



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
10	19	12	10	16
(+0)	(+5)	(+1)	(+0)	(+3)

CHA
16
(+3)

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

-

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**
Marshall Abbot

2500 x 3235



Image Dummy

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 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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Performance; Acrobatics;
Athletics

Proficiencies TODO

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

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

Combat Tactics

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Actions

Martial Artistry | Tambos

Factions

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BACKGROUND STORY

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