

Mukaeabat Halamia

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

Hebeloma

PLAYER
10' cubed **6.4 tons** **N.A.** **N.A.** **translucent**
HEIGHT WEIGHT HAIR EYES SKIN
Mana Wastes, Garund
HOMELAND & 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
STR	22	6	18	4		
DEX	12	1	14	-2		
CON	24	7	16	8		
INT	8	-1	10	-2		
WIS	8	-1	10	-2		
CHA	10	0	12	-2		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
142	132	10	Gelatinous Cube Racial Class	7	10	10	3	3	3	10			
TOTAL HP			142	FAVORED CLASS	Gelatinous Cube	TOTALS	7	10	10	3	3	3	10

ABILITY SCORE & RACIAL NOTES

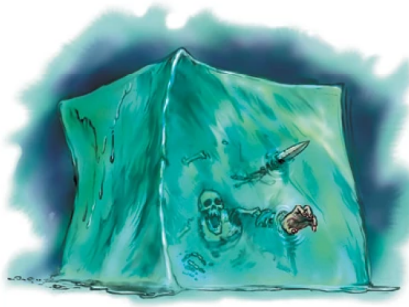
CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	0	0	1	4	4			
TOUCH	15	-10+			1	4				
FLAT-FOOT	14	-10+	0	0	0	4				

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	10	3	7			
REF	4	3	1			
WILL	2	3	-1			

COMBAT NOTES & MODIFIERS
second attack @ +2 BAB



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	13	7		6		
RANGED	8	7		1		
CMB	18	7	CON	7		4
CMD	28	-10+	B7B	4	7	

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS	DEX	1		1		
<input type="checkbox"/> APPRAISE	INT	-1		-1		
<input type="checkbox"/> BLUFF	CHA	0		0		
<input checked="" type="checkbox"/> CLIMB	STR	11	2	6	3	
<input type="checkbox"/> CRAFT	INT	-1		-1		
<input type="checkbox"/> DIPLOMACY	CHA	0		0		
<input type="checkbox"/> DISABLE DEVICE	DEX			1		
<input type="checkbox"/> DISGUISE	CHA	0		0		
<input type="checkbox"/> ESCAPE ARTIST	DEX	1		1		
<input type="checkbox"/> FLY	DEX	1		1		
<input type="checkbox"/> HANDLE ANIMAL	CHA			0		
<input type="checkbox"/> HEAL	WIS	-1		-1		
<input type="checkbox"/> INTIMIDATE	CHA	0		0		
<input type="checkbox"/> KN:	INT			-1		
<input type="checkbox"/> KN:	INT			-1		
<input type="checkbox"/> KN:	INT			-1		
<input type="checkbox"/> KN:	INT			-1		
<input type="checkbox"/> KN:	INT			-1		
<input type="checkbox"/> KN:	INT			-1		
<input type="checkbox"/> KN:	INT			-1		
<input type="checkbox"/> LINGUISTICS	INT			-1		
<input checked="" type="checkbox"/> PERCEPTION	WIS	4	2	-1	3	
<input type="checkbox"/> PERFORM	CHA	0		0		
<input type="checkbox"/> PROF:	WIS			-1		
<input type="checkbox"/> RIDE	DEX	1		1		
<input type="checkbox"/> SENSE MOTIVE	WIS	-1		-1		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			1		
<input type="checkbox"/> SPELLCRAFT	INT			-1		
<input checked="" type="checkbox"/> STEALTH	DEX	7	3	1	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS	3	1	-1	3	
<input checked="" type="checkbox"/> SWIM	STR	11	2	6	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			0		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

FEATS & FEATURES	
Race: Gelatinous Cube (ooze) (In the Company...)	Class: Gelatinous Cube: HD: d8; skills 2 + Int Mod
Acid (Ex): slam or grapple does 1d4 acid damage	Weapon Prof: Natural only; Armor Prof: None
Blind: immune to gaze attacks, visual effects, illusions	Adventuring Buddy: 1 ally as buddy: Namudhaj Darakunk
Blindsight (Ex): 30'	will save to disobey DC 10+lvl/2+ChaMod;
Cube Physiology: Absorb objects and creatures	Ooze can communicate with buddy;
Not Quite Mindless: +4 save vs mind-affecting effects	Ooze empathy: improve attitude of oozes
Ooze Immunities: electricity, paralysis, poison,	Item Attunement (Su): Activate magical item by absorbing it
polymorph, sleep, stunning, sneak attacks	Anesthetizing Slime (Ex): Poison Effect (see below)
Transparent: DC 15 Perception check to notice when motionless	Engulf (Ex): Swallow foe (allowed attack or save)
They eat and breathe, but do not sleep.	Loyalty: +4 Will save vs enchantment; -4 disobey buddy
Growth: Large +2 Str; +2 Con; -2 Dex; increase space & damage	Feat: Extra Ooze Ability (x5)

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 **105,000 / 155,000**
 SLOW MEDIUM FAST

SPEED **20**

INIT **1** = **1** DEX MOD + **0** MISC MOD

HERO

SR **DR**

RESISTANCES

POOL POINTS

ARMOR & WEAPONS	
ARMOR	
SHIELD	

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
slam (x2)	+13	3d6+9+2d6 acid	20,x2		B		+poison+sickened
Regurgitate Meal (ranged slam)	+8	3d6+6+2d6 acid	20,x2	50	B		

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Ooze Abilities:			
Regurgitate Meal: Expel undigested items 50' ranged slam			
Pungent Composition (Ex): attacked foe sickened for Con Mod rnds (Fort save)			
Potent Secretions (Ex): +1 acid dam die & +x=2 dam die			
Jelly Composition (Ex)* - +5 base speed; +4 dodge AC			
Sticky Composition (Ex) +2 CMB, foes -2 CMB; weapons stuck (reflex save)			
Corroding Secretions (EX): acid damages metal for 1+2 rnds			
Resinous Composition (Ex): +4 Natural AC & +2 CMB			
Fission (Ex) - Divide Into Two Cubes as full round action			
Split (Ex) - Immediate action, avoid damage and Fission			

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Anesthetizing slime poison – Type: contact;			
Save: Fort DC 10 + ½ the gelatinous cube's level + Con Mod			
Frequency: 1/round for 2 rounds; Cure: 1 save;			
Effect: 1 Dex + 1 Dex/6 levels & 1 Str + 1 Str/6 levels;			

EQUIPMENT & MAGIC ITEMS				
№	ITEM	QTY / USES	WGT N/A	WEIGHT
	Ooze Abilities (continued)			
	Extra Slam Attack - gains x=1 extra slam attacks			

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
0.0	0.0	0.0		0.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
176	352	528	N	528	1056	2640
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

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