

GHERENT SCOROSI**CR 7****XP 3,200**

NE minotaur fighter 2/rogue 2

CE Large monstrous humanoid

Init +6; **Senses** Perception +10

DEFENSE

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)**hp** 95 (2d10+2d8+6d10+42)**Fort** +10, **Ref** +10, **Will** +6**Defensive Abilities** evasion, natural cunning

OFFENSE

Speed 30 ft.**Melee** +1 battleaxe +16/11 (1d8+6) and gore +10 (1d6+2)**Ranged** +1 composite shortbow (+5 Str) +13 (1d6+6 x3)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** powerful charge (gore +16, 2d6+6), sneak attack +1d6

STATISTICS

Str 20, **Dex** 15, **Con** 16, **Int** 8, **Wis** 8, **Cha** 7**Base Atk** +9; **CMB** +15; **CMD** 27**Feats** Improved Initiative, Iron Will, Power Attack, Skill Focus (Stealth),

Stealthy, Toughness, Weapon Focus (battleaxe), Weapon Focus (shortbow)

Skills Acrobatics +7, Bluff +6, Disable Device +6, Escape Artist +4, Intimidate +5, Perception +10, Stealth +20, Survival +10; **Racial Modifiers** +4 Perception, +4 Survival**Languages** Common, Giant**SQ** trapfinding, fast stealth

ECOLOGY

Environment any**Organization** solitary or Brothers Scorosi**NPC Gear** +1 battleaxe, +1 composite shortbow (+5 Str), 2 potions of cure moderate wounds, masterwork thieves' tools

SPECIAL ABILITIES
