

THE DRUNKEN COWARD

middle-aged adult human  
neutral  
Level 6 monk

Pronouns: he/him  
Occupations: Bartender; Inkeeper  
Armor Class 18  
Hit Points 57 (TODO Hitdice)  
Speed 90.

STR	DEX	CON	INT	WIS	CHA
10 ( )	19	12	10	16	16

Saving Throws TODO Saving Throws  
Skills  
Persuasion; Performance; Acrobatics;  
Athletics

Proficiencies

Damage Immunities  
TODO Damage Immunities  
Condition Immunities  
TODO Condition Immunities  
Senses TODO Senses  
Languages Common Dwarven ,  
Adjectives ,

Special Abilities

- Flurry of Blows; Drunken Technique; Tipsy Sway, Unarmored Defense; Extra Attack; Stunning Strike; Ki; Ki-empowered strikes | Martial Arts;

Special Equipment

Combat Tactics

He is a notable combatant. Few know of this and when and if he ever engages in combat, look out. Occasionally this is apparent when he bounces patrons.

Actions

Martial Artistry | Tambos

Factions

2500 x 3235  
↔ ↕

Image Dummy

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CELL 2

## ROLEPLAYING

### Introduction

Bellying up to the bar, the bartender smiles, "the drunken coward has all your libational and respite needs!"

### Appearance

A surly human with smooth cacao skin and short dreadlocked hair. Bright, patched clothes. Flamboyant scarves.

### Expressions

"The ale and mouths are pouring!"; "Need not know what's next. Rest. Begin anew tomorrow"; "The mind makes the troubles"

### Mannerisms

Busy-body who wavers in each movement. Tremors early in the day. Joyously but mistakenly spills drinks and foods.

### Motivations

To provide balance through comfort and respite alongside the chaos and tumult of tavern-life.

### Passions

Ales. More Ales. Ornately carved tankards. Meditation and the balance of mind over balance of body.

### Secrets

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Bottom