

## 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

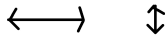


Image Dummy

## 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

## 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** 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

-

### 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

## 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

## BACK STORY

Trail of the R  
Iremore  
distant a  
most lik  
birth wa  
the mor  
procrea  
wedlock  
his exist  
from the  
townshi  
surround

Although  
unavailable,  
trained him  
Abbots. He l  
order to imp  
in hopes of g  
attention. W  
was raided b  
faction in ch  
and its hidd  
and ornate r  
plundered, F  
was among t  
township wa  
population s  
Firmoore an  
landed in a r  
known for its  
ales. As his i  
fell victim to  
condition an  
faced with te  
generating a

He took  
popular tave  
taste foe the  
imported ale  
its stores. He  
revenge for  
and would tr  
of the morni  
storehouse c  
siphoning al  
developed a  
aided signifi  
unruly patro  
owner of the  
that Firmoor  
removing his  
stock', he fir

Returnin  
that evening  
dismayed, h  
their new co  
financial pos  
coward," she  
"you've let y

Firmoor  
away not lor  
without root  
traveled the  
another plac  
Over his tra  
significant s  
and cages w  
fervor of unf  
fueling his fe  
finding comf  
Hiraas Callin  
purses he co  
brief fighting  
the Drunken  
he uses not  
establishme  
himself.