



my

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)

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 TODO Senses
Languages Dwarven,
Common, Draconic,
Adjectives gruff,

Special Abilities

-

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
Image Dummy

ROLEPLAYING

Introduction

Recommended as a fine blacksmith; often found in a market browsing for metals and gems; Hire adventurers 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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Saving Throws
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Skills **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 any other opponents tied up in some way or another.

Actions

hand axe | War hammer

Factions

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BACKGROUND STORY

Lorne was raised in the SimmeredAshes [Large Mountain Range] Mountain range. His parents were devout worshippers of Hysdomman, the Father of Shields [Any powerful Central Dwarven God] and highly traditional. They were harsh on him, but fair, and always urged him to keep his hands busy in his own business, not others. As talented and renown 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. Although among the upper class of his city, Lorne had watched his parents relentless toiling upon the anvils 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 for his brand