

LORNE

STRONGHAMMER

late middle-aged dwarf

lawful evil

Level 5 fighter

Pronouns: they/them

Occupations: Smith; Merchant

Armor Class 18

Hit Points 39 (TODO Hitdice)

Speed 25.

STR

DEX

CON

INT

WIS

14

12

16

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13

(+2)

(+1)

(+3)

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(+1)

Saving Throws

TODO Saving Throws

Skills

Blacksmithing; Mining; Gems;

Leatherworking;

Proficiencies

TODO

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses

TODO Senses

Languages

Dwarven Common Draconic ,

Adjectives gruff ,

Special Abilities

• Action Surge | Improved Critical

| Second Wind

Special Equipment

• Lorne Wears Bracers of Defense.

Combat Tactics

Lorne will focus his attacks on the most apparently dangerous opponent but also use his action surge or second wind to keep a other opponents tied up in some way or another.

Actions

hand axe | War hammer

Factions

ROLEPLAYING

Introduction

Recommended as a fine blacksmith; often found in a market town; for metal

2500 x 3235

↔ ↕

Image Dummy

2500 x 3235  
Image Dummy

14	12	10	12
(+2)	(+1)	(+3)	(+1) (+2)
CHA			
12			
( +1)			
Saving Throws			
TODO Saving Throws			
Skills			
Blacksmithing; Mining; Gems; Leatherworking;			
Proficiencies			
Damage Immunities			
TODO Damage Immunities			
Condition Immunities			
TODO Condition Immunities			
Senses			
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Languages			
Dwarven Common Draconic			
Adjectives			
gruff ,			
Special Abilities			
• Action Surge   Improved Critical   Second Wind			
Special Equipment			
• Lorne Wears Bracers of Defense.			
Combat Tactics			
Lorne will focus his attacks on the most apparently dangerous opponent but also use his action surge or second wind to keep any other opponents tied up in some way or another.			
Actions			
hand axe   War hammer			
Factions			
Introduction			
Recommended as a fine blacksmith; often found in a market browsing for metals and gems; Hire adventurers to escort shipments.			
Appearance			
Stout			
Expressions			
"That clinking and clanking of coins in a purse are the sole reason I take my first breath in the morning";			
Mannerisms			
Bobs his head while whistling an old dwarven tune as he works away at his metals. Takes deep, pensive breaths, nostrils flaring, before answering most questions. Loves smoking cigars.			
Motivations			
Creating the finest forged products. Spreading his smithing as far throughout the region as possible			
Passions			
Dwarven metals; fine cigars			
Secrets			
Lorne is in love with a halfling merchant who passes through here-and-there. Although he hasn't done anything yet, as a married man, he is ashamed.			
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Background Story			
<p> Lorne was raised in the SimmeredAshes [Large Mountain Range] Mountain range. His parents were devout worshippers of Hysdomman, the Father of Shield [Any powerful Central Dwarven God] and highly traditional. They were harsh on him, but fair, and always urged him to keep his head busy in his own business, not others. As talented and renowned smiths, his family were also able to offer Lorne a lush and more-than-comfortable lifestyle. He thus absorbed and internalized the priority of wealth and proprietorship.</p><p>Although among the upper class of his city Lorne had watched his parents' relentless toiling upon the anvil and forges. He learned that comfort is the result of long days of tireless labour. As his parents aged he began to take the roles of proprietor and designer of Stronghammer Arms. To this day he swears by his name and lives his brand</p>			
Personality			
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Lorne was raised in the SimmeredAshes [Large Mountain Range] Mountain range. His parents were devout worshippers of Hysdomman, the Father of Shiel [Any powerful Central Dwarven God] and highly traditional. They were harsh on him, but fair, and always urged him to keep his head busy in his own business, not bother others. As talented and renowned smiths, his family were also able to offer Lorne a lush and more-than-comfortable lifestyle. He thus absorbed and internalized the priority of wealth and proprietorship.

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