

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 | 16 |
| (+0) | (+5) | (+1) | (+0) | (+3) |

CHA

16

(+3)

Saving Throws -

Skills -

Persuasion; Performance;

Acrobatics; Athletics

Proficiencies -

Proficiency Mod - +3

Languages -

Common Dwarven

Adjectives -

Special Abilities -

Special Equipment

Combat Tactics

He is a notable combatant. Few know of this and when and if he

2500 x 3235
Image Dummy

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. 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.

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Motivations

To provide balance through comfort and respite alongside the chaos and tumult of tavern-life.

BACKG STORY

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and when and if he ever engages in combat, look out. Occasionally this is apparent when he bounces patrons.

Actions -

Factions
The Lost Reclusive Abbots of Iremore
Role: *Marshall Abbot*

and focus.

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

10 10 12 10 10
(+0)(+5)(+1)(+0)(+3)

CHA
16
(+3)

Saving Throws -
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Skills -
Persuasion; Performance; Acrobatics; Athletics
Proficiencies -

Languages -
Common Dwarven
Adjectives -

Special Abilities
-

Special Equipment

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