

## 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

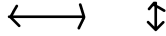


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## ROLEPLAYING

### 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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Athletics

**Proficiencies** TODO

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TODO Condition  
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## BACK STORY

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