

## THANE GRAVELFIST

**Pronouns** - he/him  
**Occupations** - Bartender  
**Armor Class** - 13  
**Hit Points** - 39 (TODO Hitdice)  
**Speed** - 25.

|      |      |      |      |      |      |
|------|------|------|------|------|------|
| STR  | DEX  | CON  | INT  | WIS  | CHA  |
| 15   | 12   | 15   | 10   | 10   | 16   |
| (+3) | (+1) | (+3) | (+0) | (+0) | (+3) |

```
{ "Dwarf"
{ "Darkvision" => "Accustomed to life underground, You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray"},
{ "Dwarven Resistance" => "Has advantage on Saving Throws against poison, and has Resistance against poison damage"},
{ "Tool Proficiency" => "You gain proficiency with the artisan's tools of your choice; smith's tools, brewer's supplies, or mason's tools."},
{ "Dwarven Combat Training" => "Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer."},
{ "Stonemasonry" => "Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus"},
{ "Dwarven Toughness" => "Your hit point maximum increases by 1, and it increases by 1 every time you gain a level!"}}}
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{ "Fighter"           Abilities"=>[{"Fighting
Style"=>"Defense"}, {"Second
Wind"=>"Bonus Action to regain 1d10 + 5"},
{"Action Surge"=>"Once every short/long rest
can take an extra action"}, {"Extra
Attack"=>"Can attack twice each turn"}]
{"Champion           Abilities"=>[{"Improved
Critical"=>"your weapon attacks score a
critical hit on a roll of 19 or 20"}]}
```

**Languages** - Dwarvish Common Draconic N/A  
**Adjectives** - Flirtatious, Personable,  
 Principled,

Middle Aged Adult Dwarf  
Lawful Good  
Level 5 Fighter Champion

STR DEX CON INT WIS  
15 12 15 10 10  
(+3)(+1)(+3)(+0)(+0)

{"Dwarf Abilities"}=>  
 [{"Darkvision"}=>"Accustomed  
 to life underground, you have  
 superior vision in dark and dim  
 conditions. You can see in dim  
 light within 60 feet of you as if  
 it were bright light, and in  
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 against poison damage"},  
 {"Tool Proficiency"}=>"You  
 gain proficiency with the  
 artisan's tools of your choice;  
 smith's tools, brewer's  
 supplies, or mason's tools."},  
 {"Dwarven Combat  
 Training"}=>"Has proficiency  
 with the Battlehammer, Handaxe

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

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

*For the people!*

Never underestimate the callous and cunning of the magistrates

Clenches teeth and fists often as a display of his frustration over the current political rule. Takes deep, slow breaths between most sentences.

Freeing township or city from tyranny.

## Passions

## Introdu

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## Appeal

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|---|--|
| <b>Special Abilities</b> - -  | <b>Proficiencies</b> -   |
| <b>Special Equipment</b> -  | <b>Languages</b> -<br>Dwarvish Common Draconic<br>N/A  |
| <b>Combat Tactics</b><br>Thane takes combat head on and will typically aim for the strongest foe first. | <b>Adjectives</b> -<br>Flirtatious, Personable,<br>Principled,   |
| <b>Actions</b> -  | <b>Secrets</b><br>Thane keeps few secrets of his own. Due to his role as barkeeper and that most of his patrons often share their hardships with him, Thane does have some secrets held by others in the community. He rarely if ever divulges such information unless under serious duress. |
| <b>Factions</b>   | <b>Special Abilities</b> - -   |
|   | <b>Special Equipment</b> -   |
|   | <b>Combat Tactics</b><br>Thane takes combat head on and will typically aim for the strongest foe first.  |
|   | <b>Actions</b> -   |
|   | <b>Factions</b>  |