GELATINOUS

YOU’RE A GLOSSLING, CAUSTIC SLICK OF PROTOPLASM CONTAINED BY A TRANSPARENT EPIDERMIS.

You might be an unsightly gooey lump, but you’re a sentient unsightly gooey lump. Life is far simpler as a single-celled organism. You don’t have to concern yourself with clothing. Heck, you don’t even need cutlery: You roll over your opponent and absorb the nutrients from its liquefied body.

Appearance: You don’t have a skeletal system or any distinguishing features, aside from being made from slime. You could be a quivering cube or a slithering puddle, or you might be able to assume a humanoid shape if your secondary origin suggests it.

GELATINOUS TRAITS

<table>
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<tr>
<th>Mutant Type:</th>
<th>Strength; Bio: +2 to bio overcharge.</th>
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<tr>
<td>Skill Bonus (Level 1):</td>
<td>Gain a +4 bonus to Stealth checks.</td>
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<td>No Real Weak Points (Level 1):</td>
<td>Gain a +2 bonus to Fortitude.</td>
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<td>Translucent (Level 1):</td>
<td>At the start of each encounter, you are invisible until you attack or until the end of the encounter.</td>
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<td>Gelatinous Critical (Level 2 or 6):</td>
<td>When you score a critical hit, the attack deals 1d10 extra acid damage, and you knock the target prone.</td>
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GELATINOUS POWERS

PARALYTIC GOO

GELATINOUS NOVICE

You hit your foe with a flowing limb of goo, numbing your enemy.

At-Will Acid, Bio

Standard Action Melee 1

Target: One creature

Attack: Strength + your level vs. Fortitude

Hit: 1d8 + Strength modifier + twice your level acid damage, and the target is slowed until the start of your next turn.

FLOWING FORM

GELATINOUS UTILITY

You ooze across the battlefield, unaffected by obstacles and enemies in your path.

Encounter Bio

Move Action Personal

Effect: You shift your speed. During this movement, you ignore difficult terrain and can move through enemies’ spaces.

OOZY EMBRACE

GELATINOUS EXPERT

You enfold your prey in a glistening embrace.

Encounter Acid, Bio

Standard Action Melee 1

Target: One Medium or smaller creature

Attack: Strength + your level vs. Reflex. If the target is slowed, you gain a +4 bonus to the attack roll.

Hit: 2d8 + Strength modifier + twice your level acid damage, and the target is restrained (save ends). If you end your turn not adjacent to the target, it’s no longer restrained.