# 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

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"

Cell3

#### **Mannerisms**

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

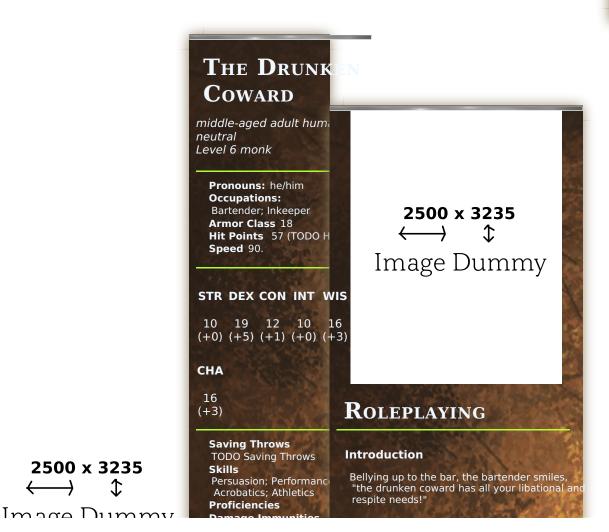
#### **Motivations**

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 over balance of body.

**Secrets** 



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mage Dummy

TODO Damage Immunities
Condition Immunities
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# BACKGROUND STORY

Training in the monastery the Reclusive Abbots of Iremo Firmoore's father was distant removed. This was most likely because Firmoore's birth was scar on the face of the monast since sex and procreation, especially out of wedlock, were forbidden. Thus, his existence kept secret from the abbots ar the small township of peoples that surrounded the monaster Although emotionally unavailable, his father still trained him in the ways of the Abbots. He learned quickly in order to impress his father and hopes of gaining his attention. When the monastery was raide by the political faction in charg of the region and its hidden ric of lore and ornate religious ite plundered, Firmoore's father w among the dead. The township was broken and its population scattered. In flight, Firmoore a his mother landed in a nearby port-town known for its fine imported ales. As his mother aged, she fell victim to a respiratory condition and Firmoore was faced with tendi to her while generating a dece income.He took to tending bar at a popular taver and acquired a taste foe the numerous imported ales that populated its stores. He vowed gain revenge for his father's death and would train into ear hours of the morning in the storehouse of the tavern, siphoning ales as he went. He developed a drunken style tha aided significantly in bouncing unruly patrons. When the own of the tavern discovered that Firmoore had been removing h of 'surplus stock', he fired him Returning to his moth that evening, drunk and dismayed, he informed her of their new compromised financi position. <i>"You drunken coward,"</i> she condemned, <i>"you've let your father dow </i>Firmoore's mother passed away not long after. Le without roots, Firmoore travel the region in search of anothe place to call home. Over his travels he earned significant s fighting in pits and cages with ardent fervor of unfulfilled revenge fueling his ferocity. Eventually finding comfort in t town of Hiraas Calling, he used the purses he collected from h brief fighting career to open th Drunken Coward, a name he us not only for his establishment also for himself.

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