

2500 x 3235

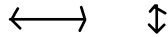


Image Dummy

## 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** -

**Skills** -

Blacksmithing; Mining; Gems;

Leatherworking;

**Proficiencies** -

**Proficiency Mod** - +3

**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.

## 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** - 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 the Sim [Large Mounta parents worship of Shiel Central and hig They we but fair, urged h hands b busines talented smiths, also abl lush and comfort thus ab internal wealth i propriel

Alth upper c Lorne h parents upon th forges. comfort long da labour. aged he the role and des Strongh this day name a brand

x 3235



Dummy