

GLOHRIMOORE FLINTBACK

older adult mountain dwarf
lawful good
Level 10 cleric

Pronouns: he/him
Occupations:
Forge, Lanternmaker
Armor Class 16
Hit Points 75 (TODO H
Speed 30.

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

CHA
13
(+2)

2500 x 3235
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(+2)

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 Dwarven ,
Adjectives ,

Special Abilities

- Resistant to Magic, Fire, & Poison; Nightvision. | Blessing of the Forge; Soul of the Forge; Divine Strike; Artisan's blessing; | Divine Intervention
Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 4 - 3; 5 - 2; | Searing Smite, Elemental Weapon, Wall of Fire, Magic Weapon

Special Equipment

Combat Tactics

Glohrimoore is essentially fearful. 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> cons - that he is foolhardy in battle and takes short-sighted risks.

Actions

Warhammer

Factions

ROLEPLAYING

Introduction

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<p>Glohrimoore is a smith, born and bred, but not what one might imagine from a hard-working Mountain Dwarf. While fully committed to his Deity, Moradin

[Any central Dwarven Deity], he sees the forge more so in terms of its dependence upon fire and light. As a youngster, he was always fascinated with the forging processes, but his attention was more focused on how fire and light were the central mechanism for his greatest creations. He turned his attention away from weapon and armor crafting and instead toward the construction of the finest lanterns for travellers, city streets and beyond.