

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

 18
 12
 16
 14
 11

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

15 (+3)

my

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

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

City Watch

Prison Guild

Image Dummy

ROLEPLAYING

Introduction

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

Appearance

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

Expressions

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

Mannerisms

an almost permanent sneer on his fa 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

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

 18
 12
 16
 14
 11

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

15 (+3)

Saving Throws
TODO Saving Throws
Skills 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

City Watch

Prison Guild

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

Cell3

"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

BACKGROUND STORY

Tanarolf loves his job. He works hard under the premise that he's keeping order and loyally doing his duty to his city and nation. But what he really loves is the feeling of power and control that it gives him and the opportunity to take out his naturally aggressive tendencies on his prisoners He is a petty man with a quick temper, but he's also a bit of a coward when he's not in charge of the situation. Like most bullies, he will quickly back down and turn to selfpreservation when presented with an actual threat. He is strong and a natural fighter but will run rather than fight if he thinks he's outmatched.