

x 3235  
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Dummy

2500 x 323  
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Image Dummy

### THE DRUNKEN COWARD

*Middle-Aged Adult Human*  
*Neutral*  
*Level 6 Monk*

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**Pronouns** - he/him  
**Occupations** - Bartender; Inkeeper  
**Armor Class** - 18  
**Hit Points** - 57 (TODO Hitdice)  
**Speed** - 90.

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<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
<b>10</b>	<b>19</b>	<b>12</b>	<b>10</b>	<b>16</b>	<b>16</b>
<b>(+0)</b>	<b>(+5)</b>	<b>(+1)</b>	<b>(+0)</b>	<b>(+3)</b>	<b>(+3)</b>

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**Saving Throws** -  
**Skills** -  
Persuasion; Performance; Acrobatics;  
Athletics  
**Proficiencies** -  
**Proficiency Mod** - +3

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**Languages** - Common Dwarven  
**Adjectives** -

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**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*

### ROLEPLAYING

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**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**

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<b>CHA</b>
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<b>(+3)</b>

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**Saving Throws** -  
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Persuasion; Performance;  
Acrobatics; Athletics  
**Proficiencies** -  
**Languages** -

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**Passions**  
Ales. More Ale. Ornately carved tankards. Meditation and the balance of mind over balance of body.

**Secrets**

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

#### Secrets

Common Dwarven

#### Adjectives -

#### Special Abilities

-

#### Special Equipment

#### Combat Tactics

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#### Actions

-

#### Factions

**The Lost Reclusive Abbots of Iremore**

Role: *Marshall Abbot*