

Mukaeabat Halamia

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

Hebeloma

PLAYER  
 15' cubed 22 tons 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	28	9	18	10		
DEX	10	0	14	-4		
CON	30	10	16	14		
INT	8	-1	10	-2		
WIS	8	-1	10	-2		
CHA	10	0	12	-2		

HITPOINTS

CURRENT HP	HP GAINED	HD
<b>342</b>	322	20
NONLETHAL HP DAM		
TEMPORARY HP		
<b>TOTAL HP</b>	342	<b>FAVORED CLASS</b> Gelatinous Cube

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Gelatinous Cube Racial Class	15	20	20	6	6	6	20
<b>TOTALS</b>	15	20	20	6	6	6	20

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

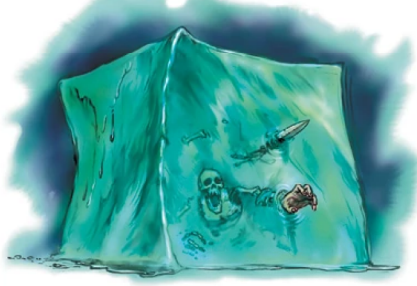
ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	-10+	0	0		4	4			
TOUCH	14	-10+		0		4				
FLAT-FOOT	14	-10+	0	0		4				

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	16	6	10			
REF	6	6	0			
WILL	5	6	-1			

second attack @ +10 BAB  
 third attack @ +5 BAB



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	24	15		9		
RANGED ATTACK MODIFIER	15	15		0		
CMB	29	15	CON	10		4
CMD	38	-10+	15	4	9	

SKILLS

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
ACROBATICS	DEX	4	1	0	3	
APPRAISE	INT	-1		-1		
BLUFF	CHA	0		0		
CLIMB	STR	16	4	9	3	
CRAFT	INT	-1		-1		
DIPLOMACY	CHA	0		0		
DISABLE DEVICE	DEX			0		
DISGUISE	CHA	0		0		
ESCAPE ARTIST	DEX	0		0		
FLY	DEX	0		0		
HANDLE ANIMAL	CHA			0		
HEAL	WIS	-1		-1		
INTIMIDATE	CHA	0		0		
KN	INT			-1		
KN	INT			-1		
KN	INT			-1		
KN	INT			-1		
KN	INT			-1		
KN	INT			-1		
KN	INT			-1		
LINGUISTICS	INT			-1		
PERCEPTION	WIS	12	5	-1	3	5
PERFORM	CHA	0		0		
PROF	WIS			-1		
RIDE	DEX	0		0		
SENSE MOTIVE	WIS	-1		-1		
SLEIGHT OF HAND	DEX			0		
SPELLCRAFT	INT			-1		
STEALTH	DEX	8	5	0	3	
SURVIVAL	WIS	3	1	-1	3	
SWIM	STR	16	4	9	3	
USE MAGIC DEVICE	CHA			0		
STR						
STR						
STR						
STR						
STR						

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER 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): 60'	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 3 magical items by absorption
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
	Feat: Extra Ooze Ability (x9)
Growth: Large +2 Str; +2 Con; -2 Dex; increase space & d6 dam	Improved Critical: Slam: Double threat range
Growth: Huge +2 Str; +4 Con; -2 Dex; increase space & d8 dam	
Cubic Perfection: critical hits automatically confirmed, x3 damage reduction 5/-	

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: 3,600,000 /  
 SLOW [ ] MEDIUM [x] FAST [ ]

SPEED	20			20
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INIT	0	=	0	DEX MOD	+		MISC MOD
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HERO	
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SR		DR	5/-
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RESISTANCES	
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POOL POINTS	
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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 (x3)	+24	4d8+13+2d8 acid	19-20,x3	15	B		+poison+sickened
Regurgitate Meal (ranged slam)	+15	4d8+9+2d8 acid	20,x3	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=3 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 lvs & 1 Str + 1 Str/6 lvs & 1 Con + 1 Con/6 lvs;			
& Stunned for 1 rnd (separate Fort save for stunning)			
& Paralyzed for 1d4 rnds			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Ooze Abilities (continued)			
	Extra Slam Attack - gains x=2 extra slam attacks (x2)			
	Amorphous Dodge: make attack to avoid attack			
	Compression: Move through space 1/8 its size			
	Speedy Expulsion (Ex): +30 move; (1/1d4 rnds)			
	Slam Dance (Ex): Attack w/ slam each creature along move			
	Wall Climber (Ex): climb speed = move speed			
	Launching Blast (Ex) - launch into air w/ acrobatics check			
	Sensitive Composition (Ex): +5 Perception & +30' blindsight			
	Whipping Pseudopods (Ex): +5 reach for slam			
	Diseased Secretion: Add Con damage to Slime			

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			

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
0.0	0.0	0.0		0.0

TREASURE CARRIED			
#	TREASURE	WEIGHT	

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	<b>N</b>	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
404	809	1213	<b>N</b>	1213	2426	6065
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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