

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** 12 **DEX** 9 **CON** 17 **INT** 9 **WIS** 19

**CHA**  
13

**Saving Throws**  
TODO Saving Throws  
**Skills** Survival; Smithing  
**Proficiencies**  
**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 blessing; | Divine Intervention  
Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 4; 4 - 3; 5 - 2; | Searing Smite, Elemental Weapon, Wall of Fire, Magic Weapon

### 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 - and its cons - that he is foolhardy in battle and takes short-sighted risks.

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## 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 Dwarven!", "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 Dwarves face.

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### Actions

Warhammer

### Factions

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Warhammer

Factions

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

Secrets

Cell3

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