

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 from combat.

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 fault. Deep red fur and white horns. Dark but kind eyes.

Expressions

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

Mannerisms

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

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

Image Dummy

Image Dummy

<p>Rejects it.</p>	<p>shoulder it.</p>
<p>Special Abilities</p>	<p>Mannerisms</p> <p>Total lack of spatial awareness, knocking over chairs, tables, etc. Literally a bull in a china shop.</p>
<p>Special Equipment</p>	<p>Motivations</p> <p>To provide the best service possible as a porter at the Inn. He also transports goods between merchants.</p>
<p>Combat Tactics</p> <p>Roly almost exclusively for combat.</p>	<p>Passions</p> <p>Providing service and attempting to tinker with things to make them even better than before.</p>
<p>Actions</p>	<p>Secrets</p> <p>Although Roly identifies as a gnome. He is not a gnome.</p>
<p>Factions</p>	

BACKGROUND STORY

A young and adventurous Minotaur engaged in a brutal 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 find it in the caves as they 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 his consciousness in the presence of one of the healing priestesses of the Order - a beautiful gnomish woman.

"You will be healed in time," she said gently. The Minotaur was overwhelmed with her beauty and overwhelmed by her gentle touch. The charm 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 himself in their head - that of a helpful gnome.

Once recovered, and properly guided by 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' guilds began to enlist their services.

PERSONALITY

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