

Nsogbu
 CHARACTER
Psothic Twin Medium Neuter
 RACE & LA SIZE GENDER
 144 Chaotic Evil Cthulhu, Dreamer in the Deep (B4-138)
 AGE ALIGNMENT DEITY
 LANGUAGES: Undercommon, Aklo

Hebeloma
 PLAYER
 5'3" 131 lbs none purple turquoise/brown
 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
STR	12	1	12			
DEX	14	2	14			
CON	20	5	16	2	2	
INT	10	0	10			
WIS	12	1	10	2		
CHA	18	4	18	-2	2	

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
153	55	5	Mesmerist	3	30	5	1	4	4	5
	73	5	Barbarian	5	20	0	4	1	1	5
	20		Double Toughness Feat							
TOTAL HP	153		TOTALS	8	50	5	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+	6	0	2		2			
TOUCH	12	-10+			2					
FLAT-FOOT	18	-10+	6	0	0		2			

SKILLS					RANKS TOTAL	50
	TOTAL	RANKS	ABILITY	TRAINED	MISC	
<input checked="" type="checkbox"/> ACROBATICS *	DEX	6	1	2	3	
<input checked="" type="checkbox"/> APPRAISE	INT	0		0		
<input checked="" type="checkbox"/> BLUFF	CHA	4		4		
<input checked="" type="checkbox"/> CLIMB *	STR	5	1	1	3	
<input checked="" type="checkbox"/> CRAFT: (alchemy)	INT	0		0		
<input checked="" type="checkbox"/> DIPLOMACY	CHA	4		4		
<input type="checkbox"/> DISABLE DEVICE *	DEX			2		
<input checked="" type="checkbox"/> DISGUISE	CHA	4		4		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	6	1	2	3	
<input type="checkbox"/> FLY *	DEX	2		2		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA			4		
<input type="checkbox"/> HEAL	WIS	1		1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	8	1	4	3	
<input checked="" type="checkbox"/> KN: (arcana)	INT	10	7	0	3	
<input checked="" type="checkbox"/> KN: (dungeoneering)	INT			0		
<input checked="" type="checkbox"/> KN: (history & nobility)	INT			0		
<input checked="" type="checkbox"/> KN: (local)	INT			0		
<input checked="" type="checkbox"/> KN: (nature)	INT	9	6	0	3	
<input checked="" type="checkbox"/> KN: (religion)	INT			0		
<input checked="" type="checkbox"/> LINGUISTICS	INT			0		
<input checked="" type="checkbox"/> PERCEPTION	WIS	14	10	1	3	
<input checked="" type="checkbox"/> PERFORM: Hypnotist	CHA	4		4		
<input checked="" type="checkbox"/> PROF: Hypnotist	WIS			1		
<input checked="" type="checkbox"/> RIDE *	DEX	2		2		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	9	5	1	3	
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX			2		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	13	10	0	3	
<input checked="" type="checkbox"/> STEALTH *	DEX	10	5	2	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS	5	1	1	3	
<input checked="" type="checkbox"/> SWIM *	STR	5	1	1	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	8	1	4	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						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	10	5	5			
REF	7	5	2			
WILL	10	5	1	4		

eye: 51 hp
 mouth: 102 hp
 second attack
 @ +3 BAB

eye perception +4
 mouth move 40'

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	9	8		1		
RANGED	10	8		2		
CMB	13	8	CON	5		
CMD	21	-10+	B8B	0	3	

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

Psothic Twin (Aberration) (PPPH:Psothic) Toughness (+1 hp/lvl)
 eye: darkvision 120'; mouth: blindsense 30'; Double Toughness apply Toughness to each Twin
 eye: Perception +4; eye: See Invisibility 60' (constant) Gaze Thrust I, II & III: Mind Thrust I 5d6 (3/day),
 Immunity: eye: gas inhalation; mouth: gaze attacks; Mind Thrust II 5d8 (2/day), Mind Thrust III 5d8 (1/day)
 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.)

ARMOR & WEAPONS

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						

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 2 = 2 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws x2	+9	1d4+2	20,x2		S,P		
bite (aberrant maw) (mouth only)	+9	1d8+2	20,x2		P		+ inchoate saliva

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text" value="14"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="6"/>
<input type="text" value="15"/>	<input type="text" value="1st"/>	<input type="text" value="5"/>	<input type="text" value="4"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text" value="4"/>
<input type="text" value="16"/>	<input type="text" value="2nd"/>	<input type="text" value="3"/>	<input type="text" value="2"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text" value="3"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

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
<input type="text"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="1st"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

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					
0			Lullaby - Makes subject drowsy (-5 on Perception checks, -2 on Will saves against sleep.)	Enchantment					
0			Ghost Sound - Figment sounds	Enchantment					
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					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Enchantment					
1			Sleep - Puts 4 HD of creatures into magical slumber.	Enchantment					
2			False Gaiety - Target responds to all events with gaiety	Enchantment	permanent	medium	will	no	PPPH
2			Blindness/Deafness - Makes subject blinded or deafened.	Necromancy					
2			Hypnotic Pattern - Fascinates 2d4 + level HD of creatures	Enchantment					