

Minotaur

Level	7	AGL	16	Defense	Block	16	
Size	Medium	CHA	5	Bonus	Dodge	15	
Initiative Bonus	-2	CON	19		Perry	13	
Grouping	1d6	END	16	High Pain Threshold	N/A		
Aggressiveness	10	INT	6	Magic Resistance			
Movement	30'	OBS	12	AGL	N/A	INT	N/A
Treasure	2d6	STR	20	CHA	N/A	OBS	N/A
		WIS	7	CON	N/A	STR	N/A
				END	N/A	WIS	N/A



Attack skills / Weapon	Bonus	Damage	Rate	Range	TL
Punch	6	1d4+5	4	1	1
Kick		1d6+5			
Bite		1d4			
Horns		1d8+5			
Weapon 1	3	Variable	Variable	Variable	Variable

Territory & Description:

The original Minotaur was killed by the Greek hero Theseus. Upon its death the Minotaur was brought to Valhalla by the gods and was given a mate and was placed on his own island in the territories that now belong to the Greco-Roman alliance. There the Minotaurs thrived. It is rumored that the Titan Cronus also lives on this island and uses the minotaurs to scare off invaders.

Over time some people came to the island to trap and capture the creatures. Some of the minotaurs were sold to the slave markets to be gladiators while others were sold for scientific experiments. Some of these creatures escaped, however, and started small bands across the face of Valhalla, particularly in the Greco-Roman region, in Xa'cor dy Yelphheet and in the Empires of the Sun.

Minotaurs have an innate hatred of humans and most humanoid creatures. They will attack on sight and will generally not stop until death takes them. They have no culture of their own and have only a little better than animal intelligence. Any weapons they have are generally crude weapons like clubs that they pick up from slain opponents. They live in small family groupings but do not generally have a leader. They live in forests and jungles and will occasionally dwell in subterranean places.

Special Abilities (Goring):

A Minotaur's preferred method of attack is to charge a character with his horns and gore him. This will always be the first attack the Minotaur takes unless its opponents are already within 5' of the creature. The goring attack takes place in two separate phases, both of which take up two rate points. The first is the attack with the horns. This attack can be made either like a normal attack, or he can "charge" his target. If the Minotaur strikes his opponent then he can make a "goring" attack on the following combat phase. This involves simply making a STR roll. If successful, the Minotaur does an additional 1d8+5 HP of damage to the same location.

Minotaur 1		Current CON	19						
		Current END	16	Weapon	Bonus	Damage	Rate	Range	TL
				Spiked Club	+3	1d8+7	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	11	33	22	17	17	28	28		

Minotaur 2		Current CON	19						
		Current END	16	Weapon	Bonus	Damage	Rate	Range	TL
				Club	+3	1d6+6	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	11	33	22	17	17	28	28		

Minotaur 3		Current CON	19						
		Current END	16	Weapon	Bonus	Damage	Rate	Range	TL
				Cleaving Sword	+3	1d10+7	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	11	33	22	17	17	28	28		

Minotaur 4	Current CON	19		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16		Battle Axe	+3	2d8+5	2/3	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	11	33	22	17	17	28	28		

Minotaur 5	Current CON	19		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16		Spiked Club	+3	1d8+7	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	11	33	22	17	17	28	28		

Minotaur 6	Current CON	19		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16		War Hammer	+3	2d8+5	2/3	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	11	33	22	17	17	28	28		

Minotaur 7	Current CON	19		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16		Club	+3	1d6+6	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	11	33	22	17	17	28	28		

Minotaur 8	Current CON	19		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16		Spiked Club	+3	1d8+7	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	11	33	22	17	17	28	28		

Minotaur 9	Current CON	19		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16		Club	+3	1d6+6	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	11	33	22	17	17	28	28		

Minotaur 10	Current CON	19		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16		Cleaving Sword	+3	1d10+7	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	11	33	22	17	17	28	28		