

2500 x 3235  
Image Dummy

### 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	1

**CHA**  
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; Tippy Sway, Unarmored Defense; Extra Attack; Stunning Strike; 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.

### ROLEPLAYING

**Introduction**

Bellying up to the bar, the bartender smiles, "the drunken coward has all your libations 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**

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**Actions**

**Martial Artistry** | Tambos

**Factions**

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Secrets

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