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

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; Kiempowered 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

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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. Flambouyant 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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