

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

2500 x 3235

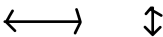


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ROLEPLAYING

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

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Motivations

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

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BACKG STORY

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Dummy

ever engages in combat, look out. Occasionally this is apparent when he bounces patrons.

Actions -

Factions

The Lost Reclusive Abbots of Iremore -
Marshall Abbot

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

(+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 -

Special Equipment

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