

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

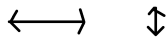


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ROLEPLAYING

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. 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

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

Secrets

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BACK STORY

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