

NAME		PLAYERNAME		DEITY		ALIGNMENT
						Blindsense (18 m), Darkvision (36 m), Keen Senses, Low-light
Pla41 Sor	0	Plague Great Wyrm	Colossal	0 cm	0 kg	VISION
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	
41	861000	0	Maschio			63
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	41	+15	41	+15	41	+15
<b>DEX</b> Dexterity	10	+0	10	+0	10	+0
<b>CON</b>	33	+11	33	+11	33	+11

  

HP	WOUNDS/CURRENT HP						SUBDUAL DAMAGE				DAMAGE REDUCTION		SPEED											
hit points											20/Magic		Walk 12 m, Fly 60 m, Swim 12 m(Clumsy)											
<b>AC</b> armor class	764	44	:	44	:	2	=	10	+	0	+	0	+	-8	+	42	+	0	+	0				
	TOTAL	FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

CONSTITUTION						
<b>INT</b> Intelligence	20	+5	20	+5	20	+5
<b>WIS</b> Wisdom	21	+5	21	+5	21	+5
<b>CHA</b> Charisma	20	+5	20	+5	20	+5

**INITIATIVE**  
modifier

+4

=

+0

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

**BASE ATTACK**  
bonus

+41

+

+36

+

+31

+

+20

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+33	= +22	+ +11	+ +0	+ +0	+ +0		
<b>REFLEX</b> (dexterity)	+22	= +22	+ +0	+ +0	+ +0	+ +0		
<b>WILL</b> (wisdom)	+27	= +22	+ +5	+ +0	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+48/+43/+38/+33	= +41/+36/+31/+26	+15	-8	+0	+0	
<b>RANGED</b> attack bonus	+33/+28/+23/+18	= +41/+36/+31/+26	+0	-8	+0	+0	
<b>GRAPPLE</b> attack bonus	+72/+67/+62/+57	= +41/+36/+31/+26	+15	+16	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+48/+43/+38/+33	2d6+15	20/x2	6 m

<b>*Bite</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	BPS	C	20/x2	6 m
TOTAL ATTACK BONUS		DAMAGE				
+48		4d8+15				
<b>Special Properties</b>						

<b>*Claw</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	PS	C	20/x2	6 m
TOTAL ATTACK BONUS		DAMAGE				
+46/+46		4d6+7				
<b>Special Properties</b>						

<b>*Wing</b>		<b>HAND</b>	<b>TYPE</b>	<b>SIZE</b>	<b>CRITICAL</b>	<b>REACH</b>
		Off-hand	B	C	20/x2	6 m
<b>TOTAL ATTACK BONUS</b>				<b>DAMAGE</b>		
<b>+46/+46</b>		<b>2d8+7</b>				
<b>Special Properties</b>						

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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SKILL NAME		SKILLS					44/22	
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS	
✓	Concentration	CON	46	= 11	+35.0+			
✓	Escape Artist	DEX	35	= 0	+35.0+			
✓	Hide	DEX	19	= 0	+35.0+	-16		
✓	Intimidate	CHA	40	= 5	+35.0+			
	Knowledge (Arcana)	INT	40	= 5	+35.0+			
	Knowledge (Local)	INT	40	= 5	+35.0+			
	Knowledge (Nature)	INT	29	= 5	+24.0+			
	Knowledge (Religion)	INT	40	= 5	+35.0+			
✓	Listen	WIS	42	= 5	+35.0+	2		
✓	Move Silently	DEX	35	= 0	+35.0+			
✓	Search	INT	40	= 5	+35.0+			
	Spellcraft	INT	29	= 5	+20.0+	4		
✓	Spot	WIS	42	= 5	+35.0+	2		
✓	Swim	STR	58	= 15	+35.0+	8		
				=	+	+		
				=	+	+		

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

*Tail Slap		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	C	20/x2	6 m
TOTAL ATTACK BONUS		DAMAGE				
+46		4d6+7				
Special Properties						

*Crush		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	C	20/x2	6 m
TOTAL ATTACK BONUS		DAMAGE				
+46		4d8+7				
Special Properties						

*Tail Sweep		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	C	20/x2	6 m
TOTAL ATTACK BONUS		DAMAGE				
+46		2d8+7				
Special Properties						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Equipped	1	0.0	0.0	
Claw	Equipped	1	0.0	0.0	
Wing	Equipped	1	0.0	0.0	
Tail Slap	Equipped	1	0.0	0.0	
Crush	Equipped	1	0.0	0.0	
Tail Sweep	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 kg	0.0 gp	

WEIGHT ALLOWANCE					
Light	29440	Medium	58880	Heavy	88320
Lift over head	88320	Lift off ground	176640	Push / Drag	441600

Special Attacks	
Breath Weapon (Su)	[Gozzilioni - Gozzilioni, PHB2]
0' Cone of Acid 0d0 acid DC 41	
Breath Weapon (Su)	[Gozzilioni - Gozzilioni, CdT]
0' Cone of Stinking Cloud DC 41 or Nauseated for 1d6 rounds	
Fog Cloud (Sp) (Sp)	[Gozzilioni - Gozzilioni, Ffo]
Frightful Presence (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
360 ft DC 35, Your very presence unsettling to foes. It takes effect automatically when you perform some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken.	
Hallucinatory Terrain (Sp) (Sp)	[Gozzilioni - Gozzilioni, CdT]
Regenerate (Sp) (Sp)	[Gozzilioni - Gozzilioni, CdT]

Special Qualities	
Immunity To Disease (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You never take disease damage	
Immunity To Paralysis (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You can never be paralysed	
Immunity To Sleep (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You are never subject to sleep effects	
Insect Plague (Sp) (Sp)	[Gozzilioni - Gozzilioni, BoVD]
Plague (Su)	[Gozzilioni - Gozzilioni, CD]
0/day	
Water Breathing (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Water Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Always have swim speeds and can move in water without making Swim checks/ can breathe underwater and usually can breathe air as well	

Feats	
Alertness	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Listen checks and Spot checks.	
Blind-Fight	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.	
Cleave	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.	
Dire Charge	[Wizards of the Coast - Revised (v.3.5) System Reference Document, EpicFeats.rtf]
If you charge in the first round of combat, you may make a full attack against the charged opponent.	
Great Cleave	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
This feat works like Cleave, except that there is no limit to the number of times you can use it per round.	
Hover	[Wizards of the Coast - Revised (v.3.5) System Reference Document, rsrd monster feats.rtf]
When flying, the creature can halt its forward motion and hover in place as a move action.	
Improved Initiative	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +4 bonus on initiative checks.	
Improved Natural Armor (2x)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, rsrd monster feats.rtf]
creature's natural armor bonus increases by 1.	
Improved Toughness	[Complete Warrior, CW]
See Text, Gain HP equal to your current HD	
Multiattack	[Wizards of the Coast - Revised (v.3.5) System Reference Document, rsrd monster feats.rtf]
The creature's secondary attacks with natural weapons take only a -2 penalty.	
Power Attack	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
On your action, before making attack rolls for a round, you may choose to subtract up to 41 from all melee attack rolls and add the same number to all melee damage rolls.	
Rend	[Draconomicon, Drac]
See Text, Deal extra damage on claw attacks.	
Wingover	[Wizards of the Coast - Revised (v.3.5) System Reference Document, rsrd monster feats.rtf]
A flying creature with this feat can change direction quickly once each round as a free action.	

PROFICIENCIES
Aboleth Bite, Bite, Blowgun, Claw, Club, Crossbow (Heavy), Crossbow (Light), Crush, Dagger, Dagger (Barbed), Dagger (Punching), Dart, Gauntlet, Gauntlet (Bladed), Gauntlet (Spiked), Giant Rock, Grapple, Halfspear, Halfspear (Salamander), Javelin, Longspear, Longstaff, Mace (Heavy), Mace (Light), Morningstar, Muspelrule, Pincerstaff, Quarterstaff, Shortspear, Shortspear (Salamander), Sickle, Sickle (Heavy), Sling, Spear, Spells(Ray), Tail Club, Tail Slap, Tail Sweep, Unarmed Strike, Wing

LANGUAGES
Draconic

TEMPLATES
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## Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Hallucinatory Terrain	19	Will disbelief (if interacted with)	10 minutes	24 hours [D]	Long (264 m)	V, S, M	No	Illusion (Glamour)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Makes one type of terrain appear like another [field into forest, or the like].						<i>Target:</i> 12 30-ft. cubes [S]			<i>Caster Level:</i> 12	
☐☐☐	Fog Cloud		None	1 standard action	120 minutes	Medium (66 m)	V, S	No	Conjuration (Creation) [WuJenWater]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Fog obscures vision.						<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high			<i>Caster Level:</i> 12	
☐	Regenerate	22	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+12 [max +35].						<i>Target:</i> Living creature touched			<i>Caster Level:</i> 12	
☐	Insect Plague		None	1 round	12 minutes	Long (264 m)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Locust swarms attack creatures.						<i>Target:</i> 4 swarms of locust, each of which must be adjacent to at least one other swarm			<i>Caster Level:</i> 12	
* =Domain/Speciality Spell										

## Innate

- ☐ Hallucinatory Terrain (DC:19)
- ☐ Fog Cloud (DC:)
- ☐ Regenerate (DC:22)
- ☐ Insect Plague (DC:)