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

**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

2500 x 3235

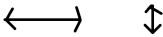


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## ROLEPLAYING

### Introduction

Belying 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

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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** -  
**Special Equipment**

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### Motivations

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

### Passions

Ales. More Ales.  
Ornately carved tankards.

x 3235



Dummy

patrons.

**Actions** -

**Factions**

**The Lost Reclusive Abbots of Iremore**

Role: *Marshall Abbot*

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**

is apparent when he bounces patrons.

**Actions** -

**Factions**

**The Lost Reclusive Abbots of Iremore**

Role: *Marshall Abbot*

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

**Secrets**

mother drunk a informed compro position, coward," "you've down."

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