Mukaeabat Halamia

CHARACTER

Gelatinous Cube

Medium
N.A.

SIZE
GENDER

HEIGHT
WEIGHT
HAIR

Mana Wastes, Garund
ALIGNMENT

DEITY

HOMELAND & BACKGROUND OCCUPATION



1 Neutral SIZE GENDER Jubilex (The Faceless Lord) (TOH		, Garund			EYES	SKII	N	10	AI	M		117	U	Q	7			
							0.00				IIIG	GA	Jugus	100				
common (understand only, cannot speak)									by Neceros. I			is@yahoo	.com. Vei	rsion 1.0.2	.012			
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEM	AP CURRENT	TPOINT		GAINED	HD		CL	CLA ASS NAME	SS REC			FC HPS F	ORT	REF W	ILL LEVELS			
STR 20 5 18 2	\exists	_		57	5	Gelat	tinous C	ube Racial	Class	3	5				1 5			
DEX 14 2 14	⊓∟ 6′	2											\Box					
CON 20 5 16 4										\neg		\neg	\top					
	NONLETHAL HP DAM		\top							\neg		\top	\top	\top	\top			
INT 8 -1 10 -2	TEMPORARY		+							\dashv	\dashv	\dashv	+	+	+			
wis 8 -1 10 -2	НР	TOTAL H	P	62	FAVORE		elatinous	Cube T	OTALS	3	5	5	1	1	1 5			
CHA 10 0 12 -2					CLASS		Olatinoac	-	OTAL					RANK				
ABILITY SCORE & RACIAL NOTES	CONDITIONS & MISCELLANEOUS TRACKING								SKILLS TOTAL TOTAL TOTAL TANKS ABILITY TRAINED MISC									
	S & DEFENSE							★□ ACROBATIC ★□ APPRAISE	S +	DE		_	-1	_				
ARMOR CLASS TOTAL ARMOR SHIELD DEX SI	ZE DODGE NATURAL	DEFLECT	MISC	TEMP				*□ BLUFF		СН	_	_	0	_				
AC 16 =10+ 0 0 2	4				ARM	PENALTY	0	* ☑ CLIMB •		ST	_	_	5	_				
TOUCH 16 = 10+	4				,	MAXIMUM DEX		*□ CRAFT:*□ DIPLOMACY	r	CH		_	-1	_				
FLAT-FOOT 10 -10+ 0 0 0	=		i i			SPELL	0%	☐ DISABLE DI		DE	×		2		\equiv			
10 = 10+ 0 0 0		الــــاا	COMBAT NO	OTES & MOI	DIFIERS	FAILURE	J /0	*□ DISGUISE*□ ESCAPE ART	FICT A	CH DE	_	_	0	_				
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE M	ISC TEMP							*□ ESCAPE ART	1121 *	DE	_	_	2	_				
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ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY S	IZE MISC	J. My						☐ Kn:		IN	-	+	-1	_				
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ATTACK WODIFIER								☐ Kn:		IN	_		-1	_				
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Z I = I O F O DEPRECT DEX										DE		_	2	_				
FEATS & FEATURES									FIVE	WI DE	_	+	-1 2	_				
CLASS FEATURES, RACIAL TR		ID 10	-1.20	0	-1.041	☐ SPELLCRAFT		IN	т	\perp	-1							
Race: Gelatinous Cube (ooze) (In the Company.								★☑ STEALTH ◆ ★☑ SURVIVAL		DE WI	_	_	2	_	_			
Acid (Ex): slam or grapple does 1d4 acid damage	Weapon Pro	f: Natura	al only;	Armor	Prof	: None		* SWIM ◆		ST		_	-1 5	_	_			
Blind: immune to gaze attacks, visual effects, illusio	ns Adventuring B	uddy: 1 a	lly as b	uddy: 1	Namu	dhaj Da	arakunk	USE MAGIC	DEVICE	СН	Α	\perp	0	_				
Blindsight (Ex): 30'	will save to	will save to disobey DC 10+lvl/2+ChaMod;								STR STR	\vdash	_	_					
Cube Physiology: Absorb objects and creatures	Ooze can c	Ooze can communicate with buddy;								STR	\vdash	+						
Not Quite Mindless: +4 save vs mind-affecting effecting	cts Ooze empati	hv: impr	ove at	titude (of oo	zes				STR		\perp	\perp					
Ooze Immunities: electricity, paralysis, poison,	<u>.</u>	Item Attunement (Su): Activate magical item by absorbing it								STR STR	\vdash	+	+					
polymorph, sleep, stunning, sneak attacks	_	Anesthetizing Slime (Ex): Poison Effect (see below)								KILL. CLA	SS SKILLS	WITH RAN	IKS GAIN	A +3 TRAI	NED BONUS.			
Transparent: DC 15 Perception check to notice when motionle									CAN BE USED	UNTRAIN		ARMOR CH	ECK PEN					
· · · · · · · · · · · · · · · · · · ·		Engulf (Ex): Swallow foe (allowed attack or save) Feat: Extra Ooze Ability (x3)							IUM Z FAST	o L		5,000			000			
They eat and breathe, but do not sleep.		Ooze Ab	mity (x	3)				SPEED			20	FLY	SWIM	CLIM	B MISC			
Ooze Abilities:									-	= -			EX ,	_	MISC			
Regurgitate Meal: Expel undigested items 50' ranged slam								INIT	2		= _		+		MOD			
Pungent Composition (Ex): attacked foe sickened for Con Mod rnds (Fort save)								HERO										
Potent Secretions (Ex): +1 acid dam die & +x=1 dam die								SR			DR							
Jelly Composition (Ex)* - +5 base speed; +4 dodge A	flex save)	RESISTANCES																
	C WEARONS	WEADONS						_										
ARMOR	R & WEAPONS	AC BONUS N	MAX DEX P	PENALTY SP	ELL FAIL	TYPE	WEIGHT	POOL POINTS										
ARMOR																		
SHIELD																		
WEAPON NAME & DESCRIPTION	ATTACK MODIFIER	es .		DAM	AGE		CRITICA	L RANGE	TYPE	WEIGHT			AMMO &	NOTES				
slam		+8 2d4+7+2d4 acid 20,							В		$\overline{}$	oison+s						

N.A.

EYES

translucent

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
slam	+8	2d4+7+2d4 acid	20,x2		В		+poison+sickened
Regurgitate Meal (ranged slam)	+5	2d4+5+2d4 acid	20,x2	50	В		

FEATS & SPECIAL ABILITIES NAME USES/DAY USE								FEATS & SPECIAL ABILITIES NAME USES/DAY USED									
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	EQUIPMENT & MAGIC ITEM	S						E	QUIP	ME	NT & N	MAGIC	ITEMS				
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	#				CONTAIN	ER	BAGS & CC	ZN IA	INTE	vo	LUME/WEIGH	IT LIMIT/NOT	ES		WEIGHT	
	BELT:	⊢															
	BODY:	\vdash															
	CHEST:	\vdash															
	EYES:	느															
	FEET:			CARE		CARRIE	D WGT N/A	STORED	×				REASURE	ARRIED		WEIGHT	
	HANDS:	PLA	TINUM														
	HEAD:	(GOLD														
HE	ADBAND:	S	ILVER														
	NECK:	C	OPPER									- 10	ADS &	HET			
	RING:								LIGH	HT AD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH	
	RING:		CARRIE				WEIGHT			3	267	400	N	400	800	2000	
SHC	DULDERS:		RMOR & EAPONS	CURREN	ICY EQL	JIPMENT	MISC	TOTAL	0	T	0		MODIFIED LOAD	0	0	0	
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