THE DRUNKEN COWARD

middle-aged adult human neutral Level 6 monk

Pronouns: he/him Occupations: Bartender; Inkeep 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 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; Tipsy Sway, Unarmored Defense; Extra Attack; Stunning Strike; Ki; empowered strikes | Martia Arts;

Special Equipment

Combat Tactics

He is a notable combatant. Few know of this and when and if he ever engages in combat, look o Occasionally this is apparent whe bounces patrons.

Actions

Martial Artistry | Tambos

Factions

ROLEPLAYING

Introduction

Bellying up to the bar, the bartender smiles, "the drun coward has all your libation

THE DRUNK Coward middle-aged adult hui neutral Level 6 monk Pronouns: he/him Occupations: Bartender; Inkeeper 2500 x 3235 **Armor Class** 18 \longleftrightarrow \updownarrow Hit Points 57 (TODO H Speed 90. Image Dummy STR DEX CON INT V 10 19 12 10 (+0) (+5) (+1) (+0) (CHA 16 (+3)Saving Throws **TODO Saving Throws** Persuasion; Performance Acrobatics; Athletics **Proficiencies Damage Immunities TODO Damage Immunit Condition Immunities TODO Condition Immuni** Senses TODO Senses Languages Common D Adjectives , **Special Abilities** · Flurry of Blows; Dru

and respite needs!"

Appearance

A surly human with smooth cacao skin and short dreadlocked hair. Bright, patched clothes. Flambouya scarves.

Expressions

"The ale and mouths are pouring!"; "Need not know what's next. Rest. Begin an tomorrow"; "The mind make the troubles"

Mannerisms

Cell3

Busy-body who wavers in ea movement. Tremors early in the day. Joyously but mistakenly spills drinks and foods.

Motivations

To provide balance through comfort and respite alongsi the chaos and tumult of tavern-life.

Passions

Ales. More Ales. Ornately carved tankards. Meditation and the balance of mind ove balance of body.

Secrets

BACKGROUND STORY

Training in the monastery of Reclusive Abbots of Iremore, Firmoore's father was distant an removed. This was most likely because Firmoore's birth was a son the face of the monastery sin sex and procreation, especially of wedlock, were forbidden. Thus

Image Dummy

Unarmored Defense Attack; Stunning St Ki-empowered strik Martial Arts;

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Actions

Martial Artistry | Tambos

Factions

his existence was kept secret from the abbots and the small townsh of peoples that surrounded the monastery.Although emotionally unavailable, his fath still trained him in the ways of tl Abbots. He learned quickly in or to impress his father and in hope of gaining his attention. When the monastery was raided by the political faction in charge of the region and its hidden riches of lo and ornate religious items plundered, Firmoore's father wa among the dead. The township v broken and its population scattered. In flight, Firmoore and his mother landed in a nearby po town known for its fine imported ales. As his mother aged, she fel victim to a respiratory condition and Firmoore was faced with tending to her while generating decent income.He took tending bar at a popular tavern acquired a taste foe the numero imported ales that populated its stores. He vowed to gain reveng for his father's death and would train into early hours of the morning in the storehouse of the tavern, siphoning ales as he wer He developed a drunken style th aided significantly in bouncing unruly patrons. When the owner the tavern discovered that Firm had been removing him of 'surpl stock', he fired him. Returning to his mother that evening, drunk and dismayed, he informed her of their new compromised financial position. <i>"You drunken coward,"</i> condemned, <i>"you've let your father down."</i> Firmoore's mother passed a not long after. Left without roots Firmoore traveled the region in search of another place to call home. Over his travels he earned significant sums fighting in pits cages with the ardent fervor of unfulfilled revenge fueling his ferocity. Eventually finding comf in the town of Hiraas Calling, he used the purses he collected fro his brief fighting career to open Drunken Coward, a name he use not only for his establishment bu also for himself.

PERSONALITY

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