# 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 9 18 7 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** 

**Special Equipment** 

**Combat Tactics** 

Roly almost exclusively flees fron combat.

Actions

**Factions** 

### ROLEPLAYING

### Introduction

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

# **Appearance**

7'5" and 330lbs. Muscular t fault. Deep red fur and wh horns. Dark but kind eyes.

### **Expressions**

"You know my people tinke and create wonders, right? "No need to worry, Roly th Trolley will shoulder it!"

#### Cell3

#### Mannerisms

Total lack of spatial awarer knocking over chairs, table etc. Literally a bull in a chi



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ROLEPLAYING

2500 x 3235 ← ↑

Image Dummy

# 120

#### Introduction

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#### **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 STORY

shop.

**Motivations** 

**Passions** 

Secrets

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

A young and adventurous Minotaur engaged in a brutal near life-ending battle with th clerics of Hamuun [Any deity, really] in defense of his prize 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 fo finding it in the caves as they performed extensive research locate it. They did not expect guardian minotaur.T missionaries did not wish to s the beast as they discovered had been charmed to guard the relic. In the battle, the Minota was clubbed hard to the skull an attempt to subdue them. T Minotaur lost consciousness a the clerics uncovered the relie returned it, along with the Minotaur, to their temple dist The Minotaur came t consciousness in the presence one of the healing priestesses the Order - a beautiful gnomis woman.<i>"You will in time,"</i> she said gently. Minotaur was overwhelmed w her beauty and overwhelmed her gentle touch. The charm s coupled with serious head tra loosened the Minotaur from h memories and sense of identi-They internalized their careta and formed a new version of themself in their head - that c helpful gnome.Once recovered, and properly guide an identifiable name, Roly, by their caretaker, they made th way about town looking to he 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 guilds began to enlist their services.

## PERSONALITY

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