

Darkvision: 60 ft.

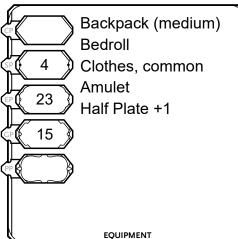
(additional features & traits on last page)

PASSIVE WISDOM (PERCEPTION) Weapon Proficiencies: Martial;

Simple

Armor Proficiencies: Heavy; Light; Medium; Shields

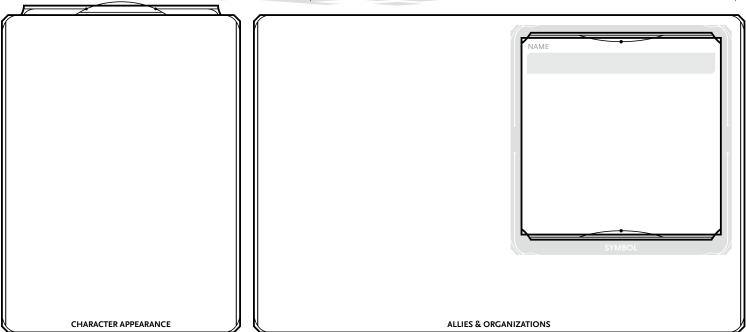
Language Proficiencies: Abyssal; Common; Orc; OTHER PROFICIENCIES & LANGUAGES



EQUIPMENT

**FEATURES & TRAITS** 





"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 easy, 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 ir 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

CHARACTER BACKSTORY

TREASURE

FEATURES & TRAITS
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.