



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 Throws

Skills
Smithing; Brewing; Card Games;

Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Dwarven, Common, Draconic,
Adjectives flirtatious,

Special Abilities

Special Equipment

Combat Tactics

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

Actions

Factions

2500 x 3235
Image Dummy

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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Adjectives flirtatious,

Special Abilities
Special Equipment - -

Combat Tactics

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Actions

Long Sword

Factions

ROLEPLAYING

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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.