

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**

CHA

16

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

- **Flurry of Blows; Drunken Technique; Topsy Sway, Unarmored Defense; Extra Attack; Stunning Strike; 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

ROLEPLAYING

Introduction

Bellying up to the bar, the bartender smiles, "the drunken coward has all your libations and respite needs!"

Appearance

A surly human with smooth cacao skin and short dreadlocked hair. Bright, patched clothes. Flamboyant scarves.

Cell3

Expressions

"The ale and mouths are pouring!"; "Need not know what's next. Rest. Begin at tomorrow"; "The mind makes the troubles"

Mannerisms

Busy-body who wavers in 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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Acrobatics; Athletics

Proficiencies

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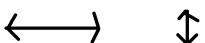
TODO Damage Immunities

ROLEPLAYING

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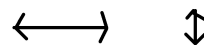


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Condition Immunities
TODO Condition Immunities
Senses
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Languages
Common D
Adjectives
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Special Abilities

- Flurry of Blows; Drunken Technique; Tipsy Strike; Unarmored Defense; Stunning Strike; Ki-empowered strikes; Martial Arts;

Special Equipment

Combat Tactics

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

Secrets

BACKGROUND STORY

<p>Training in the monastery the Reclusive Abbots of Iremc Firmoore's father was distant removed. This was most likely because Firmoore's birth was scar on the face of the monas since sex and procreation, especially out of wedlock, were forbidden. Thus, his existence kept secret from the abbots at the small township of peoples that surrounded the monastery.</p><p>Although emotionally unavailable, his father still trained him in the ways of the Abbots. He learned quickly in order to impress his father and hopes of gaining his attention. When the monastery was raided by the political faction in charge of the region and its hidden riches of lore and ornate religious items plundered, Firmoore's father was among the dead. The township was broken and its population scattered. In flight, Firmoore's mother landed in a nearby port-town known for its fine imported ales. As his mother aged, she fell victim to a respiratory condition and Firmoore was faced with tending to her while generating a decent income.</p><p>He took to tending bar at a popular tavern and acquired a taste for the numerous imported ales that populated its stores. He vowed to gain revenge for his father's death and would train into each hour of the morning in the storehouse of the tavern, siphoning ales as he went. He developed a drunken style that aided significantly in bouncing unruly patrons. When the owner of the tavern discovered that Firmoore had been removing 'surplus stock', he fired him.</p><p>Returning to his mother that evening, drunk and dismayed, he informed her of their new compromised financial position. <i>"You drunken coward,"</i> she condemned, <i>"you've let your father down."</i></p><p>Firmoore's mother passed away not long after. Left without roots, Firmoore traveled the region in search of another place to call home. Over his travels he earned significant money fighting in pits and cages with ardent fervor of unfulfilled revenge fueling his ferocity. Eventually finding comfort in the town of Hiraas Calling, he used the purses he collected from his brief fighting career to open the Drunken Coward, a name he used not only for his establishment but also for himself.</p>

PERSONALITY

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