

Mad Meenus Sniiv

Male human juju zombie fighter 3 (two-handed fighter)

NE Medium undead (augmented humanoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0

Languages Common, Undercommon

DEFENSE

AC 22, touch 13, flat-footed 19 (+6 armor, +3 Dex, +3 natural)

hp 37 (3 HD)

Fort +5, **Ref** +4, **Will** +1

Defensive Abilities channel resistance +4; **DR** 5/magic and slashing;
Immune cold, electricity, *magic missile*, undead traits; **Resist**
fire 10

OFFENSE

Speed 20 ft. (4 squares)

Melee +1 *greatsword* +12 (2d6+18/19-20) with Power Attack, or
slam +10 (1d6+10)

Ranged javelin +6 (1d6+7)

Special Attacks overhead chop, shattering strike +1

STATISTICS

Abilities Str 24 (+7), Dex 16 (+3), Con –, Int 13 (+1), Wis 10 (+0), Cha 14 (+2)

Base Atk +3; **CMB** +10 (+11 with sunder, +12 with overrun); **CMD** 23 (24 vs. sunder, 25 vs. overrun)

Feats Charge Through, Furious Focus^B, Improved Initiative^B, Improved Overrun, Intimidating Prowess, Power
Attack^B, Toughness^B, Weapon Focus (greatsword^B)

Skills Climb +18, Intimidate +15, Swim +10; **Armor Check Penalty** –3; **Racial Bonuses** +8 Climb

Gear +1 *greatsword*, javelins (10), masterwork breastplate, tender (290gp)

Encumbrance light 233 lb., medium 466 lb., heavy 700 lb.; **Weight Carried** 58 lb.

SPECIAL ABILITIES

Shattering Strike (Ex) You gain a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made
against objects.

Overhand Chop (Ex) When you make a single attack (with the attack action or a charge) with a two-handed
weapon, you add double your Strength bonus on damage rolls.

