

**ZOMBIE STALKER****CR 3****XP 400**

Human juju zombie rogue 3

NE Medium undead

**Init** +8; **Senses** darkvision 60 ft.; Perception +0

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**DEFENSE****AC** 16, touch 14, flat-footed 12; (+3 Dex, +1 dodge, +2 natural)**hp** 26 (3d8+12)**Fort** +3, **Ref** +7, **Will** +1**Defensive Abilities** channel resistance +4, evasion, trap sense +1; **DR** 5/magic and slashing; **Immune** cold, electricity, magic missile, undead traits; **Resist** fire 10

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**OFFENSE****Speed** 30 ft.**Melee** slam +6 (1d6+4)**Special Attacks** sneak attack +2d6

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**STATISTICS****Str** 17, **Dex** 18, **Con** —, **Int** 5, **Wis** 10, **Cha** 14**Base Atk** +2; **CMB** +5; **CMD** 20**Feats** Dodge, Improved Initiative<sup>B</sup>, Mobility, Spring Attack, Toughness<sup>B</sup>**Skills** Acrobatics +9, Climb +17, Intimidate +8, Perception +7, Sleight of Hand +10, Stealth +9, Survival +4, Swim +9; **Racial modifiers** +8 Climb**SQ** trapfinding