

Zombie Gundam

huge ♦ undead ♦ unaligned

TRAITS

♦ Grabby

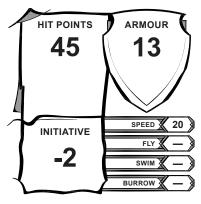
Any creature hit by the Zombie Gundam is grappled. Because each of its limbs are made of multiple zombie appendages, the Zombie Gundam can grapple up to eight creatures.

ABILITIES

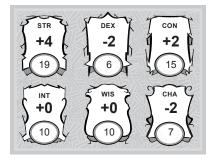
♦ Slam

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.



0 +4	STRENGTH SAVE	<u>`</u>
O (-2)	DEXTERITY SAVE	<u>~</u>
O (+2)	CONSTITUTION SAVE	<u>~</u>
O (+0)	INTELLIGENCE SAVE	<u>`</u>
O (+0)	WISDOM SAVE	7
O < -2 >	CHARISMA SAVE	\



	PASSIVE PERCE	PTION (10)
	DARKVISION	TREMORSENSE
$\overline{-}$	BLINDSIGHT	TRUESIGHT ()

SKILLS Acrobatics (Dex) Animal Handling (Wis) +0 0_ Arcana (Int) +4 Athletics (Str) -2 Deception (Cha) 0_ +0 History (Int) 0_ +0 Insight (Wis) O __-2 Intimidation (Cha) O +0 Investigation (Int) +0 Medicine (Wis) +0

- O _-2 Stealth (Dex)
 O _+0 Survival (Wis)

LANGUAGES