

# 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**  
**(+3) (+1) (+3) (+0) (+0)**

## CHA

**16**  
**(+3)**

**Saving Throws** TODO Saving Thro  
**Skills** Smithing; Brewing; Card Gar

**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 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 about anywhere

## Appearance

Muscular, slightly chubby; tattoo of a griffin spiralling from his

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2500 x 3235

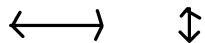


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<p>Thane hails from the brewing town of Hemmelweist [Village/Town] in remote hills nestled within the vast mountain range of SimmeredAshes [Mountain Range]. His community very kinship focused and taught him the value of offering hearth and home to 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 partake those daily activities that support a group and form its foundational infrastructure. He thusly also learned the various skillsets that complete such a vision: brewing, cooking, text work. Creating fabulous rare brews from mountain apples and deephops or liwoven fabrics for bed linens and window dressings; these were the lively activities that colored his youth.</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 palette of the best aspects of Dwarven culture was suddenly disrupted after a pact was struck up 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 suffering and deprived conditions.

austere and deprived conditions. Families were broken and scattered. Vowing to one day return and bring 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.</p><p>Thane's inborn work ethic gained traction within 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

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