

CELL
ONE

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 TODO
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

2500 x 3235

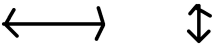


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ROLEPLAYING

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 halving 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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Condition Immunities **TODO** **Condition Immunities**
Senses **TODO** **Senses**
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Adjectives **gruff** ,

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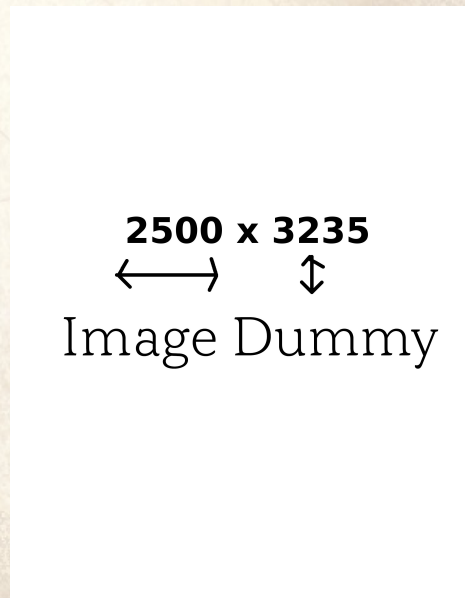
CELL 2 **Combat Tactics**

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