

Character Name: Simon Toughman

Creator Name: Jordan Riley

**Character Stats (50-200 words)**

Height (Otto Units, 512 pixels by 512 pixels):

2.5 OUs/ 6.5ft

Weight:

Muscular and Well Built

Age:

Late Middle Aged (30s-40s)

Hair:

Short fur

Species:

Animal: Ankole Bull

Body Features:

Long curved horns

Facial Features:

Small Ears,

Identifying Features:

Remove-able horns (like different wigs)

Apparel/Accessories:

Grocer's Apron, Boxing Gloves, Carpenter's Tools

DnD Personality Alignment:

Neutral Good

Factions:

Middle Class: Shopkeeper/Formal Entertainer/Boxer

Political Beliefs:

Old Vaudevillian but curious about New Vaudevillian methods.

Theological Beliefs:

Style

## **Description/Short Story (500-1000 words)**

Simon Toughman is a bull and former heavyweight boxing champion. He's also the shop owner of the general store/PUN shop in Talent Town. In his prime Toughman was known for his toughness and bravado as well as being the first Bull heavyweight fighter. During his fights in addition to brute strength, Toughman used an almost rap-like method of fighting to psych his opponents out during fights. He was on top of the world for a while, but everything changed when a new underdog hit the scene. Things wouldn't have been so bad if he were a dog. But no, this underdog was in fact, a bird. A parrot to be precise that went by the name infamous boxing name, Paulé.

Toughman was beaten very badly. He was emotionally due the results of this career ending fight. Newspapers from the time featured an iconic photo of Paulé standing triumphantly over Toughman, while he ate a cracker. The headlines read: WATCH THE BIRDIE! (Think Muhammad Ali's The Knockout Photo)

Following the events of his infamous defeat Toughman decided to turn his career into a marketing one by lending his name and likeness out to a few brands and products. He did fairly well, landing some grills and a BBQ sauce deal and setting up his own little shop in Otto's neighborhood.

Upon setting out on his journey to restore humor to the land, Otto decides to stop by Toughman's convenience store for some supplies. He notices Toughman doing a few sparing rounds on a punching bag in the corner of the store before coming to greet Otto. After selling Otto on a few basic supplies, Otto comes to recognize who Toughman used to be and admires him for his confidence. Otto wishes he had a little more of Simon's moxie.

Toughman feels he doesn't have that kind of fight left in him anymore after his humiliating defeat. Otto tries to badger Toughman to feeling better by mentioning how he has bounced back a little bit with this shop and seeing his acumen for advertising.

This cheers Toughman up.

Before Otto leaves Toughman decides to take him in the back to see what he's got in PUN fighting potential.

This leads to a pun battle with Toughman. Simon is not fighting at full power since the player is just starting out. This should be some kind of sample for a new style and power up players could have in their arsenal.

After their friendly little PUN-sparring match, Toughman agrees to show Otto the ropes here and there for special moves called PUN-ches.

Unlike regular PUNs in battle, these have a 50/50 chance of befriending or angering the opponents you're up against. If successful the impact of the PUN-ch can make your opponent really laugh and befriend them. If a failure this will anger your opponent and it will give the opponent you attacked advantage to attack you twice on their turn. Sort of a parallel to what happens when you wave a red flag at a bull in cartoons, it tends severely anger them.

In addition to gaining a new PUN-power in battle, Toughman also could give Otto a special social/financial connection. Perhaps if Otto buys supplies or items in stores that have Toughman's trademark, he gets a special discount of some kind.

### A Day In The Life of Simon

Most days Simon tends his shop to sell basic supplies to townsfolk and travelers. The specialty items he sells are PUN-ches; special phrases and attacks you can use in battle against foes. He also sells horns for all occasions. These horns act as an accessory to improve player stats in battle. They could give pluses to various aspects of your comedy stage persona.

The horns are one of Simon's highest selling items due to large amount of horned animal folk in the area. Oftentimes they like to switch out their horns for parties or for more practical tool use around the house. (Open jars, holding small items to keep your hands free, etc.)

When we first meet Simon, he's wearing ridiculously goofy large horns. Sort of like the obvious hair piece that a used car salesman might wear in a cheesy local commercial. When Otto goes to talk to him in a more private setting, Simon takes these horns off and puts on something more practical and smaller. The reason for Simon's multiple horns is for publicity reasons to show how much he believes in his own products.

Oftentimes Simon will be in the back of his store carving different types of horns to sell in the front of the store. He does this with a certain bit of care and precision kind of like a carpenter designing a really special chair. He puts this same kind precision and care into crafting the PUN-ches by carving words and phrases in wooden blocks and painting them.