

[Previous](#)[Next](#)

roly

**2500 x 3235**  
↔ ↕

Image Dummy

---

Roly

**Roly**

**middle aged adult Minotaur**

**Lawful Neutral**

**Level 0 Civilian N/A**

---

**Pronouns -**

they/them

**Occupations -**

Porter

Armor Class -

16

Hit Points -

61 (TODO Hitdice)

Speed -

30.

---

STR

19 (+5)

DEX

9 (0)

CON

18 (+4)

INT

7 (-1)

WIS

8 (-1)

CHA

9 (0)

---

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 1d6 + 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" => [ { "Description" => "You have proficiency in one of the following skills of your choice", "Additional Information" => [ "Intimidation", "Persuasion" ] ] } ] }

Proficiencies -

Proficiency Mod -

+2

Languages -

Abyssal Giant Common N/A

**Adjectives -**

Helpful, Clumsy, Hard-Working,

---

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**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 me take these/"

**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.

---

**Roly**

**middle aged adult Minotaur**  
**Lawful Neutral**  
**Level 0 Civilian N/A**

---

**Pronouns -**

they/them

**Occupations -**

Porter

**Armor Class -**

16

**Hit Points -**

61 (TODO Hitdice)

**Speed -**

30.

---

**STR**

19 (+5)

**DEX**

9 (0)

**CON**

18 (+4)

**INT**

7 (-1)

**WIS**

8 (-1)

**CHA**

9 (0)

---

**Saving Throws -**

**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"=>[{ "Description"=>"You have proficiency in one of the following skills of your choice", "Additional Infromation"=>["Intimidation", "Persuasion"]}]}]}

**Proficiencies -**

**Languages -**

Abyssal Giant Common N/A

**Adjectives -**

Helpful, Clumsy, Hard-Working,

---

**Special Abilities**

-

## Special Equipment

-

## Combat Tactics

will generally run away from a fight, but will go all in with hoof and horn if he has no other option

## Actions

-

## Factions

# Roleplaying

---

## Introduction

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

## 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

---

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 themselves 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.