

### 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	12	13
(+2)	(+1)	(+3)	(+1)	(+2)

12 (+1)

3235

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### **Saving Throws**

TODO Saving Throws
Skills
Blacksmithing; Mining;
Gems; Leatherworking;
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Dwarven

# Adjectives gruff, Special Abilities

Common Draconic

-

### **Special Equipment**

-

#### **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

-

### **Factions**

### 

## Image Dummy

### ROLEPLAYING

#### 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 halfing 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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