

Zombie (Human)

Male Human Zombie (Zombie +2) - CL2 - CR 1/2

Neutral Evil Undead; Age: 18; Height: 5' 9"; Weight: 175lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	10	0	
CON CONSTITUTION	-	0	
INT INTELLIGENCE	-	0	
WIS WISDOM	10	0	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+0	=					
REFLEX (DEXTERITY)	+0	=					
WILL (WISDOM)	+3	=	+3				

Damage Reduction (5/slashing)

Undead Traits

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	12	=				+2			
Touch AC	10								
				BAB	Strength	Size			Misc
CM Bonus	+4	=	+1	+3	-	-			
				BAB	Strength	Dexterity	Size		
CM Defense	14	=	10	+1	+3	0	-		
Base Attack			+1						
Initiative			+0						
Speed			30 ft						

Slam (Zombie)

Main hand: +4, 1d6+4

Crit: x2
Light, B

Unarmed strike

Main hand: +4, 1d3+3

Crit: x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (0)	-	
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	+3	STR (3)	-	
Diplomacy	+0	CHA (0)	-	
Disable Device	-	DEX (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+0	DEX (0)	-	
Fly	+0	DEX (0)	-	
Handle Animal	-	CHA (0)	-	
Heal	+0	WIS (0)	-	
Intimidate	+0	CHA (0)	-	
Linguistics	-	INT (0)	-	
Perception	+0	WIS (0)	-	
Ride	+0	DEX (0)	-	
Sense Motive	+0	WIS (0)	-	
Sleight of Hand	-	DEX (0)	-	
Spellcraft	-	INT (0)	-	
Stealth	+0	DEX (0)	-	
Survival	+0	WIS (0)	-	
Swim	+3	STR (3)	-	
Use Magic Device	-	CHA (0)	-	

Feats

Simple Weapon Proficiency - All
Toughness +3

Special Abilities

Darkvision (60 feet)

Special Abilities

Staggered (Ex)

Experience & Wealth

Current Cash: **You have no money!**

Languages

Common

Zombie (Human) – Abilities & Gear

Toughness +3

Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Damage Reduction (5/slashing)

Unknown

You have Damage Reduction against all except Slashing attacks.

Darkvision (60 feet)

Racial Ability, Senses (Zombie)

You can see in the dark (black and white vision only).

Staggered (Ex)

Racial Ability (Zombie)

Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Undead Traits

Racial Ability

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. Undead have no CON score, and use their CHA bonus for CON effects.