

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	CHA
10 ()	19	12	10	16	16

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

- Flurry of Blows; Drunken Technique;
Topsy Sway, Unarmored Defense; Extra
Attack; Stunning Strike; Ki; Ki-
empowered strikes | Martial Arts;

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

Martial Artistry | Tambos

Factions

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CELL 2

2500 x 3235

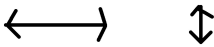


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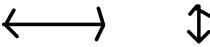


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ROLEPLAYING

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

Secrets

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Cell3

Bottom