

2500 x 3235



Image Dummy

## GLOHRIMOORE FLINTBACK

Older Adult Mountain Dwarf  
Lawful Good  
Level 10 Cleric

**Pronouns** - he/him  
**Occupations** -  
Forge, Lanternmaker  
**Armor Class** - 16  
**Hit Points** -  
75 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS
12 (+1)	9 (0)	17 (+4)	9 (0)	19 (+5)

**CHA**  
13  
(+2)

**Saving Throws** -  
**Skills** - Survival; Smithing  
**Proficiencies** -  
**Proficiency Mod** - +4

**Languages** -  
Common Dwarfven  
**Adjectives** -

**Special Abilities** -  
**Special Equipment**

**Combat Tactics**  
Glohrimoore is essentially fearless. Particularly if faced with what he perceives as an evil combatant. Of course, this has its pros - that he is a brave fighter - <i>and</i> its cons - that he is foolhardy in battle and takes short-sighted risks.

**Actions**  
**Factions**

## ROLEPLAYING

### Introduction

You can feel intense heat emanating from within a nearby tent. The clank of a forge resonates. "Arr. Not quite right."

### Appearance

Stout, weathered skin. Oily, singed, earth-colored garb. Tangled, braided dark brown hair.

### Expressions

"Hail Herses! These metals aren't Dwarfven!", "Light reveals Truth. Honesty, the light.", "Bring thee out the shadows!"

### Mannerisms

Total workaholic. Fiddles with lantern joints, frames, and wicks while conversing. Sneers, one eye squinting.

### Motivations

To produce the best quality lanterns for travel and city use. To enlighten other races of discrimination Dwarfes face.

### Passions

Fire. Smithing. Equality. Bringing more light into a world he feels is beleaguered by darkness.

### Secrets

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**Saving Throws** -  
TODO Saving Throws  
**Skills** - Survival; Smithing  
**Proficiencies** - TODO  
**Damage Immunities** -  
TODO Damage Immunities  
**Condition Immunities** -  
TODO Condition Immunities  
**Senses** - TODO Senses  
**Languages** -  
Common Dwarfven  
**Adjectives** -

**Special Abilities** -  
**Special Equipment**

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## BACKG STORY

Glohrimoore is a Dwarf smith, but not what you might imagine working for his Deity central to his sees in terms of dependence and light he was a with the processes attention focused light we mechan greatest turned h from we crafting towards of the fin traveller and bey

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