

NAME		PLAYERNAME		DEITY		ALIGNMENT
Mag20	0	Gorgon	Huge	0 cm	0 kg	Darkvision (60'), Low-light
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
20	210000	0	Maschio		,	67
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME		BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION		SPEED								
STR Strength		24	+7	24	+7	32	+11	HP hit points	255									Walk 9 m								
DEX Dexterity		10	+0	10	+0	8	-1	AC armor class	21	: 21	: 7	= 10	+ 0	+ 0	+ -1	+ -2	+ 14	+ 0		0	+0	0				
									TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST				
CON Constitution		21	+5	21	+5	25	+7	INITIATIVE modifier	+3	= -1	+ +4															
									TOTAL	DEX MODIFIER	MISC MODIFIER															
INT Intelligence		2	-4	2	-4	2	-4	BASE ATTACK bonus	+20/+15/+10/+5																	
WIS Wisdom		12	+1	12	+1	12	+1																			
CHA Charisma		9	-1	9	-1	9	-1																			

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

23/11.5

RANKS

MISC MODIFIER

✓ Appraise

INT

-4

= -4

+

+

✓ Balance

DEX

-1

= -1

+

+

✓ Bluff

CHA

-1

= -1

+

+

✓ Climb

STR

11

= 11

+

+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+19	= +12	+ +7	+ +0	+ +0	+ +0	+ <div></div>	
REFLEX (dexterity)	+11	= +12	+ -1	+ +0	+ +0	+ +0	+ <div></div>	
WILL (wisdom)	+9	= +6	+ +1	+ +0	+ +2	+ +0	+ <div></div>	

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+29/+24/+19/+14	=	+20/+15/+10/+5	+	+11	+	-2	+	+0	+	+0	+	
RANGED attack bonus	+17/+12/+7/+2	=	+20/+15/+10/+5	+	-1	+	-2	+	+0	+	+0	+	
GRAPPLE attack bonus	+39/+34/+29/+24	=	+20/+15/+10/+5	+	+11	+	+8	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+25/+20/+15/+10	1d8+11	20/x2	1,5 m

*Gore	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	L	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+30		3d6+16			
Special Properties					

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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SUBDUAL DAMAGE						DAMAGE REDUCTION		SPEED			
								Walk 9 m			
0	0	0	-1	-2	14	0		0	+0	0	
HE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	

SKILL NAME			SKILLS		MAX RANKS		23/11.5		
			KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Appraise	INT	-4	=	-4	+	+		
✓	Balance	DEX	-1	=	-1	+	+		
✓	Bluff	CHA	-1	=	-1	+	+		
✓	Climb	STR	11	=	11	+	+		
✓	Concentration	CON	7	=	7	+	+		
✓	Craft (Untrained)	INT	-4	=	-4	+	+		
✓	Diplomacy	CHA	-1	=	-1	+	+		
✓	Disguise	CHA	-1	=	-1	+	+		
✓	Escape Artist	DEX	-1	=	-1	+	+		
✓	Forgery	INT	-4	=	-4	+	+		
✓	Gather Information	CHA	-1	=	-1	+	+		
✓	Heal	WIS	1	=	1	+	+		
✓	Hide	DEX	-9	=	-1	+	+	-8	
✓	Intimidate	CHA	-1	=	-1	+	+		
✓	Jump	STR	11	=	11	+	+		
✓	Listen	WIS	15	=	1	+	12.0	+	2
✓	Move Silently	DEX	-1	=	-1	+	+		
✓	Ride	DEX	-1	=	-1	+	+		
✓	Search	INT	-4	=	-4	+	+		
✓	Sense Motive	WIS	1	=	1	+	+		
✓	Spot	WIS	14	=	1	+	11.0	+	2
✓	Survival	WIS	1	=	1	+	+		
✓	Swim	STR	11	=	11	+	+		
✓	Use Rope	DEX	-1	=	-1	+	+		
				=		+	+		
				=		+	+		

✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Gore	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 kg	0.0 gp	

WEIGHT ALLOWANCE					
Light	2080	Medium	4160	Heavy	6240
Lift over head	6240	Lift off ground	12480	Push / Drag	31200

SPECIAL ATTACKS
Breath Weapon (Su)
Trample (Ex) As a full-round action, you can move up to twice your speed and literally run over any opponents at least one size category smaller than you. (Reflex half DC 31)

SPECIAL QUALITIES
Magical Beast Traits Magical Beasts eat/sleep/breathe
Scent (Ex)

FEATS
Ability Focus (Breath Weapon) Add +2 to the DC for all saving throws against the special attack on which the creature focuses.
Alertness You get a +2 bonus on all Listen checks and Spot checks.
Improved Critical (Gore) When using the weapon you selected, your threat range is doubled.
Improved Initiative You get a +4 bonus on initiative checks.
Improved Natural Attack (Gore) The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.
Iron Will You get a +2 bonus on all Will saving throws.
Weapon Focus (Gore) You gain a +1 bonus on all attack rolls you make using the selected weapon.

PROFICIENCIES
Gore

LANGUAGES
