

## 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

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### Factions

#### The Lost Reclusive

#### Abbots of Iremore

Marshall Abbot

2500 x 3235

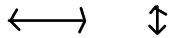


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## ROLEPLAYING

### 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.  
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

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

### Secrets

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TODO Saving Throws  
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Performance; Acrobatics;  
Athletics  
**Proficiencies** TODO  
**Damage Immunities**  
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TODO Condition  
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## BACK STORY

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