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Dummy

## 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.

DEX INT 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

# 2500 x 323 Image Dun

## 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. Flambouyant 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**

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