

Roan One-Horn – Chaotic Minotaur

		Location	Melee	Ranged	Armor	Hit Points
STR	25	R. Leg	1-4	1-3	7	8
CON	16	L. Leg	5-8	4-6	7	8
SIZ	22	Abdomen	9-11	7-10	3/10	9
DEX	11	Chest	12	11-15	3/10	10
INT	9	R. Arm	13-15	16-17	3	7
POW	11	L. Arm	16-18	18-19	3	7
Move	6	Head	19-20	19-20	5	8
SR	10					
HP	20	POW 11				

Chaotic Mutations: Mouthy (Abdomen, predatory beast), Spinnerets.

Spells: Fanaticism 2, Strength 2, Bladesharp 2.

Skills: Athletics 50, Perception 55, Survival 50,

Languages: Darktongue 30, Sartarite 40.

Gear: Great Axe, Hoplon Shield (worn as armor on back, CH and Ab armor is +7 from the back), Scale armor legs.

Attacks	Range/ Reach	Attack	Parry	Damage	Special
Gore	2	60%		1d4+1d10	Impale
Abdominal Bite	0	50%		1d8+1d10	Sunder
Spinneret	10 Yards	40%		Immobilize	STR+5
RH Great-Axe	3	55%	50%	1d12+1d6	Slash

Bite: The abdominal teeth are only of great use against immobilized or grappling foes. In which case they may attack along with whatever other attack Roan chooses. The jaws can destroy armor in the location on a special.

Immobilize: The left hand spinneret may attack if the Bite does not, Inflicting a STR 13 Immobilize to one rolled location and the two nearest to it on the Hit Location table. The Spinneret attack may be Evaded, or Broken free from with a STR contest. On a special, sufficient webbing strikes the target that the STR of the Immobilize is 18.

Great-Axe: This human-sized great-axe is wielded in the right hand, so Roan does not make use of his full strength bonus.

Roan has one long curving horn on the right side of his head, and no horn at all on the other side. Standing as tall as a great troll, Roan's bull neck and heavy body are immensely strong, and Roan wields a looted Orlanthi great-axe in one hand. His other arm ends in a set of working spidery spinnerets capable of shooting webbing, a feature that Roan has used often to even the odds, or to enhance the joy of a good slaughter.