



The Drunken Coward

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
(+0)	(+5)	(+1)	(+0)	(+3)	(+3)

Saving Throws -
Skills -
Persuasion; Performance; Acrobatics;
Athletics
Proficiencies -
Proficiency Mod - +3

Languages - Common Dwarven
Adjectives -

Special Abilities

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

Factions

The Lost Reclusive Abbots of Iremore
Role: Marshall Abbot



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

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Secrets

mind over balance of body.

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The Lost Reclusive Abbots of Iremore

Role: *Marshall Abbot*