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The Drunken Coward

## 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	CHA
10	19	12	10	16	16
(+0)	(+5)	(+1)	(+0)	(+3)	(+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*

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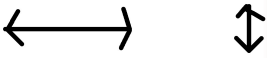


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## ROLEPLAYING

### 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

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Acrobatics; Athletics  
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