

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
STR	20	5	18	2		
DEX	14	2	14			
CON	20	5	16	4		
INT	8	-1	10	-2		
WIS	8	-1	10	-2		
CHA	10	0	12	-2		

HITPOINTS

CURRENT HP	HP GAINED	HD
62	57	5
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	62	FAVORED CLASS

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Gelatinous Cube Racial Class	3	5	5	1	1	1	5
TOTALS	3	5	5	1	1	1	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

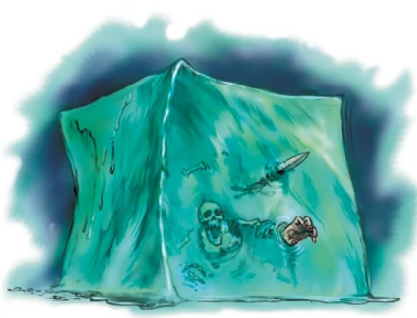
ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	0	0	2	4				
TOUCH	16	-10+		2		4				
FLAT-FOOT	10	-10+	0	0	0					

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	1	5			
REF	3	1	2			
WILL	0	1	-1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	8	3		5		
RANGED	5	3		2		
CMB	10	3	CON	5		2
CMD	24	-10+	B3B	4	7	



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.
Feat: Extra Ooze Ability (x3)
Ooze Abilities:
Regurgitate Meal: Expel undigested items 50' ranged slam
Pungent Composition (Ex): attacked foe sickened for Con Mod rds (Fort save)
Potent Secretions (Ex): +1 acid dam die & +x=1 dam die
Jelly Composition (Ex)* - +5 base speed; +4 dodge AC
Sticky Composition (Ex) +2 CMB, foes -2 CMB; weapons stuck (reflex save)

SKILLS

	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS +	DEX 2		2		
* APPRAISE	INT -1		-1		
* BLUFF	CHA 0		0		
* CLIMB +	STR 9	1	5	3	
* 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		-1		
* KN:	INT -1		-1		
* KN:	INT -1		-1		
* KN:	INT -1		-1		
* KN:	INT -1		-1		
* KN:	INT -1		-1		
* KN:	INT -1		-1		
* LINGUISTICS	INT		-1		
* PERCEPTION	WIS 3	1	-1	3	
* PERFORM:	CHA 0		0		
* PROF:	WIS -1		-1		
* RIDE +	DEX 2		2		
* SENSE MOTIVE	WIS -1		-1		
* SLEIGHT OF HAND +	DEX		2		
* SPELLCRAFT	INT		-1		
* STEALTH +	DEX 6	1	2	3	
* SURVIVAL	WIS 3	1	-1	3	
* SWIM +	STR 9	1	5	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 **15,000 / 23,000**

SPEED **20**

INIT **2** = **2** DEX MOD + **0** 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	+8	2d4+7+2d4 acid	20,x2		B		+poison+sickened
Regurgitate Meal (ranged slam)	+5	2d4+5+2d4 acid	20,x2	50	B		

