

XP 19,200

Male human revenant warrior 12

CN Medium undead (augmented human, risen)

Init +3; **Senses** blindsight 60 ft., darkvision 60 ft., scent; Perception +19

DEFENSE

AC 27, touch 16, flat-footed 23 (+9 armor, +2 deflection, +3 Dex, +1 dodge, +2 natural)

hp 142 (12d10+72)

Fort +15, **Ref** +10, **Will** +11

Defensive Abilities blood defense 10 (4 rounds); **Immune** risen undead traits

Weaknesses revenant weaknesses (minus mirrors and holy symbols)

OFFENSE

Speed 30 ft.

Melee *shifting nocturne's fang* +15/+10/+5 (1d4+4/19-20)

Special Attacks vampire bite

Blood Powers (CL 11th)

4th—vampire bite mastery

3rd—beast form (cost: 2 BP), greater beast trait (bat), greater vampire bite, vampiric flight (cost: 3 BP)

1st—lesser beast traits (bat, spider, wolf), improved vampire bite, seductive tongue (cost: 1 BP), supernatural strength (cost: 2 BP)

0—beast tongue (cost: 1 BP), detect blood (cost: 1 BP), hide appearance (cost: 1 BP)

STATISTICS

Str 17, **Dex** 17, **Con** —, **Int** 10, **Wis** 18, **Cha** 14, **BP** 22

Base Atk +12; **CMB** +15; **CMD** 31

Feats Blood Smite, Dodge, Toughness, Blood Sustenance, Death Drinker, Gain Power (Seductive Tongue), Lesser Sun Resistance

Skills Acrobatics +18, Perception +19, Survival +19

Languages Common

SQ blood dependence, blood point pool, spider climb

Gear +5 *chain shirt*, *amulet of natural armor* +2, *belt of incredible dexterity* +2, *cloak of resistance* +3, *headband of mental prowess* (Wis/Cha) +2, *nocturne's fang* (6 BP) (2), *potion of inflict moderate wounds* (4), *potion of inflict serious wounds* (2), *shifting nocturne's fang* (0 BP), *ring of protection* +2