

## 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."}, {"Stonecunning"=>"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!"}]}
```

```
{ "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
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
```

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!*

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.

darkness, only shades of gray"}), {"Dwarven Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance to fire damage."}]

## Introdu

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anyone  
happy  
about a

## Appeal

chubby;  
griffon s  
shoulder

**Expres**

## For

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## Motiva

Free  
city from

**Passio**  
Tatto  
politics.

**Secret**

secrets of his role that most often hardship Thane secrets the com if ever informat serious

### Special Abilities

### Special Equipment

## Combat Tactics

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

## Actions

## Factions

**Abstract**

Tattoos. Talking politics. Brewing.

## Secrets

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.

### Proficiencies -

## Languages -

Dwarvish Common Draconic  
N/A

## Adjectives -

Flirtatious, Personable,  
Principled,

### Special Abilities

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