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thane gravelfist

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Thane Gravelfist

middle aged adult Dwarf
Lawful Good
Level 5 Fighter Champion

Pronouns -

he/him

Occupations -

Bartender

Armor Class -

13

Hit Points -

39 (TODO Hitdice)

Speed -

25.

STR

15 (+3)

DEX

12 (+1)

CON

15 (+3)

INT

10 (+0)

WIS

10 (+0)

CHA

16 (+3)

Saving Throws -

Skills -

{ "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 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"}] }

Proficiencies -

Proficiency Mod -

+3

Languages -

Dwarvish Common Draconic N/A

Adjectives -

Flirtatious, Personable, Principled,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235
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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 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 have some secrets held by others in the community. He rarely if ever divulges such information unless under serious duress.

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Proficiencies -

Languages -

Dwarvish Common Draconic N/A

Adjectives -

Flirtatious, Personable, Principled,

Special Abilities

-
-

Special Equipment

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Combat Tactics

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

Actions

-

Factions

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Background Story

Thane hails from the brewing 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 its foundational infrastructure. He thusly also learned the various skillsets that complement such a 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 palette of the best aspects of Dwarven culture was suddenly disrupted after a pact was struck upon between these two communities - a pact for mutual expansion. A collective response was required from Thane's tribe and an aristocracy quickly formed as the 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 codes 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 he will not return to his home alone.