# 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	СНА
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 **Senses** TODO Senses

**Languages** Common Elvish Dwarvish ,

Adjectives,

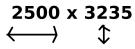
Special Abilities Proficiency in Acrobatics, Sleight of Hand

Special Equipment

#### Combat Tactics

Actions

#### <u>Factions</u>



## ROLEPLAYING

#### Introduction

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

#### <u>Appearance</u>

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

## <u>Motivations</u>

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.