Mukaeabat Halamia Hebeloma Gelatinous Cube N.A. 22 tons N.A. translucent Huge 15' cubed N.A RACE & LA SIZE GENDER HEIGHT WEIGHT EYES Jubilex (The Faceless Lord) (TOHC) Mana Wastes, Garund Neutral common (understand only, cannot speak) Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS** CLASS RECORDER ARILITY SCORE 26 8 **STR** 18 8 227 15 Gelatinous Cube Racial Class 11 15 15 5 242 0 10 14 DEX -4 28 9 12 CON 16 INT 8 -1 10 -2 8 -1 10 -2 WIS 11 15 15 5 TOTAL HP Gelatinous Cube **TOTALS** 10 0 12 -2 **CHA** CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE & ⋆□ ACROBATICS ◆ DE) 0 0 **ATTACKS & DEFENSE** ★□ APPRAISE INT BLUFF СНА 0 AC 18 0 0 4 4 =10+ **№** CLIMB STR 14 CRAFT: INT 14 0 4 MAXIMUM **TOUCH** =10+ ⋆□ DIPLOMACY CHA 0 ☐ DISABLE DEVICE ◆ DEX SPELI 14 0 0 0 4 0% FLAT-FOOT **-10**+ FAILURE ∗**□** Disguise CHA 0 ★□ ESCAPE ARTIST ◆ DEX 0 second attack @ +6 BAB DEX *□ FLY • 0 VING THROWS ABILITY ☐ HANDLE ANIMAL СНА 14 5 9 third attack @ +1 BAB **FORT** ÷□ HEAL WIS 5 5 0 ⋆□ INTIMIDATE СНА REF 0 ☐ KN: INT WILL 4 5 -1 ■ KN: INT ☐ KN: INT BASE ATTACK BONUS ☐ KN: INT MELEE 19 8 11 ☐ Kn: INT ☐ KN: INT RANGED 11 11 0 ■ LINGUISTICS INT ***** ₱ PERCEPTION WIS 6 **CMB** 24 11 CON 9 4 → PERFORM: CHA 0 ☐ Prof: 8 WIS CMD 33 BAB -10₊ ∗□ Ride • DEX 0 E SENSE MOTIVE -1

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 2 magical items by absorption Anesthetizing Slime (Ex): Poison Effect (see below) polymorph, sleep, stunning, sneak attacks Transparent: DC 15 Perception check to notice when motionless Engulf (Ex): Swallow foe (allowed attack or save) Loyalty: +4 Will save vs enchantment; -4 disobey buddy They eat and breathe, but do not sleep.

Growth: Large +2 Str; +2 Con; -2 Dex; increase space & d6 dam

Growth: Huge +2 Str; +4 Con; -2 Dex; increase space & d8 dam

Feat: Extra Ooze Ability (x8)

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RESISTANCES **POOL POINTS**

DR

635.000

BASE

20

890,000

CLIMB

20

MISC

EXPERIENCE

SPEED

INIT

HERO SR

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES		
slam (x3)	+19	3d8+12+2d8 acid	20,x2	10	В		+poison+sickened		
Regurgitate Meal (ranged slam)	+11	3d8+8+2d8 acid	20,x2	50	В				

	FEATS & SPECIAL ABILITIES							FEATS	& SPECI	AL ABILIT	IES			
0	DZE Abilities:		USES/DAY	USED	_A	nesthetiz	ring slime poiso	on – Ty	me pe: conta	act;			USES/DAY	USED
Re	egurgitate Meal: Expel undigested items 50' ranged s	slam			⊣ ⊢		DC 10 + ½ th		·		+ Con M	lod		
\vdash	ngent Composition (Ex): attacked foe sickened for Con Mod rnds (r: 1/round for 2					\Box		
Po	otent Secretions (Ex): +1 acid dam die & +x=2 dam d	ie					ex + 1 Dex/6 le				els;	ヿ		
Je	Ily Composition (Ex)* - +5 base speed; +4 dodge AC	2			8	Stunned	for 1 rnd (sep	arate F	ort save	for stunnir	ng)			
Sti	cky Composition (Ex) +2 CMB, foes -2 CMB; weapons stuck (re	eflex save)			1									
Co	orroding Secretions (EX): acid damages metal for 1+2	2 rnds			1 🗆							\Box		
Re	esinous Composition (Ex): +4 Natural AC & +2 CMB				1							ヿ		
Fis	ssion (Ex) - Divide Into Two Cubes as full round actio	n			1 🗆									
Sp	olit (Ex) – Immediate action, avoid damage and Fission	ı												
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ж	EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	#		E	QUIPN	MENI &	MAGIC ITI		/ USES	WGT N/A	WEIGHT
_	Ooze Abilities (continued)				┨┞							\dashv		
L	Extra Slam Attack - gains x=2 extra slam attacks (x2)			┨┞	-						\dashv		
_	Amorphous Dodge: make attack to avoid attack	+			┨┝							\dashv		
	Compression: Move through space 1/8 its size	-			┦┝	-						\dashv		
	Speedy Expulsion (Ex): +30 move; (1/1d4 rnds)	_			┨┝							\dashv		
_	Slam Dance (Ex): Attack w/ slam each creature along move	9			┨┝	-						\dashv		
_	Wall Climber (Ex): climb speed = move speed	+			┨┝	1						\dashv		
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	#			CONTAIN	E D	BAGS & CO	NTAII		DLUME/WEIGHT LI	MIT/NOTES			WEIGHT
	BELT:									,	,			
Н	BODY:													
Н	CHEST:													
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н	EADBAND:	SILVER												
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SH	OULDERS:	ARMOR & WEAPONS	CURREN		JIPMENT	MISC	TOTAL	0	0		ODIFIED LOAD	0	0	0
	WRIST:	0.0	0.0		0.0		0.0	CURRE	NT LOAD	LIGHT 🗹	MEDIL	 Jм 🔲	HEAV	/Y 🗆
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