CHARACTER	PLAYER
Obi Ojoo	Hebeloma

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Psothic Twin	Medium	Neuter	5'10"	152 lbs	none	blue	gray/brown

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION
269	Chaotic Evil	Bokrug, Water Lizard (B4-136)	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	18	4	18			
DEX	14	2	14			
CON	14	2	12	2		
INT	10	0	10			
WIS	18	4	16	2		
CHA	8	-1	10	-2		

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: 14

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 14

CLASS RECORDER

CLASS NAME	HP GAINED	HD	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Warpriest	10	1	0	2	1	2	0	2	1
Toughness Feat	3								
FAVORED CLASS: Warpriest — TOTALS			0	2	1	2	0	2	1

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			

ARMOR CHECK PENALTY	0
MAXIMUM DEX	3
SPELL FAILURE	25%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	2	2			
REF	2	0	2			
WILL	6	2	4			

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	4	0			4		
RANGED ATTACK MODIFIER	2	0			2		
CMB	4	0	STR		4		
CMD	16	=10+	BAB 0	DODGE & DEFLECT	STR & DEX 6		

COMBAT NOTES & MODIFIERS

eye: 5 hp

mouth: 9 hp

SKILLS

RANKS TOTAL TRAINED: 2

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☐ Acrobatics ♦	DEX	2		2		
☐ Appraise	INT	0		0		
☐ Bluff	CHA	-1		-1		
☑ Climb ♦	STR	4		4		
☑ Craft:	INT	0		0		
☑ Diplomacy	CHA	-1		-1		
☐ Disable Device ♦	DEX			2		
☐ Disguise	CHA	-1		-1		
☐ Escape Artist ♦	DEX	2		2		
☐ Fly ♦	DEX	2		2		
☑ Handle Animal	CHA			-1		
☑ Heal	WIS	4		4		
☑ Intimidate	CHA	-1		-1		
☑ Kn: (engineering)	INT			0		
☑ Kn: (religion)	INT	4	1	0	3	
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Linguistics	INT			0		
☐ Perception	WIS	4		4		
☐ Perform:	CHA	-1		-1		
☑ Prof:	WIS			4		
☑ Ride ♦	DEX	2		2		
☑ Sense Motive	WIS	8	1	4	3	
☐ Sleight of Hand ♦	DEX			2		
☑ Spellcraft	INT			0		
☐ Stealth ♦	DEX	2		2		
☑ Survival	WIS	4		4		
☑ Swim ♦	STR	4		4		
☐ Use Magic Device	CHA			-1		
☐	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 +hp/lvl

EXPERIENCE: 0 / 2,000
SLOW ☐ MEDIUM ☑ FAST ☐

	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	Breastplate (agile) (eye & mouth)	6	3		25	Med	25.0
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws x2	+4+1	1d4+4	20,x2		S,P		
bite (aberrant maw) (mouth only)	+4	1d8+4	20,x2		P		+ inchoate saliva

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FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Warpriest HD: d8; skills 2 + Int Mod (PF:ACG)		
Weapon Prof.: All simple & martial. Armor: all armor & shields.		
Aura: Bokrug (chaotic evil)		
Blessing: Destruction Domain (3 + lvl/2 times/day)		
Destructive Attacks: Ally +warpriest lvl/2 damage (1 min)		
Weapon Focus: Claws +1 attack		
Sacred Weapon: Bite 1d8 dam		
Spontaneous Casting: Convert slot to inflict spell		

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

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
25.0	0.0	0.0		25.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
101	202	303	N	303	606	1515
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLASS: Warpriest | LEVEL: 1

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0	3	3			
15	1st	2	1	1		
	2nd			1		
	3rd			1		
	4th			1		
	5th					
	6th					
	7th					
	8th					
	9th					

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

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

BLOODLINE/PATRON:

BLOODLINE/PATRON:

DOMAINS

DOMAIN: Destruction

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
25	100	400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Create Water - Creates 2 gallons/level of pure water.	Conjuration					
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check.	Divination					
0			Spark - Ignites flammable objects.	Evocation					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Enchantment					
1			Command - One subject obeys selected command for 1 round.	Enchantment					
1			Curse Water - Makes unholy water.	Necromancy					
1			Doom - One subject takes –2 on attack rolls, damage rolls, saves, and checks.	Necromancy					
1			Inflict Light Wounds - Touch deals 1d8 damage +1/level (max +5).	Necromancy					
1			Murderous Command - Target is compelled to kill its ally.	Enchantment					
1			Magic Stone - Three stones gain +1 on attack, deal 1d6 +1 damage	Transmutation					
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					
1			Touch of Blindness - A touch disrupts a creature's vision in supernatural darkness.	Necromancy					

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