

2500 x 3235  
Image Dummy

## 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** 10 (**DEX** 19 **CON** 12 **INT** 10 **WIS** 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 he ever engages in combat, Occasionally this is apparent when he bounces patrons.

## ROLEPLAYING

### Introduction

Bellying up to the bar, the bartender smiles, "the drunken coward has all your libations 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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### Actions

Martial Artistry | Tambos

### Factions

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