



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 (0)	18	7	8
(+5)		(+4)	(-1)	(-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 bu
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 eve
better than before.

Secrets

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

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BACKGROUND STORY

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 themself 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.