

CELL ONE THE
DRUNKEN COWARD

middle-aged adult human
neutral
Level 6 monk

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

STR **DEX** **CON** **INT** **V**
10 () 19 12 10 1

CHA
16

Saving Throws
TODO Saving Throws
Skills
Persuasion; Performance
Acrobatics; Athletics
Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses
Languages
Common Dwarven ,
Adjectives ,

Special Abilities

- Flurry of Blows; Dru

ROLEPLAYING

Introduction

Belying 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

2500 x 3235
Image Dummy

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Damage Immunities
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Senses TODO Senses
Languages Common Dwarven ,
Adjectives ,

Special Abilities

- Flurry of Blows; Drunken Technique; Topsy 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

<div>Technique; Tipsy St Unarmored Defense Attack; Stunning Str Ki-empowered strik Martial Arts;</div> <div>Special Equipment</div> <div>Combat Tactics</div> <div>He is a notable combatant know of this and when ar ever engages in combat, out. Occasionally this is a when he bounces patron</div> <div>Actions</div> <div>Martial Artistry Tambos</div> <div>Factions</div>	<div>The ale and mouths are pouring! ; Need not know what's next. Rest. Begin anew tomorrow"; "The mind makes the troubles"</div> <div>Mannerisms</div> <div>Busy-body who wavers in each movement. Tremors early in the day. Joyously but mistakenly spills drinks and foods.</div> <div>Motivations</div> <div>To provide balance through comfort and respite alongside the chaos and tumult of tavern-life.</div> <div>Passions</div> <div>Ales. More Ales. Ornately carved tankards. Meditation and the balance of mind over balance of body.</div> <div>Secrets</div>	Cell3	<div>ROLEPLAYING</div> <div>Introduction</div> <div>Bellying up to the bar, the bartender smiles, "the drunken coward has all your libational and respite needs!"</div> <div>Appearance</div> <div>A surly human with smooth cacao skin and short dreadlocked hair. Bright, patched clothes. Flamboyant scarves.</div> <div>Expressions</div> <div>"The ale and mouths are pouring!"; "Need not know what's next. Rest. Begin anew tomorrow"; "The mind makes the troubles"</div> <div>Mannerisms</div> <div>Busy-body who wavers in each movement. Tremors early in the day. Joyously but mistakenly spills drinks and foods.</div> <div>Motivations</div> <div>To provide balance through comfort and respite alongside the chaos and tumult of tavern-life.</div> <div>Passions</div> <div>Ales. More Ales. Ornately carved tankards. Meditation and the balance of mind over balance of body.</div> <div>Secrets</div>