

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

CHA

16

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; Topsy Sway,
Unarmored Defense; Extra
Attack; Stunning Strike; Ki,
empowered strikes | Martial
Arts;

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

Martial Artistry | Tambos

Factions

ROLEPLAYING

Introduction

Bellying up to the bar, the
bartender smiles, "the dru
coward has all your libatio
and respite needs!"

Appearance

Cell3

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 again tomorrow"; "The mind makes the troubles"

Mannerisms

Busy-body who wavers in 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. Ornatly 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 H
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

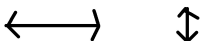
2500 x 3235
Image Dummy

ROLEPLAYING

Introduction

Bellying up to the bar, the bartender smiles, "the drunken coward has all your libational and respite needs!"

2500 x 3235



- Flurry of Blows; Drunken Technique; Topsy Turvy; Unarmored Defense; Attack; Stunning Strike; Ki-empowered strikes; Martial Arts;

He is a notable combatant, but he doesn't know of this and when he ever engages in combat, he occasionally this is apparent as he bounces patrons.

Martial Artistry | Tambos

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

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

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

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

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

<p>Training in the monastery the Reclusive Abbots of Iremd Firmoore's father was distant removed. This was most likely because Firmoore's birth was scar on the face of the monas since sex and procreation, especially out of wedlock, were forbidden. Thus, his existence kept secret from the abbots at the small township of peoples that surrounded the monastery.</p><p>Although emotional 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 raided by the political faction in charge of the region and its hidden riches of lore and ornate religious items plundered, Firmoore's father was among the dead. The township was broken and its population scattered. In flight, Firmoore and 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 tending to her while generating a decent income.</p><p>He took to tending bar at a popular tavern and acquired a taste for the numerous imported ales that populated its stores. He vowed to gain revenge for his father's death and would train into each hour of the morning in the storehouse of the tavern, siphoning ales as he went. He developed a drunken style that aided significantly in bounding unruly patrons. When the owner of the tavern discovered that Firmoore had been removing portions of 'surplus stock', he fired him.</p><p>Returning to his mother that evening, drunk and dismayed, he informed her of their new compromised financial position. <i>"You drunken coward,"</i> she condemned, <i>"you've let your father down"</i></p><p>Firmoore's mother passed away not long after. Left without roots, Firmoore traveled the region in search of another place to call home. Over his travels he earned significant money fighting in pits and cages with ardent fervor of unfulfilled revenge fueling his ferocity. Eventually finding comfort in the town of Hiraas Calling, he used the purses he collected from his brief fighting career to open the Drunken Coward, a name he used not only for his establishment but also for himself.</p>

PERSONALITY

Training in the monastery of the Reclusive Abbots of Iremore, Firmoore's father was distant and removed. This was most likely because Firmoore's birth was a scar on the face of the monastery since sex and procreation, especially out of wedlock, were forbidden. Thus, his existence was kept secret from the abbots and the small township of peoples that surrounded the monastery.

Although emotionally unavailable, his father still trained him in the ways of the Abbots. He learned quickly in order to impress his father and his hopes of gaining his attention. When the monastery was raided by the political faction in charge of the region and its hidden riches of lore and ornate religious items plundered, Firmoore's father was among the dead. The township was broken and its population scattered. In flight, Firmoore and 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 tending to her while generating a decent income.

He took to tending bar at a popular tavern and acquired a taste for the numerous imported ales that populated its stores. He vowed to gain revenge for his father's death and would train into each hour of the morning in the storehouse of the tavern, siphoning ales as he went. He developed a drunken style that aided significantly in bouncing unruly patrons. When the owner of the tavern discovered that Firmoore had been removing stock of 'surplus stock', he fired him.

Returning to his mother that evening, drunk and dismayed, he informed her of their new compromised financial position. "You drunken coward," she condemned, "you've let your father down."

Firmoore's mother passed away not long after. Without roots, Firmoore traveled the region in search of another place to call home. Over his travels he earned significant money fighting in pits and cages with ardent fervor of unfulfilled revenge fueling his ferocity. Eventually finding comfort in the town of Hiraas Calling, he used the purses he collected from his brief fighting career to open the Drunken Coward, a name he used not only for his establishment but also for himself.