

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 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

2500 x 3235

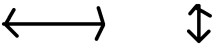


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# ROLEPLAYING

## Introduction

Bellving 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 mind over balance of body.

## Secrets

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Proficiencies

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Damage Immunities

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CELL 2

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