

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	22	6	16	2	4	
INT	10	0	10			
WIS	12	1	10	2		
CHA	22	6	18	-2	6	

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
334	122	10	Mesmerist	7	60	10	3	7	7	10
	162	10	Barbarian	10	40	0	7	3	3	10
	40		Double Toughness Feat							
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	334	FAVORED CLASS	Mesmerist	TOTALS	17	100	10	10	10	20

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

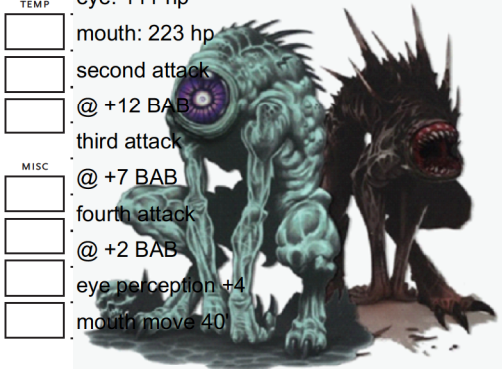
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	8	0	2		2			
TOUCH	12	-10+			2					
FLAT-FOOT	20	-10+	8	0	0		2			

ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
0	4	15%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	16	10	6			
REF	12	10	2			
WILL	15	10	1	4		

COMBAT NOTES & MODIFIERS

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	18	17		1		
RANGED	19	17		2		
CMB	23	17	CON	6		
CMD	30	-10+	17	0	3	



eye: 111 hp
 mouth: 223 hp
 second attack @ +12 BAB
 third attack @ +7 BAB
 fourth attack @ +2 BAB
 eye perception +4
 mouth move 40'

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)
 Double Toughness apply Toughness to each Twin
 Gaze Thrust I-VI: Mind Thrust I 5d6 (6/day),
 Mind Thrust II 5d8 (5/day), Mind Thrust III 10d8 (4/day)
 Mind Thrust IV 10d8+fatigue (3/day), Mind Thrust V 10d8+exhausted (2/day),
 Mind Thrust VI 10d8 + exhausted & stunned (1/day)
 Bleeding Stare- Stare attacks deal bleed 3 damage
 Demoralizing Stare - Stare causes shaken condition

SKILLS		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	6		6		
<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	6		6		
<input type="checkbox"/> DISABLE DEVICE *	DEX			2		
<input checked="" type="checkbox"/> DISGUISE	CHA	6		6		
<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			6		
<input type="checkbox"/> HEAL	WIS	1		1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	10	1	6	3	
<input checked="" type="checkbox"/> KN: (arcana)	INT	15	12	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	14	11	0	3	
<input checked="" type="checkbox"/> KN: (religion)	INT			0		
<input checked="" type="checkbox"/> LINGUISTICS	INT			0		
<input checked="" type="checkbox"/> PERCEPTION	WIS	24	20	1	3	
<input checked="" type="checkbox"/> PERFORM: Hypnotist	CHA	6		6		
<input checked="" type="checkbox"/> PROF: Hypnotist	WIS			1		
<input checked="" type="checkbox"/> RIDE *	DEX	2		2		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	19	15	1	3	
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX			2		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	23	20	0	3	
<input checked="" type="checkbox"/> STEALTH *	DEX	20	15	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	10	1	6	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					

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 3,600,000 /

SPEED	BASE	FLY	SWIM	CLIMB	MISC
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 +5 (both mouth and eye)	8	4	0	15	Lt	10.0
SHIELD						

WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITICAL RANGE TYPE WEIGHT AMMO & NOTES

claws x2	+18	1d4+2	20,x2		S,P	
bite (aberrant maw) (mouth only)	+18	1d8+2	20,x2		P	+ inchoate saliva

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0					6
17	1st	7	5	2		5
18	2nd	6	4	2		5
19	3rd	4	3	1		4
20	4th	2	1	1		2
	5th			1		
	6th			1		
	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 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					
1			Unseen Servant - Invisible force obeys your commands.	Conjuration					
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					
2			Detect Magic, Greater - As detect magic, but learn more information.	Divination					
2			Miserable Pity - Opponents cannot attack a pathetic creature.	Enchantment					
3			Bestow Curse -6 ability; -4 attack, saves, and checks; or 50% chance of losing each action.	Necromancy					
3			Symbol of Laughter - Triggered rune makes creatures 1/in 60' lose actions for 1 round/level.	Enchantment					
3			Vampiric Touch - Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.	Necromancy					
3			Remove Curse - Frees object or person from curse.	Abjuration					
4			Invisibility, Greater - As invisibility, but subject can attack and stay invisible.	Illusion					
4			Dominate Person - Controls humanoid telepathically.	Enchantment					