

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

BACKGROUN

Travelling the Rec
the Rec
Firmoo
remove
because
scar on
since se
especia
forbidd
was key
and the
peoples
monast

Althoug
unavaila
him in the v
learned qui
impress his
gaining his
monastery
political fac
region and
lore and orr
plundered,
among the
was broken
scattered. In
his mother
port-town k
imported al
aged, she f
respiratory
Firmoores
to her while
income.

He took
popular tav
taste foe th
ales that po
vowed to ga
father's dea
into early hi
the storeho
siphoning a
developed a
aided signif
unruly patro
of the taver
Firmoores ha
of 'surplus s

Returni
evening, dr
informed he
compromise
"You drunke
condemned
father down

Firmoo
away not lo
roots, Firm
region in se
to call home
earned sign
in pits and
fervor of un
fueling his f
finding com
Hiraas Calli
he collected
fighting car
Drunken Co
not only for
also for him