

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.