Tanarolf Lykosthemak

Middle Aged Adult Minotaur
Lawful Neutral
Level 3 Fighter Battle Master

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
(+4)	(+1)	(+3)	(+2)	(+1)	(+3)

Saving Throws -
Skills -
{"Minotaur Abilities"=>[{"Horns"=>"Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to ld6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike."}, {"Goring Rush"=>"Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action."}, {"Hammering Horns"=>"Immediately after you hit a creature with a melee attack as a part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be within 5 feet of you and no more than one size larger than you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you."}, {"Imposing Presence"=>"You have proficiency in one of the following skills of your choice; Intimidation or Persuasion"}, {"Menacing"=>"You gain proficiency in the Intimidation skill."}, {"Relentless Endurance"=>"When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest."}, {"Savage Attacks"=>"When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit"}]}
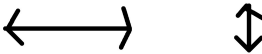{"Fighter Abilities"=>[{"Fighting Style"=>"Defense"}, {"Second Wind"=>"Bonus Action to regain 1d10 + 3"}, {"Action Surge"=>"Once every short/long rest can take an extra action"}]}
{"Battle Master Abilities"=>[{"Combat Superiority"=>[{"Maneuvers"=>"Menacing Attack, Pushing Attack, Grappling Attack"}, {"Superiority Dice"=>4}, {"Maneuver DC"=>13}]}, {"Student of War"=>"Smith's Tools"}]}
Proficiencies -
Proficiency Mod - +2.

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

Style"=>"Defense"},
{"Second Wind"=>"Bonus Action to regain 1d10 + 3"},
{"Action Surge"=>"Once every short/long rest can take an extra action"}]}
{"Battle Master Abilities"=>
[{"Combat Superiority"=>
[{"Maneuvers"=>"Menacing Attack, Pushing Attack, Grappling Attack"},
{"Superiority Dice"=>4},
{"Maneuver DC"=>13}]},
{"Student of War"=>"Smith's Tools"}]]

Proficiencies -

Languages -
Common Minotaur
{"id"=>"city_watch",
"name"=>"City Watch"}
{"id"=>"prison_guild",
"name"=>"Prison Guild"}
Adjectives -
Aggressive, Over-Confident, Cowardly,

Special Abilities
-       -

Special Equipment
-       -   -

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

Actions   -

Factions

Proficiency Mod - +2

Languages -
Common Minotaur
{"id"=>"city_watch",
"name"=>"City Watch"}
{"id"=>"prison_guild",   "name"=>"Prison Guild"}
Adjectives - Aggressive, Over-Confident, Cowardly,

Special Abilities   -   -

Special Equipment   -   -
-

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

Actions   -

Factions

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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

Asserting his dominance

Secrets

He enjoys abusing prisoners

Secret
He
prisoner