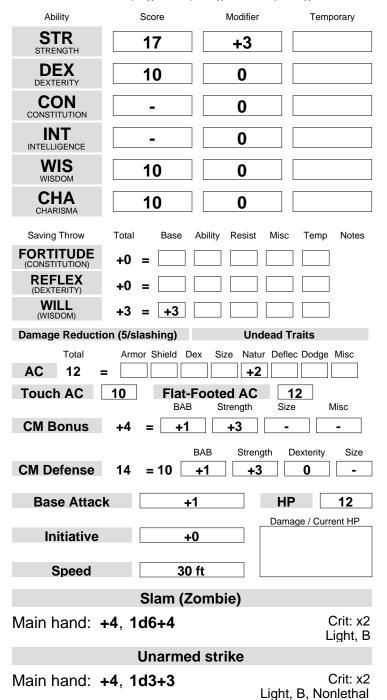
# **Zombie (Human)**

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

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









Skill Name	Total	Ability	Ranks	Temp
<sup>U</sup> Acrobatics	+0	DEX (0)	-	
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
<sup>U</sup> Climb	+3	STR (3)	-	
Diplomacy	+0	CHA (0)	-	
<sup>♥</sup> TDisable Device	-	DEX (0)	-	
Disguise	+0	CHA (0)	-	
UEscape Artist	+0	DEX (0)	-	
<b>U</b> Fly	+0	DEX (0)	-	
Handle Animal	-	CHA (0)	-	
Heal	+0	WIS (0)	-	
Intimidate	+0	CHA (0)	-	
Linguistics	-	INT (0)	-	
Perception	+0	WIS (0)	-	
<sup>0</sup> Ride	+0	DEX (0)	-	
Sense Motive	+0	WIS (0)	-	
<sup>U</sup> Sleight of Hand	-	DEX (0)	-	
Spellcraft	-	INT (0)	-	
<sup>0</sup> Stealth	+0	DEX (0)	-	
Survival	+0	WIS (0)	-	
<sup>y</sup> 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) Current Cash: You have no money! Languages

Common

### 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.