

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;

Cell3

tattoo of a griffon spiralling
from his shoulder up his neck

Expressions

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

Mannerisms

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

Motivations

Freeing township or city from
tyranny.

Passions

Tattoos. Talking politics.
Brewing.

Secrets

Thane keeps few secrets of
his own. Due to his role as
barkeeper and that most of
patrons often share their
hardships with him, Thane
does have some secrets he
keeps from others in the community
rarely if ever divulges such
information unless under
serious duress.

THANE GRAVELFIST

middle-aged human
lawful good
Level 5 fighter

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

STR DEX CON INT WIS

15 12 15 10 10
(+3) (+1) (+3) (+0) (+0)

CHA

16
(+3)

Saving Throws
TODO Saving Throws
Skills
Smithing; Brewing; Carousing
Proficiencies
Damage Immunities
TODO Damage Immunities

ROLEPLAYING

Introduction

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

Appearance

2500 x 3235

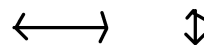


Image Dummy

2500 x 3235

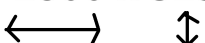


Image Dummy

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 durability of any consumable item.

Combat Tactics

Thane takes combat head-on. He will typically aim for the enemy's weak point first.

Actions

Long Sword

Factions

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

Expressions

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

Mannerisms

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

Motivations

Freeing township or city from tyranny.

Passions

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 not have some secrets held by others in the community. He rarely if ever divulges such information unless under serious duress.

BACKGROUND STORY

<p>Thane hails from the brew town of Hemmelweist [Village/Town] in remote hills nestled within the vast mountain range of SimmeredAshes [Mountain Range]. His community were very kinship focused and taught him the value of offering hearth and home to those people among whom one lives. Cared for by multiple different members of this closeknit community, he gained a deep love for the 'commoner' - he or she that partakes in those daily activities that support a group and form foundational infrastructure. He thusly also learned the various skillsets that complement such vision: brewing, cooking, textile work. Creating fabulous rare brews of mountain apples and deephops or lush woven fabrics for bed linens and window dressings; these were the lively activities that colored his youth.</p><p>However, these beautiful products were being created during a time when neighboring mountain Dwarven cities, such as Kindlebrough and Cynd [Dwarven cities], and various Human settlements in the Eastern Plains [Broad Settled Expanse] were suffering from hunger and poverty. This wondrous pallet of the best aspects of Dwarven culture was suddenly disrupted after a pact was struck upon between these two communities for a pact for mutual expansion. A collective response was required from Thane's tribe and an aristocracy quickly formed as village leaders were overcome with panic and sudden greed. Quickly rising in power, this group condensed to a few self-appointed leaders. They became tyrants in a matter of months, enforcing impossible laws that led to austere and deprived conditions. Families were broken and scattered. Vowing to one day return and bring his people back to their glory, Thane fled for weeks searching for a civilization within which to begin his life anew and share the ethical code of his people with the world at large.</p><p>Thane's inborn warrior ethic gained traction with village markets and it wasn't long before 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 he will not return to his home alone.</p>

PERSONALITY

Thane hails from the brew town of Hemmelweist [Village/Town] in remote hills nestled within the vast mountain range of SimmeredAshes [Mountain Range]. His community were very kinship focused and taught him the value of offering hearth and home to those people among whom one lives. Cared by multiple different members of this closeknit community, he gained a deep love for the 'commoner' - he or she that partakes in those daily activities that support a group and form foundational infrastructure. He thusly also learned the various skillsets that complement such vision: brewing, cooking, textile work. Creating fabulous rare brews of mountain apples and deephops or lush woven fabrics for bed linens and window dressings; these were the lively activities that colored his youth.

However, these beautiful products were being created during a time when neighboring mountain Dwarven cities, such as Kindlebrough and Cynd [Dwarven cities], and various Human settlements in the Eastern Plains [Broad Settled Expanse] were suffering from hunger and poverty. This wondrous pallet of the best aspects of Dwarven culture was suddenly disrupted after a pact was struck upon between these two communities for a pact for mutual expansion. A collective response was required from Thane's tribe and an aristocracy quickly formed as village leaders were overcome with panic and sudden greed. Quickly rising in power, this group condensed to a few self-appointed leaders. They became tyrants in a matter of months, enforcing impossible laws that led to austere and deprived conditions. Families were broken and scattered. Vowing to one day return and bring his people back to their glory, Thane fled for weeks searching for a civilization within which to begin his life anew and share the ethical code of his people with the world at large.

Thane's inborn work ethic gained traction with village markets and it wasn't long before 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 alone.