

## ROLY

*middle aged adult minotaur*  
*lawful neutral*  
*Level 0 civilian*

**Pronouns:** he/him

**Occupations:** Porter

**Armor Class** 16

**Hit Points** 61 (TODO Hitdice)

**Speed** 65.

**STR**

19

**DEX**

9

**CON**

18

**INT**

7

**WIS**

8

**CHA**

9

**Saving Throws** TODO Saving Throws

**Skills** Athletics;

**Proficiencies** TODO

**Damage Immunities** TODO Damage Immunities

**Condition Immunities** TODO Condition Immunities

**Senses** TODO Senses

**Languages** Abyssal Giant Common ,

**Adjectives** ,

**Special Abilities**

### COMBAT TACTICS

Roly almost exclusively flees from combat.

### ACTIONS

### FACTIONS



## 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.

## BACKGROUND

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A young and adventurous Minotaur engaged in a brutal and near life-ending battle with the clerics of Hamuun [Any deity, really] in defense of his prized possession - a holy relic the Minotaur had uncovered from cave fissures. The clerics had traveled a great distance in search of the relic and most certainly were not going to forego finding it in the caves as they had performed extensive research to locate it. They did not expect a guardian minotaur.

The missionaries did not wish to slay the beast as they discovered it had been charmed to guard the relic. In the battle, the Minotaur was clubbed hard to the skull in an attempt to subdue them. The Minotaur lost consciousness and the clerics uncovered the relic and returned it, along with the Minotaur, to their temple district.

The Minotaur came to consciousness in the presence of one of the healing priestesses of the Order - a beautiful gnomish woman.

"*You will heal in time,*" she said gently. The Minotaur was overwhelmed with her beauty and overwhelmed with her gentle touch. The charm spell coupled with serious head trauma loosened the Minotaur from his memories and sense of identity. They internalized their caretaker and formed a new version of themselves in their head - that of a helpful gnome.

Once fully recovered, and properly guided to an identifiable name, Roly, by their caretaker, they made their way about town looking to help others. The local innkeeper sympathized with Roly and offered them the position of Porter for the Inn. Roly's incredible service gained notoriety and local merchants and guilds began to enlist their services.