

## 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**  
TODO Saving Throws  
**Skills**  
Persuasion; Performance;  
Acrobatics; Athletics  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**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**  
*Marshall Abbot*

2500 x 3235

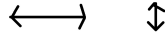


Image Dummy

## 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.

### 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

## 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**  
TODO Saving Throws  
**Skills** **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

-

### 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**  
*Marshall Abbot*

## 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.

### 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

## BACK STORY

T  
of the  
Iremo  
was d  
This v  
Firmo  
the fa  
since  
espec  
were  
existe  
from  
towns  
surroi

Althou  
unavailab  
trained hi  
Abbots. H  
order to ir  
and in ho  
attention.  
monaster  
political fa  
the regio  
riches of I  
religious i  
Firmoore'  
the dead.  
broken an  
scattered.  
and his m  
nearby po  
its fine im  
mother ag  
to a respi  
Firmoore  
tending to  
generatin

He to  
a popular  
a taste fo  
imported  
its stores.  
revenge f  
and woul  
hours of t  
storehous  
siphoning  
developed  
that aided  
bouncing  
When the  
discovere  
been rem  
stock', he

Retur  
that even  
dismayed  
their new  
financial p  
drunken c  
condemne  
father dov

Firmo  
away not  
without r  
traveled t  
of another  
Over his t  
significant  
pits and c  
fervor of  
fueling his  
finding co  
Hiraas Ca  
purses he  
brief fight  
the Drunk  
he uses n  
establish  
himself.

x 3235  
↓  
Dummy