



## 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 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 halving merchant who passes through here-and-there. Although he hasn't done anything yet as a married man, he is ashamed.

## 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** **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

-

### 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

## 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 halving merchant who passes through here-and-there. Although he hasn't done anything yet, as a married man, he is ashamed.

## BACK STORY

Lorne is a Simmer Mount range. worshi the Fa power and hi were h and al his ha busine talent his far offer L than-c thus a the pri propri Althou class of his watched h toiling upo forges. He is the resu tireless lab aged he be roles of pro of Strongh day, he sw and lives f

x 3235  
Image Dummy

Cell3