



## 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 (0)	18	7	8
(+5)		(+4)	(-1)	(-1)

**CHA**  
9 (0)

**Saving Throws**  
TODO Saving Throws  
**Skills** Athletics;  
**Proficiencies**  
**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

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  
take these"

### Appearance

7'5" and 330lbs. Muscular to a fault.  
Deep red fur and white horns. Dark  
kind eyes.

### Expressions

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

### Mannerisms

Total lack of spatial awareness, knock  
over chairs, tables, etc. Literally a bu  
a china shop.

### Motivations

To provide the best service possible  
porter at the Inn. He also transports  
goods between merchants.

### Passions

Providing service and attempting to  
tinker with things to make them eve  
better than before.

### Secrets

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

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## 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 themself 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.