



Zombie Gundam

huge ♦ undead ♦ unaligned

TRAITS

♦ Grabby

Any creature hit by the Zombie Gundam is grappled. Because each of its limbs are made of multiple zombie appendages, the Zombie Gundam can grapple up to eight creatures.

ABILITIES

♦ Slam

Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

If the Zombie Gundam's Slam hits a target, all creatures grappled by the Zombie Gundam also take the same damage.

HIT POINTS 45	ARMOUR 13
INITIATIVE -2	SPEED 20
	FLY —
	SWIM —
	BURROW —

+4	STRENGTH SAVE
-2	DEXTERITY SAVE
+2	CONSTITUTION SAVE
+0	INTELLIGENCE SAVE
+0	WISDOM SAVE
-2	CHARISMA SAVE

STR +4 19	DEX -2 6	CON +2 15
INT +0 10	WIS +0 10	CHA -2 7

PASSIVE PERCEPTION	10
DARKVISION	TREMORSENSE —
BLINDSIGHT	TRUESIGHT —

SKILLS

- 2** Acrobatics (Dex)
- +0** Animal Handling (Wis)
- +0** Arcana (Int)
- +4** Athletics (Str)
- 2** Deception (Cha)
- +0** History (Int)
- +0** Insight (Wis)
- 2** Intimidation (Cha)
- +0** Investigation (Int)
- +0** Medicine (Wis)
- +0** Nature (Int)
- +0** Perception (Wis)
- 2** Performance (Cha)
- 2** Persuasion (Cha)
- +0** Religion (Int)
- 2** Sleight of Hand (Dex)
- 2** Stealth (Dex)
- +0** Survival (Wis)

LANGUAGES