

THANE GRAVELFIST

middle-aged human
lawful good
Level 5 fighter

Pronouns: he/him
Occupations: Bartender
Armor Class 13
Hit Points 39 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
15	12	15	10	10

CHA
16

Saving Throws
TODO Saving Throws
Skills
Smithing; Brewing; Card Game
Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Dwarven Common Draconic ,
Adjectives flirtatious ,

Special Abilities

Special Equipment

- Thane wears a glove on his right hand that
- upon touching a plate or tankard or the like
- magically enhances the flavor of any consumable on or in the item.

Combat Tactics

Thane takes combat head on and will typically aim for the strongest foe first.

Actions

Long Sword

Factions

ROLEPLAYING

Introduction

Thane is friendly to anyone he meets and is happy to engage just about anywhere

Appearance

Muscular, slightly chubby; tattoo of a griffon spiraling from his shoulder up his neck

Expressions

"For the people!"; "Never underestimate the callous cunning of the magistrates"

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Thane's inborn wo ethic gained traction with villag markets and it wasn't long befo he had accrued enough coin to begin planning to return to his people. His connections to the people with whom he resettled excite him at the potential that will not return to his home alon

PERSONALITY

Thane hails from the brewin town of Hemmelweist [Village/Town] in remote hills nestled within the vast mountai range of SimmeredAshes [Mour Range]. His community were ve kinship focused and taught him value of offering hearth and ho to those people among whom o lives. Cared for by multiple diff members of this closeknit community, he gained a deep lo for the 'commoner' - he or she t partakes in those daily activitie that support a group and form i foundational infrastructure. He thusly also learned the various skillsets that complement such vision: brewing, cooking, textile work. Creating fabulous rare br of mountain apples and deepho or lush woven fabrics for bed lii and window dressings; these w the lively activities that colored youth.

However, these bea products were being created du a time when neighboring moun Dwarven cities, such as Kindlebrough and Cynd [Dwarve cities], and various Human settlements in the Eastern Plain [Broad Settled Expanse] were suffering from hunger and pove This wondrous palette of the b aspects of Dwarven culture was suddenly disrupted after a pact struck upon between these two communities - a pact for mutua expansion. A collective respons was required from Thane's tribe an aristocracy quickly formed a village leaders were overcome i panic and sudden greed. Quickl rising in power, this group condensed to a few self-appointed leaders. They became tyrants in matter of months, enforcing impossible laws that led to aust and deprived conditions. Famili were broken and scattered. Vov to one day return and bring his people back to their glory, Thar fled for weeks searching for a civilization within which to begi life anew and share the ethical codes of his people with the wo at large.

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