

SWARTH

Middle Aged Adult Human Lawful Evil Level 3 Civilian / Commoner

Pronouns: he/him
Occupations:
Barkeep, chef, tavern owner
Armor Class 12
Hit Points
22 (TODO Hitdice)
Speed 20.

 STR
 DEX
 CON
 INT

 16
 6
 16
 8
 9 (0)

 (+3)
 (-2)
 (+3)
 (-1)
 9 (0)

15 (+3)

5

my

Saving Throws
TODO Saving Throws
Skills Cooking; Survival
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common,
Gnome.

Adjectives

Special Abilities

Special Equipment

Combat Tactics

Full frontal assault, either with his cleaver, or the squishy smother-hug of doom

Actions

Factions

Image Dummy

ROLEPLAYING

Introduction

The tectonically massive proprietor quakes toward you. "You! Have you seen Flee? I must find Flee. Was he with you?"

Appearance

Sweltering, bald, tidal pools of flowir flesh. Thin, pale lips. Cold, steely, murderous eyes. Delicate hands.

Expressions

"Aaaaaaah ha"; "My little doves"; " chicadees"; "A pint of Swarth's and a pound of flesh, and you'll never grov old."

Mannerisms

Wheezes. Facial ticks ripple and radi from his cheeks and around his eyes Unblinking. Sharpens cleaver consta

Motivations

At night, pale green-lit kitchen barel illuminates him practicing sneaking on a sack of rice, cleaver in hand.

Passions

Food, both peparing and consuming though he never eats his own food; always eats out at respectable establishments.

Secrets

SWARTH

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Pronouns: he/him Occupations: Barkeep, chef, tavern owner Armor Class 12 Hit Points 22 (TODO Hitdice)

Speed

STR DEX CON INT 16 6 16 8 9 (0) (+3) (-2) (+3) (-1)

15 (+3)

Saving Throws
TODO Saving Throws
Skills Skills
Cooking: Survival

Proficiencies

TODO

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition
Immunities

Senses TODO Senses Languages Common, Gnome

Adjectives

Special Equipment -Special Equipment -

Combat Tactics

Full frontal assault, either with his cleaver, or the squishy smother-hug of doom

Actions

Cleave

Factions

ROLEPLAYING

Introduction

The tectonically massive proprietor quakes toward you. "You! Have you seen Flee? I must find Flee. Was he with you?"

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Expressions

"Aaaaaaah ha"; "My little doves"; "My chicadees"; "A pint of Swarth's and a pound of flesh, and you'll never grow old."

Mannerisms

Cell3

Wheezes. Facial ticks ripple and radiate from his cheeks and around his eyes. Unblinking. Sharpens cleaver constantly.

Motivations

At night, pale green-lit kitchen barely illuminates him practicing sneaking up on a sack of rice, cleaver in hand.

Passions

Food, both peparing and consuming it, though he never eats his own food; always eats out at respectable establishments.

Secrets

BACKGROUND STORY

Swarth was born large to large parents. His mother's breasts would have firehosed a more delicate babe, and his father's flatulence alone could knock out a vast forest filled with yellow canaries. Both parents were chefs, and both died of diabetes when Swarth was in his teens.

By then he had acquired talents for curing and preparing meats, to a level that his parents had never quite achieved. While desserts were his father's specialties, and potato dishes his mother's, Swarth prepared liver pastes and deep fried pseudodragons like no other. He worked his way up slowly, from cook to sous-chef to chef, often replacing his predecessor by virtue of fearsomeness and a frighteningly sharp cleaver.

He owns the tavern where he is now barkeep and head chef, having spent half a lifetime (and several subordinates) there. Two pale spotty boys help out with the cooking and food preparation during busy hours, and the waitress roles are filled from a revolving door pf ladies of all ages, shapes and sizes. Swarth's food comprises layers of various types of meat, exquisitely arranged, often with a liver paste "S" signature on top. During a recent bar mitzvah catered by mitzvan catered by
Swarth, Flee -- whether
deliberately or
accidentally -- slapped
Swarth in the face with a
chain. Ever since, Swarth has been trying to find Flee. He does not know what punishment lies in store for Flee, only that face is important to be