



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

### CHA

9 (0)

**Saving Throws**  
TODO Saving Throws  
**Skills** Athletics;  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Abyssal, Giant,  
Common,  
**Adjectives**

### Special Abilities

### Special Equipment

### Combat Tactics

Roly almost exclusively flees  
from combat.

### Actions

### Factions

2500 x 3235



Image Dummy

## ROLEPLAYING

### Introduction

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

### Appearance

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

### Expressions

"You know my people tinker and cre  
wonders, right?"; "No need to worry,  
Roly the Trolley will shoulder it!"

### Mannerisms

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

### Motivations

To provide the best service possible  
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.

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## BACKGROUND STORY

<p>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.</p><p>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.</p><p>  
<p>The Minotaur came to  
consciousness in the  
presence of one of the  
healing priestesses of the  
Order - a beautiful gnomish  
woman.</p><p><i>"You  
will heal in time,"</i> 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 himself in  
their head - that of a helpful  
gnome.</p><p>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.</p>