

00 x 3235  
→ ↕  
ge Dummy

Roly

ROLY

Middle Aged Adult Minotaur  
Lawful Neutral  
Level 0 Civilian N/A

Pronouns - they/them  
Occupations - Porter  
Armor Class - 16  
Hit Points - 61 (TODO Hitdice)  
Speed - 30.

STR	DEX	CON	INT	WIS	CHA
19	9 (0)	18	7 (-1)	8 (-1)	9 (0)
(+5)		(+4)			

Saving Throws - Skills -

{ "Minotaur Abilities" => { { "Horns" => "Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.", "Goring Rush" => "Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action.", "Hammering Horns" => "Immediately after you hit a creature with a melee attack as a part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be within 5 feet of you and no more than one size larger than you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.", "Imposing Presence" => { { "Description" => "You have proficiency in one of the following skills of your choice", "Additional Information" => [ "Intimidation", "Persuasion" ] } } }

Proficiencies - Proficiency Mod - +2

Languages - Abyssal Giant Common N/A  
Adjectives - Helpful, Clumsy, Hard-Working,

Special Abilities

Special Equipment

Combat Tactics

will generally run away from a fight, but will go all in with hoof and horn if he has no other option

Actions

Factions

2500 x 323  
↔ ↕

Image Dummy

ROLEPLAYING

Introduction

You arrange a room with the innkeep. He whistles and a giant muscular minotaur strides to your bags. /"Let me take these/"

Appearance

7'5" and 330lbs. Muscular to a fault. Deep red fur and white horns. Dark but kind eyes.

Expressions

You know my people tinker and create wonders, right?

No need to worry, Roly the Trolley will shoulder it!

Mannerisms

Total lack of spatial awareness, knocking over chairs, tables, etc. Literally a bull in a china shop.

Motivations

To provide the best service possible as a porter at the Inn. He also transports goods between merchants.

Passions

Providing service and attempting to tinker with things to make them even better than before.

Secrets

Although Roly identifies as a gnome. He is not a gnome.

ROLY

Middle Aged Adult Minotaur  
Lawful Neutral  
Level 0 Civilian N/A

Pronouns - they/them  
Occupations - Porter  
Armor Class - 16  
Hit Points - 61 (TODO Hitdice)  
Speed - 30.

STR	DEX	CON	INT	WIS
19	9	18	7	8
(+5)	(0)	(+4)	(-1)	(-1)

CHA  
9  
(0)

Saving Throws - Skills - { "Minotaur Abilities" => { { "Horns" => "Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.", "Goring Rush" => "Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action.", "Hammering Horns" => "Immediately after you hit a creature with a melee attack as a part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be within 5 feet of you and no more than one size larger than you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.", "Imposing Presence" => { { "Description" => "You have proficiency in one of the following skills of your choice", "Additional Information" => [ "Intimidation", "Persuasion" ] } } }

Proficiencies - Proficiency Mod - +2  
Languages - Abyssal Giant Common N/A  
Adjectives - Helpful, Clumsy, Hard-Working,

Special Abilities

Special Equipment

Combat Tactics

will generally run

ROLEPLAYING

Introduction

You arrange a room with the innkeep. He whistles and a giant muscular minotaur strides to your bags. /"Let me take these/"

Appearance

7'5" and 330lbs. Muscular to a fault. Deep red fur and white horns. Dark but kind eyes.

Expressions

You know my people tinker and create wonders, right?

No need to worry, Roly the Trolley will shoulder it!

Mannerisms

Total lack of spatial awareness, knocking over chairs, tables, etc. Literally a bull in a china shop.

Motivations

To provide the best service possible as a porter at the Inn. He also transports goods between merchants.

Passions

Providing service and attempting to tinker with things to make them even better than before.

Secrets

Although Roly identifies as a gnome. He is not a gnome.

away from a fight, but will go all in with hoof and horn if he has no other option

**Actions**

-

**Factions**