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### THE DRUNKEN COWARD

Middle-Aged Adult Human  
Neutral  
Level 6 Monk

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**Pronouns** - he/him  
**Occupations** - Bartender; Inkeeper  
**Armor Class** - 18  
**Hit Points** - 57 (TODO Hitdice)  
**Speed** - 90.

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STR	DEX	CON	INT	WIS	CHA
10	19	12	10	16	16
(+0)	(+5)	(+1)	(+0)	(+3)	(+3)

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**Saving Throws** -  
**Skills** -  
Persuasion; Performance; Acrobatics; Athletics  
**Proficiencies** -  
**Proficiency Mod** - +3

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**Languages** - Common Dwarven  
**Adjectives** -

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**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

### ROLEPLAYING

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**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**

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#### **Factions**

**The Lost Reclusive Abbots of Iremore**

Role: *Marshall Abbot*