# 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**

**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**

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# 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 halfing 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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