

Obi Qjoo  
 CHARACTER: Psothic Twin Medium Neuter  
 RACE & LA: Psothic Twin Medium Neuter  
 AGE: 269 Chaotic Evil Bokrug, Water Lizard (B4-136)  
 LANGUAGES: Undercommon  
 Hebeloma  
 PLAYER: 5'10" 152 lbs none blue gray/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           | 20    | 5   | 18   | 2       |      |      |
| DEX           | 14    | 2   | 14   |         |      |      |
| CON           | 14    | 2   | 12   | 2       |      |      |
| INT           | 10    | 0   | 10   |         |      |      |
| WIS           | 20    | 5   | 16   | 4       |      |      |
| CHA           | 8     | -1  | 10   | -2      |      |      |

| HITPOINTS       |            |                      | CLASS RECORDER                     |               |          |           |           |          |          |              |
|-----------------|------------|----------------------|------------------------------------|---------------|----------|-----------|-----------|----------|----------|--------------|
| CURRENT HP      | HP GAINED  | HD                   | CLASS NAME                         | BAB           | SKILL    | FC HPS    | FORT      | REF      | WILL     | LEVELS       |
| 112             | 82         | 10                   | Warpriest                          | 7             | 20       | 10        | 7         | 3        | 72       | 10           |
|                 | 20         |                      | Toughness & Double Toughness Feats |               |          |           |           |          |          |              |
| <b>TOTAL HP</b> | <b>112</b> | <b>FAVORED CLASS</b> | <b>Warpriest</b>                   | <b>TOTALS</b> | <b>7</b> | <b>20</b> | <b>10</b> | <b>7</b> | <b>3</b> | <b>72 10</b> |

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

| ARMOR CLASS | TOTAL | ARMOR | SHIELD | DEX | SIZE | DODGE | NATURAL | DEFLECT | MISC | TEMP |
|-------------|-------|-------|--------|-----|------|-------|---------|---------|------|------|
| AC          | 25    | -10+  | 11     | 0   | 2    |       | 2       |         |      |      |
| TOUCH       | 12    | -10+  |        |     | 2    |       |         |         |      |      |
| FLAT-FOOT   | 23    | -10+  | 11     | 0   | 0    |       | 2       |         |      |      |

ARMOR CHECK PENALTY: 0  
 MAXIMUM DEX: 3  
 SPELL FAILURE: 25%

| SAVING THROWS | TOTAL | CLASS BASE | ABILITY | ENHANCE | MISC | TEMP |
|---------------|-------|------------|---------|---------|------|------|
| FORT          | 9     | 7          | 2       |         |      |      |
| REF           | 5     | 3          | 2       |         |      |      |
| WILL          | 77    | 72         | 5       |         |      |      |

COMBAT NOTES & MODIFIERS  
 eye: 37 hp  
 mouth: 75 hp  
 second attack @ +2 BAB



| ATTACKS                | TOTAL | BASE ATTACK BONUS | TEMP | ABILITY           | SIZE        | MISC |
|------------------------|-------|-------------------|------|-------------------|-------------|------|
| MELEE ATTACK MODIFIER  | 12    | 7                 |      | 5                 |             |      |
| RANGED ATTACK MODIFIER | 9     | 7                 |      | 2                 |             |      |
| CMB                    | 12    | 7                 | STR  | 5                 |             |      |
| CMD                    | 24    | -10+              | B7B  | DODGE & DEFLECT 0 | STR & DEX 7 |      |

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

Psothic Twin (Aberration) (PPPH:Psothic)  
 Toughness +hp/lvl & Double Toughness (each twin)  
 eye: darkvision 120'; mouth: blindsense 30'; Alignment Channel - Channel energy can heal or harm outsiders  
 eye: Perception +4; eye: See Invisibility 60' (constant) Elemental Channel - Channel energy can harm or heal elements  
 Immunity: eye: gas inhalation; mouth: gaze attacks; Command Undead - Channel energy can be used to control undead  
 eye & mouth: Twinbound: telepathic to 1 mile then empathic link Improved Natural Attack - Increase bite to 2d6  
 eye & mouth: Double Bodied: share all but hit points Elemental Saliva - Bite does +1d6 acid  
 eye & mouth: Natural Armor: +2 & lives linked Elemental Saliva, Improved - Bite does +1d6 cold  
 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.)

| SKILLS              |     | TOTAL | RANKS | ABILITY | TRAINED | MISC |
|---------------------|-----|-------|-------|---------|---------|------|
| * ACROBATICS        | DEX | 2     |       | 2       |         |      |
| * APPRAISE          | INT | 0     |       | 0       |         |      |
| * BLUFF             | CHA | -1    |       | -1      |         |      |
| * CLIMB             | STR | 5     |       | 5       |         |      |
| * 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 | 9     | 1     | 5       | 3       |      |
| * INTIMIDATE        | CHA | -1    |       | -1      |         |      |
| * KN: (engineering) | INT |       |       | 0       |         |      |
| * KN: (religion)    | INT | 13    | 10    | 0       | 3       |      |
| * KN:               | INT |       |       | 0       |         |      |
| * KN:               | INT |       |       | 0       |         |      |
| * KN:               | INT |       |       | 0       |         |      |
| * KN:               | INT |       |       | 0       |         |      |
| * LINGUISTICS       | INT |       |       | 0       |         |      |
| * PERCEPTION        | WIS | 5     |       | 5       |         |      |
| * PERFORM           | CHA | -1    |       | -1      |         |      |
| * PROF:             | WIS |       |       | 5       |         |      |
| * RIDE              | DEX | 2     |       | 2       |         |      |
| * SENSE MOTIVE      | WIS | 15    | 7     | 5       | 3       |      |
| * SLEIGHT OF HAND   | DEX |       |       | 2       |         |      |
| * SPELLCRAFT        | INT | 4     | 1     | 0       | 3       |      |
| * STEALTH           | DEX | 2     |       | 2       |         |      |
| * SURVIVAL          | WIS | 9     | 1     | 5       | 3       |      |
| * SWIM              | STR | 5     |       | 5       |         |      |
| * 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

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 |      |     |      |         |            |

**ARMOR & WEAPONS**

| ARMOR NAME & DESCRIPTION   | AC BONUS | MAX DEX | PENALTY | SPELL FAIL | TYPE | WEIGHT |
|--|----------|---------|---------|------------|------|--------|
| Breastplate (agile) +3 (eye & mouth) (+2 sacred armor bonus applied) | 11       | 3       |         | 25         | Med  | 25.0   |

| WEAPON NAME & DESCRIPTION        | ATTACK MODIFIERS | DAMAGE                     | CRITICAL | RANGE | TYPE | WEIGHT | AMMO & NOTES      |
|----------------------------------|------------------|----------------------------|----------|-------|------|--------|-------------------|
| claws x2                         | +12+1            | 1d4+5                      | 20,x2    |       | S,P  |        |                   |
| bite (aberrant maw) (mouth only) | +12+2            | 2d6+5+2+1d6 acid +1d6 cold | 20,x2    |       | P    |        | + inchoate saliva |
| fervor                           | +12              | 3d6 negative               | 20,x2    |       |      |        | melee touch       |



**SPELLS PER DAY**

CLASS  LEVEL

| SAVE DC | LEVEL | TOTAL | CLASS | ABILITY BONUS | MISC | SPELLS KNOWN |
|---------|-------|-------|-------|---------------|------|--------------|
| 15      | 0     | 5     | 5     |               |      |              |
| 16      | 1st   | 7     | 5     | 2             |      |              |
| 17      | 2nd   | 5     | 4     | 1             |      |              |
| 18      | 3rd   | 4     | 3     | 1             |      |              |
| 19      | 4th   | 2     | 1     | 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     |      |      | 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    |          |       |      |    |           |
| 2     |      |      | Augury - Learns whether an action will be good or bad.                                   | Divination    |          |       |      |    |           |
| 2     |      |      | Bear's Endurance - Subject gains +4 to Con for 1 min./level.                             | Transmutation |          |       |      |    |           |
| 2     |      |      | Bull's Strength - Subject gains +4 to Str for 1 min./level.                              | Transmutation |          |       |      |    |           |
| 2     |      |      | Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).                             | Conjuration   |          |       |      |    |           |
| 2     |      |      | Desecrate -Fills area with negative energy, making undead stronger.                      | Necromancy    |          |       |      |    |           |
| 2     |      |      | Dread Bolt - 1d6 dam/lvl and possibly sicken good creatures.                             | Evocation     |          |       |      |    |           |
| 2     |      |      | Hold Person - Paralyzes one humanoid for 1 round/level                                   | Enchantment   |          |       |      |    |           |
| 2     |      |      | Inflict Moderate Wounds - Touch attack, 2d8 damage + 1/level (max +10).                  | Necromancy    |          |       |      |    |           |
| 2     |      |      | Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.                                 | Transmutation |          |       |      |    |           |
| 2     |      |      | Remove Paralysis - Frees creatures from paralysis or slow effect.                        | Conjuration   |          |       |      |    |           |
| 2     |      |      | Resist Energy - Ignores 10 (or more) points of damage/attack from specified energy type. | Abjuration    |          |       |      |    |           |
| 2     |      |      | Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage.     | Conjuration   |          |       |      |    |           |
| 2     |      |      | Silence - Negates sound in 20-ft. radius.  | Illusion      |          |       |      |    |           |
| 2     |      |      | Summon Monster II - Summons extraplanar creature to fight for you.                       | Conjuration   |          |       |      |    |           |

