

Minotaur:

This race appears as a half bull (the head), half muscle-bound human (the body), with cloven hooves (the feet).

Abilities: Explanation and rulings for Abilities:

Base Defense:

7.

Body Weapons:

Charge:

Charge per turn:

1

Damage:

2-D8. Damage will increase by 1-D8 per 5 levels advanced.

Or:

Gore:

Horn attacks per turn:

2

Damage:

1-D6. Damage will increase by 1-D6 per 5 levels advanced above level #1.

Life-points:

This race will begin with 60 life-points at level #1.

Life-points per level advanced: 1-D10.

Weapon Mastery:

An axe in the hands of a Minotaur will cause an additional 1-D12 damage.