

Lorne Stronghammer

LORNE STRONGHAMMER

*Middle Aged Adult Dwarf
Lawful Evil
Level 5 Fighter Champion*

Pronouns - he/him
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
(+2)	(+1)	(+3)	(+1)	(+2)	(+1)

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,

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 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 doesn't do anything about it, he

LORNE STRONGHAMMER

*Middle Aged Adult Dwarf
Lawful Evil
Level 5 Fighter Champion*

Pronouns - he/him
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 -
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 -
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

ROLEPLAYING

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

Although he hasn't done anything yet, as a married man, he is ashamed.

opponents tied up in some way or another.

Actions

-

Factions

Passi

Dv
cigars

Secre

Lo
halfin
passe
there.
done.
marrie
ashan