ ☑ Craft:	INT	0		0		
✱ ☑ Diplomacy	CHA	3		3		
☐ Disable Device ♦	DEX			2		
✱ ☑ Disguise	CHA	3		3		
✱ ☑ Escape Artist ♦	DEX	6	1	2	3	
✱ ☐ Fly ♦	DEX	2		2		
☑ Handle Animal	CHA			3		
✱ ☐ Heal	WIS	1		1		
✱ ☑ Intimidate	CHA	3		3		
☑ Kn: (arcana)	INT	4	1	0	3	
☑ Kn: (dungeoneering)	INT			0		
☑ Kn: (history & nobility)	INT			0		
☑ Kn: (local)	INT			0		
☑ Kn: (nature)	INT	4	1	0	3	
☑ Kn: (religion)	INT			0		
☑ Linguistics	INT			0		
✱ ☑ Perception	WIS	5	1	1	3	
✱ ☑ Perform:	CHA	3		3		
☑ Prof:	WIS			1		
✱ ☑ Ride ♦	DEX	2		2		
✱ ☑ Sense Motive	WIS	5	1	1	3	
☑ Sleight of Hand ♦	DEX			2		
☑ Spellcraft	INT	4	1	0	3	
✱ ☑ Stealth ♦	DEX	6	1	2	3	
✱ ☑ Survival	WIS	5	1	1	3	
✱ ☑ Swim ♦	STR	1		1		
☑ Use Magic Device	CHA	7	1	3	3	
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

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

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.)

Toughness (+1 hp/lvl)

EXPERIENCE

SLOW ☐ MEDIUM ☑ FAST ☐

2,000 / 5,000

	BASE	FLY	SWIM	CLIMB	MISC
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	tanned toad hide shirt (both mouth and eye)	3	4	0	15	Lt	10.0
SHIELD							

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

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FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Mesmerist HD: d8; skills 6 + Int Mod (OA) (eye class)		
Weapon Prof.: All simple, hand crossbow, sap, sword cane, whip. Armor: light armor, no shields.		
Consummate liar: +lvl/2 Bluff; qualifies for feint feats & follow-ons		
Hypnotic Stare: -2 Will save, 30'		
Painful Stare: subject of hypnotic stare takes add'l lvl/2 dam/attack		
Reflect Fear: suppress fear or intimidate effect for 1d4 rnds		

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Barbarian HD: d12; skills 4 + Int Mod (PF:CRB) (mouth class)		
Weapon Prof.: All simple & martial. Armor: light & medium armor & shields.		
Fast Armor: +10 base speed		
Rage: +4 Str & Con, +2 hp/lvl +2 Will, –2 AC (4 + Con Mod rnds/day)		

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

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
10.0	0.0	0.0		10.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132	N	132	264	660
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLASS: Mesmerist | LEVEL: 1

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
13	0					4
14	1st	2	1	1		2
	2nd			1		
	3rd			1		
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL: 25 | MEDIUM: 100FT + 10FT / LVL: 110 | LONG: 400FT + 40FT / LVL: 440

SPELL POINTS	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: 25 | MEDIUM: 100FT + 10FT / LVL: 100 | LONG: 400FT + 40FT / LVL: 400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantment					
0			Mage Hand - 5-pound telekinesis.	Transmutation					
1			Psothic Appearance Swap - Eye & Mouth Take each other's appearance	Illusion	1 min/lvl	medium	will	no	PPPH
1			Hideous Laughter - Subject loses actions for 1 round/ level.	Enchantment					

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