

## 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 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; **Proficiencies Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities** Senses TODO Senses Languages Dwarven

**Special Abilities** 

Common Draconic

Adjectives gruff,

**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** 

2500 x 3235  $\longleftrightarrow$ Image Dummy

# ROLEPLAYING

#### Introduction

Recommended as a fine blacksmith; often found in a market browsing fo metals and gems; Hire adventurers to escort shipments.

#### **Appearance**

Stout

#### **Expressions**

"That clinking and clanking of coins 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 h metals. Takes deep, pensive breaths nostrils flaring, before answering mo 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

Lorne is in love with a halfing mercha who passes through here-and-there. Although he hasn't done anything ye as a married man, he is ashamed.

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### fair, and to keep his own renown were al Lorne a than-co He thus internal wealth

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