

<p>save vs. DC equal to that hit plus an additional 10 or be grappled. If the character tries to move that target, they are also knocked prone.</p> <p>Combat Tactics</p> <p>Lrryk has learned the hard way to do whatever he can to avoid conflict. If he has tried even once, he will turn to his Conspicuous Bolas to subdue the opponent and negotiate further.</p> <p>Actions</p> <p>Glaive (No attacks of opportunity against him)</p> <p>Factions</p>	<p>Motivations</p> <p>Lrryk seeks to maintain a calm and stable life. He hopes to keep the rep of his inn and tavern free of ne'er do wells.</p> <p>Passions</p> <p>Stability. Saving for a better day.</p> <p>Secrets</p> <p>Lrryk was a former bandit leader and co-conspirator in organized criminal activity until he did serious time.</p>	<p>A black-feathered humanoid with a crooked beak adjusts his jacket while jotting in a notebook. "Yes. A room or grub?"</p> <p>Appearance</p> <p>Black Kenku. Well built and unassuming with an aura of mystery beneath his cap and eyes.</p> <p>Expressions</p> <p>"I'll serve ya what ya. need. Just don't cause any trouble. "Steer clear of sailors and cutthroats."</p> <p>Mannerisms</p> <p>Very deliberate but unassuming posturing. Diligently keeps accounting and business notes. Teatotaler.</p> <p>Motivations</p> <p>Lrryk seeks to maintain a calm and stable life. He hopes to keep the rep of his inn and tavern free of ne'er do wells.</p> <p>Passions</p> <p>Stability. Saving for a better day.</p> <p>Secrets</p> <p>Lrryk was a former bandit leader and co-conspirator in organized criminal activity until he did serious time.</p>
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Cell 3