

Bose "Horns" Stronghorn

CHARACTER NAME

Paladin (1)

CLASS & LEVEL

Minotaur

RACE

Gladiator

BACKGROUND

Chaotic Good

ALIGNMENT

Patrick

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+5

20

DEXTERITY

+1

12

CONSTITUTION

+4

18

INTELLIGENCE

0

10

WISDOM

+2

15

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +5 Strength
- ☐ +1 Dexterity
- ☐ +4 Constitution
- ☐ 0 Intelligence
- ☒ +4 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☒ +3 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +7 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☐ 0 History (Int)
- ☐ +2 Insight (Wis)
- ☒ +5 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☐ +3 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☒ +3 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

17

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Born and Raised to Fight, Honorable, Composed, Self-aware, Lacking a Sense of Humor, Big Softy, Excellent Sense of Smell

PERSONALITY TRAITS

Justice, Natural Balance, Utilitarianism, Fighting the Wicked

IDEALS

Pool of Light, Black Pits, Thran Oldhorn, Ushgort the Ringer, Armament of Revelation

BONDS

Headstrong, Culturally Clueless, Hot Tempered, Deep Hate for the Wicked, Takes Risks

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+7

1d4 + 5 pie

Greatsword

+8

2d6 + 6 sla

ATTACKS & SPELLCASTING

Darkvision: 60 ft.

(additional features & traits on last page)

14

PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Heavy; Light; Medium; Shields

Language Proficiencies: Abyssal; Common; Orc;

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Backpack (medium)

Bedroll

4

Clothes, common

23

Amulet

15

Half Plate +1

EQUIPMENT

FEATURES & TRAITS



Bose "Horns" Stronghorn

CHARACTER NAME

23

AGE

Grey-Blue

EYES

8ft

HEIGHT

Grey

SKIN

312lbs

WEIGHT

Dark-Grey

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

"Forgive me, for I do not remember when I was thrown into the black pits, but there was little else but pain and rage, so I guess, I blocked it out. And I was a Monster before... maybe not smart enough to understand?

An old Minotaur taught me to fight... saved my life more than once, gave his for mine. An ugly shit of an Orc made me fight for the amusement of the mindless mob, and in-between fights, he would find ways to make my life miserable. A fucking sadist through and through. He killed the old Bull... *sigh*

I barely managed to stay alive, killing random strangers and friends, so they would not kill me. There were times I thought about giving in, but I did not want to give them the satisfaction I would not be broken.

One night I saw a chance and took it. I fled the pit, hid in a pile of dead slaves, crawled through the underdark by instinct alone, found a way out too. But they came after me. The Orc and his enforcers. Escaped slaves were killed without exception. Usually thrown into the pit to feed the most wicked of monsters. I have killed many myself. I would have been quite the irony. Relentless, they tracked me. I could smell them, never too far behind. May it be providence or simple luck, I stumbled over strange place, in a small cavern, when I slipped through a crack to hide from those pursuing me.

Bright moonlight from high above bathed the small grove in the hidden mountain crack. A thin waterfall filled a small pond. It was a place of absolute peace. For the first time since I could remember, I felt at ease, fearless... even... I know it sounds strange, but I felt... loved.

I was perished, had not drunk nor eaten for some time and eagerly I drank from the pond. The water was more than refreshing. It brought clarity. My eyes opened, the reflection of me in the pond, I recognized myself for the first time in my life. My mind woke up. As the water filled me with revelation, it filled me with purpose. I have found a secret place, amidst a realm of wickedness. I felt the balance of nature realigning. I could see myself as the fulcrum of fate. I felt the touch, heard the call. I agreed. I sat up, reborn, anewed, clear and aware. I noticed behind me, sitting at the wall, a large warrior of a long gone race, his bleached

-----Actions-----

Divine Sense. Within 60 ft., detect presence of undead, celestial, or fiend. Also detect consecrated or desecrated object or place (use 4 times/long rest).

Lay on Hands. You have a healing pool of 5 HPs, with it you can heal a creature or expend 5 points to cure disease or neutralize poison (use once/long rest).

-----Other Traits-----

Goring Rush. When you Dash on your turn, you can make one melee attack with your horns as a bonus action.

Hammering Horns. When you take the Attack action on your turn to make a melee attack, you can attempt to shove a creature as a bonus action. You cannot use this shove attempt to knock a creature prone.

Horns. You are never unarmed. Your horns are a melee weapon that deals 1d10 piercing damage, and you are proficient with your horns. Your horns grant you advantage on all checks made to shove a creature, but not to avoid being shoved yourself.

Labyrinthine Recall. As Minotaur you can perfectly recall any path you has travelled.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.