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lorne stronghammer

**2500 x 3235**  
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Lorne Stronghammer

## Lorne Stronghammer

**middle aged adult Dwarf**  
**Lawful Evil**  
**Level 5 Fighter Champion**

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### Pronouns -

he/him

### Occupations -

Smith; Merchant

**Armor Class -**

18

**Hit Points -**

39 (TODO Hitdice)

**Speed -**

25.

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**STR**

14 (+2)

**DEX**

12 (+1)

**CON**

16 (+3)

**INT**

12 (+1)

**WIS**

13 (+2)

**CHA**

12 (+1)

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**Saving Throws -**

**Skills -**

{ "Dwarf Abilities"=>[{ "Dwarven Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage", "Dwarven Combat Training"=>"Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer.", "Stonecunning"=>"Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus"}], "Fighter Abilities"=>[{ "Fighting Style"=>nil, "Second Wind"=>"Bonus Action to regain 1d10 +", "Action Surge"=>"Once every short/long rest can take an extra action", "Extra Attack"=>"Can attack twice each turn"}], "Champion Abilities"=>[{ "Improved Critical"=>"your weapon attacks score a critical hit on a roll of 19 or 20"}]}

**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Dwarvish Common Draconic { "id"=>"smiths\_guild", "name"=>"Smith's Guild" }

**Adjectives -**

Gruff, Surly, Stern,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

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**Roleplaying**

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## Introduction

Recommended as a fine blacksmith. Often found in a market browsing for metals and gems. Hire adventurers to escort shipments.

## Appearance

Stout with a shaved head and a long red beard, wearing a dirty, greasy blacksmith apron and leather pants. Always has a half-smoked cigar in his mouth

## 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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Languages -

Dwarvish Common Draconic {"id"=>"smiths\_guild", "name"=>"Smith's Guild"}

Adjectives -

Gruff, Surly, Stern,

---

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

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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