



# 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

CON INT WIS CHA STR DEX 10 12 10 16 16 (+0)(+5)(+1)(+0)(+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 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

# Image Dun

2500 x 323

### ROLEPLAYING

### Introduction

Bellying up to the bar, the bartender smiles, "the drunken coward has all your libational and respite needs!"

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

Ales. More Ales. Ornately carved tankards. Meditation and the balance of mind over balance of body.

### Secrets

# Introduc

ROLEP

Bellyin the bart "the drunk all your respite ne

### **Appeara**

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### Expressi

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### Manneri

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### **Passions**

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# **Special Abilities**

Common Dwarven

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(+3)

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Saving Throws -

Acrobatics; Athletics

**Proficiencies** -

Languages -

Adjectives -

Persuasion; Performance;

STR DEX CON INT WIS

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Neutral

**Special Equipment Combat Tactics** 

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### Actions

## **Factions**

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