

CELL
ONE

TANAROLF LYKOSTHEMAK

middle aged adult other (you will be asked to specify)
lawful neutral
Level 3 fighter

Pronouns: he/him
Occupations: Prison Guard
Armor Class 16
Hit Points 34 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS	CHA
18 ()	12	16	14	11	15

Saving Throws TODO Saving Throws
Skills
Proficiencies TODO
Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
Languages Common Minotaur ,
Adjectives ,

Special Abilities

- Minotaur Traits: Horns Goring Rush Hammering Horns Imposing Presence Natural Weapon Menacing Relentless Endurance Savage Attack | Fighting Style: Defense Second Wind Action Surge | Combat Superiority Student of War

Special Equipment

- Arcane Lock Key

Combat Tactics

Will use his whip to attack at distance then use his morning star and horns to attack at close range

Actions

Bullwhip | Morning Star

Factions

2500 x 3235
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Image Dummy

ROLEPLAYING

Introduction

The massive horned bovine man callously sliding a tray of slop under the cell door, "Dinner time scrag!"

Appearance

Tall and wide with a white and brown spotted hide. Large curved horns, full chain armor and big brown eyes

Expressions

"Quiet scrag! I'm in charge here", "Shut up and eat your gruel" , "Don't even bother thinking about escape from here"

Mannerisms

an almost permanent sneer on his face. Walks with a swagger of bravado

Motivations

Keeping order, doing his duty and occasionally taking out his natural aggression

Passions

Secrets

He enjoys abusing prisoners

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CELL 2

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Skills

Proficiencies **TODO**

Damage Immunities **TODO** **Damage Immunities**
Condition Immunities **TODO** **Condition Immunities**
Senses **TODO** **Senses**
Languages **Common Minotaur** ,
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Special Abilities

- **Minotaur Traits:** **Horns** **Goring Rush** **Hammering Horns**
Imposing Presence **Natural Weapon** **Menacing**
Relentless Endurance **Savage Attack** | **Fighting Style:**
Defense **Second Wind** **Action Surge** | **Combat**
Superiority **Student of War**

Special Equipment

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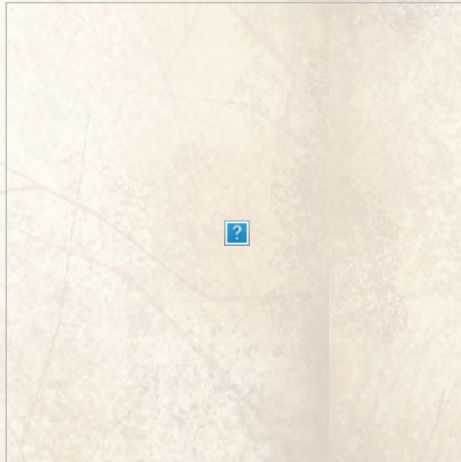
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