

## 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

-

### Factions

**The Lost Reclusive Abbots  
of Iremore**  
*Marshall Abbot*

2500 x 3235

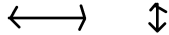


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## ROLEPLAYING

### 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 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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Athletics  
**Proficiencies** TODO  
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TODO Damage Immunities  
**Condition Immunities**  
TODO Condition  
Immunities  
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## BACK STORY

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