

STOLDIR SCOROSI**CR 9****XP 6,400**

Male minotaur fighter 5

LE Large monstrous humanoid

Init +5; **Senses** Perception +9

DEFENSE**AC** 23, touch 11, flat-footed 21 (+7 armor, +2 Dex, +5 natural, -1 size)**hp** 109 (11d10+49)**Fort** +13, **Ref** +9, **Will** +7**Defensive Abilities** bravery +1, natural cunning

OFFENSE**Speed** 30 ft.**Melee** +2 greataxe +20/15/10 (1d12+13/x3)**Space** 10 ft. **Reach** 10 ft.**Special Attacks** powerful charge (gore +16, 2d6+6)

STATISTICS**Str** 21, **Dex** 12, **Con** 16, **Int** 10, **Wis** 12, **Cha** 12**Base Atk** +11; **CMB** +17; **CMD** 28**Feats** Alertness, Cleave, Great Fortitude, Improved Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Skill Focus (Survival), Weapon Focus (greataxe), Weapon Specialization (greataxe)**Skills** Intimidate 14, Perception +13, SenseMotive +3, Survival +22; **Racial Modifiers** +4**Languages** Common, Giant**SQ** armor training 1, weapon training 1

ECOLOGY**Environment** any**Organization** solitary or Brothers Scorosi**NPC Gear** *belt of incredible dexterity* +2, +1 *chainmail*, +2 *greataxe*, 2 *potions of blur*, 500 gp in a monogramed leather pouch

SPECIAL ABILITIES
