# JOHANNES LEAFLYER

young adult half-elf chaotic good Level 0 civilian / commoner

**Pronouns:** he/him **Occupations:** Bartender

**Armor Class** 13

Hit Points 42 (TODO Hitdice)

Speed 30.

 STR
 DEX
 CON
 INT
 WIS
 CHA

 13
 18
 14
 14
 10
 19

Saving Throws TODO Saving Throws

**Skills** Flare bartending

**Proficiencies** TODO

Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Consecution Immunities

Senses TODO Senses

Languages Common Elvish Dwarvish,

Adjectives,

Special Abilities Proficiency in Acrobatics, Sleight of Hand

## **C**OMBAT **T**ACTICS

#### **ACTIONS**

## **FACTIONS**



### ROLEPLAYING

#### Introduction

Behind the bar of the busy pub, a tall handsome half-elf juggles several liquor bottles. "What can I get you friends?"

#### **Appearance**

Long blonde hair tied back in several tight braids. His piercing blue eyes almost sparkle.

### **Expressions**

"It's all in the wrists", "I invented this drink myslef", "You look like you need more than just a drink

## Mannerisms

Incredibly deft with his hands. His movements are almost a blur behind the bar

## **Motivations**

He's motivated by money and the ladies

#### **Passions**

He's passionate about showing off and raking in the tips

#### Secrets

He pays attention and knows various things going on around town

BACKGROUND

Johannes grew up in a middle class family and never really had to work hard for anything. He spent a fair amount of time in pubs and taverns as a teen and eventually just fell into working in them.

His elf side gives him a natural dexterity for flare bartending and showmanship. As handsome and skilled as he is, he's become a very popular attraction at the local bars and makes a very good living for a drink slinger.

He loves being an attraction and leans into showing off, and the ladies eat it up. He is smart enough to pay attention to what is going on around him and can be a valuable source of information if he can be briefly pulled away from his entertaining the bar crowd.