



# 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



Image Dummy

# 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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**Skills** **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; Tippy Sway, Unarmored Defense; Extra Attack; Stunning Strike; Ki; Ki-empowered strikes | Martial Arts;  
**Special Equipment**

## Combat Tactics

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

## Actions

Martial Artistry | Tambos

## Factions

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# BACKGROUND STORY

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