

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	CHA
14	12	16	12	13	12

**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 | Secon Wind

Special Equipment

- Lorne Wears Bracers of Defense.

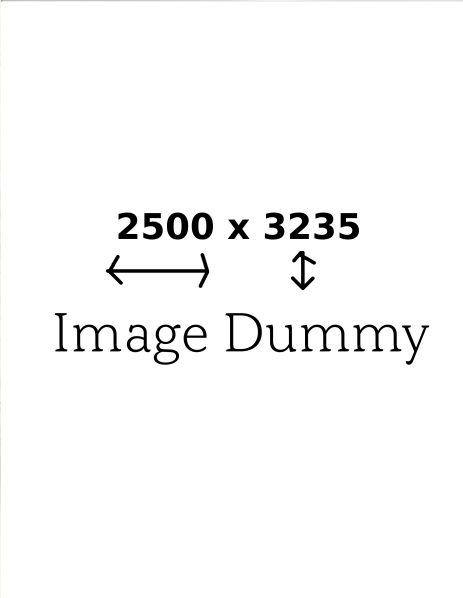
Combat Tactics

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



CELL 1

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 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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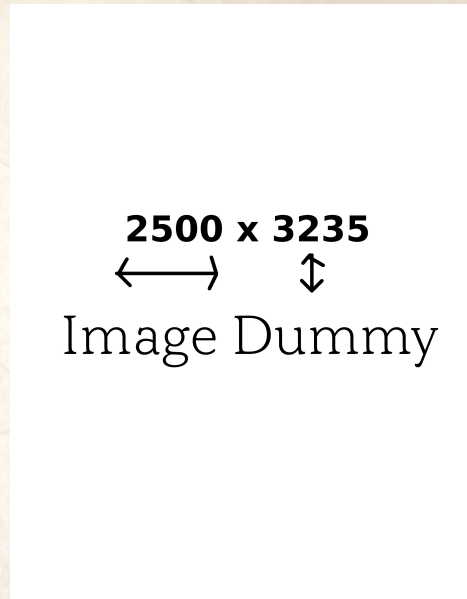
## CELL 2   **Combat Tactics**

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bottom stats 2



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