

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	CHA
18	12	16	14	11	15

Saving Throws TODO Saving Throws
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

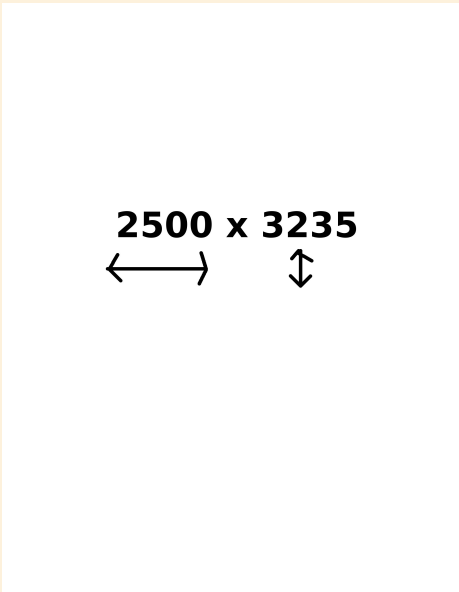
Combat Tactics

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



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

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

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 self-preservation 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.