# 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 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; 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**

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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.

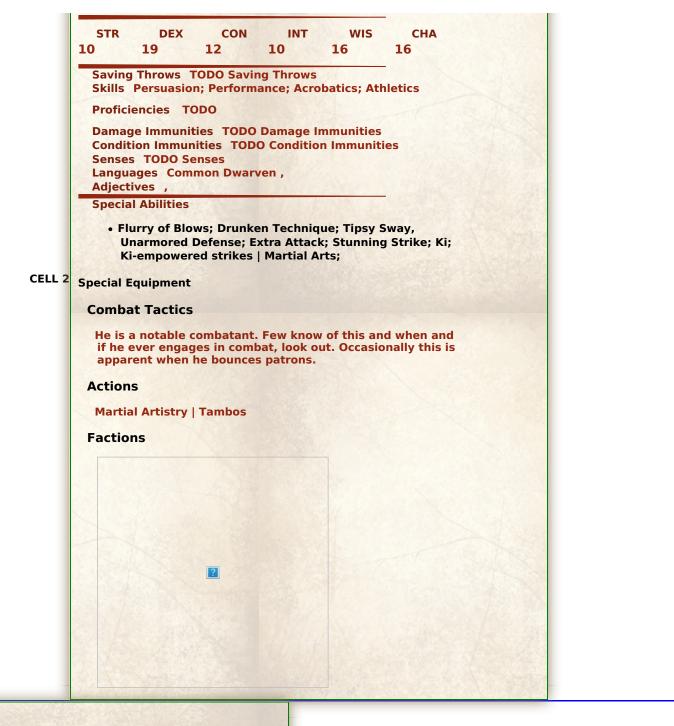
#### **Secrets**

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CELL 1



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