

**Mukaeabat Halamia**

CHARACTER  
**Gelatinous Cube** Medium N.A.  
 RACE & LA SIZE GENDER  
 1 Neutral Jubilex (The Faceless Lord) (TOHC)  
 AGE ALIGNMENT DEITY

**Hebeloma**

PLAYER  
 5' cubed 1600 lbs N.A. N.A. translucent  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Mana Wastes. Garund  
 HOMETLAND & BACKGROUND OCCUPATION



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

LANGUAGES: common (understand only, cannot speak)

| ABILITY SCORE | TOTAL | MOD | BASE | ENHANCE | MISC | TEMP |
|---------------|-------|-----|------|---------|------|------|
| <b>STR</b>    | 18    | 4   | 18   |         |      |      |
| <b>DEX</b>    | 14    | 2   | 14   |         |      |      |
| <b>CON</b>    | 20    | 5   | 16   | 4       |      |      |
| <b>INT</b>    | 8     | -1  | 10   | -2      |      |      |
| <b>WIS</b>    | 8     | -1  | 10   | -2      |      |      |
| <b>CHA</b>    | 10    | 0   | 12   | -2      |      |      |

**HITPOINTS**

|                  |           |                 |
|------------------|-----------|-----------------|
| CURRENT HP       | HP GAINED | HD              |
| <b>14</b>        | 13        | 1               |
| NONLETHAL HP DAM |           |                 |
| TEMPORARY HP     |           |                 |
| <b>TOTAL HP</b>  | 14        | FAVORED CLASS   |
|                  |           | Gelatinous Cube |

**CLASS RECORDER**

| CLASS NAME                   | BAB | SKILL | FC HPS | FORT | REF | WILL | LEVELS |
|------------------------------|-----|-------|--------|------|-----|------|--------|
| Gelatinous Cube Racial Class | 0   | 1     | 1      | 0    | 0   | 0    | 1      |
| <b>TOTALS</b>                | 0   | 1     | 1      | 0    | 0   | 0    | 1      |

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

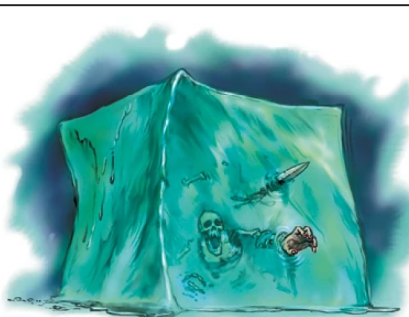
**ATTACKS & DEFENSE**

| ARMOR CLASS      | TOTAL | ARMOR | SHIELD | DEX | SIZE | DODGE | NATURAL | DEFLECT | MISC | TEMP |
|------------------|-------|-------|--------|-----|------|-------|---------|---------|------|------|
| <b>AC</b>        | 12    | -10+  | 0      | 0   | 2    |       |         |         |      |      |
| <b>TOUCH</b>     | 12    | -10+  |        |     | 2    |       |         |         |      |      |
| <b>FLAT-FOOT</b> | 10    | -10+  | 0      | 0   | 0    |       |         |         |      |      |

ARMOR CHECK PENALTY **0**  
 MAXIMUM DEX **--**  
 SPELL FAILURE **0%**

| SAVING THROWS | TOTAL | CLASS BASE | ABILITY | ENHANCE | MISC | TEMP |
|---------------|-------|------------|---------|---------|------|------|
| <b>FORT</b>   | 5     | 0          | 5       |         |      |      |
| <b>REF</b>    | 2     | 0          | 2       |         |      |      |
| <b>WILL</b>   | -1    | 0          | -1      |         |      |      |

| ATTACKS       | TOTAL | BASE ATTACK BONUS | TEMP | ABILITY | SIZE          | MISC |
|---------------|-------|-------------------|------|---------|---------------|------|
| <b>MELEE</b>  | 4     | 0                 |      | 4       |               |      |
| <b>RANGED</b> | 2     | 0                 |      | 2       |               |      |
| <b>CMB</b>    | 5     | 0                 | CON  | 5       |               |      |
| <b>CMD</b>    | 16    | -10+              | BOB  | 0       | STA & DEFLECT | 6    |



**FEATS & FEATURES**

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Gelatinous Cube (ooze) (In the Company...)  
 Acid (Ex): slam or grapple does 1d4 acid damage  
 Blind: immune to gaze attacks, visual effects, illusions  
 Blindsight (Ex): 30'  
 Cube Physiology: Absorb objects and creatures  
 Not Quite Mindless: +4 save vs mind-affecting effects  
 Ooze Immunities: electricity, paralysis, poison, polymorph, sleep, stunning, sneak attacks  
 Transparent: DC 15 Perception check to notice when motionless  
 They eat and breathe, but do not sleep.  
 Ooze Abilities:  
 Regurgitate Meal: Expel undigested items 50' ranged slam

Class: Gelatinous Cube: HD: d8; skills 2 + Int Mod  
 Weapon Prof: Natural only; Armor Prof: None  
 Adventuring Buddy: 1 ally as buddy: Namudhaj Darakunk will save to disobey DC 10+lvl/2+ChaMod;  
 Ooze can communicate with buddy;  
 Ooze empathy: improve attitude of oozes  
 Feat: Extra Ooze Ability

**SKILLS**

| SKILL               | DEX | TOTAL | RANKS | ABILITY | TRAINED | MISC |
|---------------------|-----|-------|-------|---------|---------|------|
| * ACROBATICS +      | DEX | 2     |       | 2       |         |      |
| * APPRAISE          | INT | -1    |       | -1      |         |      |
| * BLUFF             | CHA | 0     |       | 0       |         |      |
| * CLIMB +           | STR | 4     |       | 4       |         |      |
| * CRAFT:            | INT | -1    |       | -1      |         |      |
| * DIPLOMACY         | CHA | 0     |       | 0       |         |      |
| * DISABLE DEVICE +  | DEX |       |       | 2       |         |      |
| * DISGUISE          | CHA | 0     |       | 0       |         |      |
| * ESCAPE ARTIST +   | DEX | 2     |       | 2       |         |      |
| * FLY +             | DEX | 2     |       | 2       |         |      |
| * HANDLE ANIMAL     | CHA |       |       | 0       |         |      |
| * HEAL              | WIS | -1    |       | -1      |         |      |
| * INTIMIDATE        | CHA | 0     |       | 0       |         |      |
| * KN:               | INT |       |       | -1      |         |      |
| * KN:               | INT |       |       | -1      |         |      |
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| * KN:               | INT |       |       | -1      |         |      |
| * KN:               | INT |       |       | -1      |         |      |
| * LINGUISTICS       | INT |       |       | -1      |         |      |
| * PERCEPTION        | WIS | -1    |       | -1      |         |      |
| * PERFORM:          | CHA | 0     |       | 0       |         |      |
| * PROF:             | WIS |       |       | -1      |         |      |
| * RIDE +            | DEX | 2     |       | 2       |         |      |
| * SENSE MOTIVE      | WIS | -1    |       | -1      |         |      |
| * SLEIGHT OF HAND + | DEX |       |       | 2       |         |      |
| * SPELLCRAFT        | INT |       |       | -1      |         |      |
| * STEALTH +         | DEX | 2     |       | 2       |         |      |
| * SURVIVAL          | WIS | -1    |       | -1      |         |      |
| * SWIM +            | STR | 8     | 1     | 4       | 3       |      |
| * USE MAGIC DEVICE  | CHA |       |       | 0       |         |      |
|                     | 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  **0 / 2,000**

| SPEED     | BASE | FLY | SWIM | CLIMB | MISC |
|-----------|------|-----|------|-------|------|
| <b>15</b> |      |     |      |       |      |

**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                    |          |         |         |            |      |        |
| SHIELD                   |          |         |         |            |      |        |

| WEAPON NAME & DESCRIPTION      | ATTACK MODIFIERS | DAMAGE         | CRITICAL | RANGE | TYPE | WEIGHT | AMMO & NOTES |
|--------------------------------|------------------|----------------|----------|-------|------|--------|--------------|
| slam                           | +4               | 1d4+6+1d4 acid | 20,x2    |       | B    |        |              |
| Regurgitate Meal (ranged slam) | +2               | 1d4+4+1d4 acid | 20,x2    | 50    | B    |        |              |