

CELL
ONE

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

Saving Throws TODO Saving Throws
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

- Flurry of Blows; Drunken Technique; Topsy Sway, Unarmored Defense; Extra Attack; Stunning Strike; Ki; Ki-empowered strikes | Martial Arts;

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

Martial Artistry | Tambos

Factions

2500 x 3235

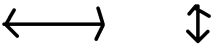


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ROLEPLAYING

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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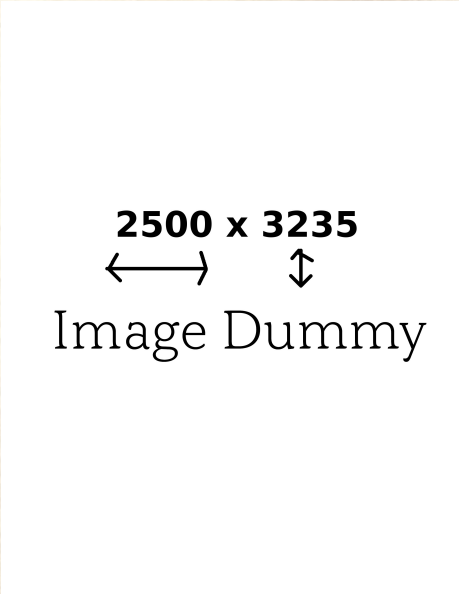
CELL 2 **Combat Tactics**

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