

Flintback

GLOHRIMORE FLINTBACK

Older Adult Dwarf
Lawful Good
Level 10 Cleric Forge Domain

Pronouns - he/him
Occupations - Smith, Lanternmaker
Armor Class - 16
Hit Points - 75 (TODO Hitdice)
Speed - 25.

STR	DEX	CON	INT	WIS	CHA
12	9 (0)	17	9 (0)	19	13
(+1)		(+4)		(+5)	(+2)

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"}], "Cleric Abilities"}=>[{"Spellcasting"}=>[{"Description"}=>"DC16", "Cantrips"}=>"Guidance, Thaumaturgy, Resistance, Sacred Flame, Mending", "1st Level"}=>"Detect Magic, Bane, Bless, Cure Wounds", "2nd Level"}=>"Hold Person, Spiritual Weapon, Continual Flame", "3rd Level"}=>"Dispel Magic, Create Food and Water, Spirit Guardians", "4th Level"}=>"Banishment, Control Water, Stone Shape", "5th Level"}=>"Flame Strike, Greater Restoration"}, "Channel Divinity"}=>"Turn Undead, Destroy Undead, Artisan's Blessing", "Divine Intervention"}=>"Can call her patron to intervene on her behalf"}, "Forge Domain Abilities"}=>[{"Spellcasting"}=>[{"Description"}=>"DC 16", "1st Level"}=>"Identify, Searing Smite", "3rd Level"}=>"Heat Metal, Magic Weapon", "5th Level"}=>"Elemental Weapon, Protection from Energy", "7th Level"}=>"Fabricate, Wall of Fire", "9th Level"}=>"Animate Object, Creation"}], "Bonus Proficiencies"}=>"Proficiency with Heavy Armor and Smith's Tools", "Blessing of the Forge"}=>"When you make a Strength check to move, lift, push, pull, or break something, you have advantage if the weight or force involved is no more than half your carrying capacity."}]

```

**GLOHRIMORE
FLINTBACK**

Older Adult Dwarf
Lawful Good
Level 10 Cleric Forge
Domain

Pronouns - he/him
Occupations -
Smith, Lanternmaker
Armor Class - 16
Hit Points -
75 (TODO Hitdice)
Speed - 25.

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

CHA
13
(+2)

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"}], "Cleric
 Abilities"=>
 [{"Spellcasting"=>
 [{"Description"=>"DC16",
 "Cantrips"=>"Guidance,
 Thaumaturgy, Resistance,
 Sacred Flame, Mending", "1st
 Level"=>"Detect Magic,
 Bane, Bless, Cure Wounds",
 "2nd Level"=>"Hold Person,
 Spiritual Weapon, Continual
 Magic", "3rd Level"=>"Dispel
 Magic, Create Food and
 Water, Spirit Guardians", "4th
 Level"=>"Banishment,
 Control Water, Stone Shape",
 "5th Level"=>"Flame Strike,
 Greater Restoration,"}],
 "Channel Divinity"=>"Turn
 Undead, Destroy Undead,
 Artisan's Blessing", "Divine
 Intervention"=>"Can call her
 patron to intervene on her
 behalf"}], "Forge Domain
 Abilities"=>
 [{"Spellcasting"=>
 [{"Description"=>"DC 16",
 "1st Level"=>"Identify,
 Searing Smite", "3rd
 Level"=>"Heat Metal, Magic
 Weapon", "5th
 Level"=>"Elemental Weapon,
 Protection from Energy", "7th
 Level"=>"Fabricate, Wall of
 Fire", "9th Level"=>"Animate
 Object, Creation"}], "Bonus
 Proficiencies"=>"Proficiency
 with Heavy Armor and
 Smith's Tools", "Blessing of
 the Forge"=>"you gain the
 ability to imbue magic into a
 weapon or armor. At the end

ROLE

Introduct
You
heat
within a
clank
resonat
right."

Appea
Stou
skin. O
colored
braided

Expres

Ha
These
Dwarv

300 x 3255

→↕

Age Dummy

forge"=> you gain the ability to imbue magic into a weapon or armor. At the end of a long rest, you can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest or until you die, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon. Once you use this feature, you can't use it again until you finish a long rest.", "Channel Divinity - Artisans Blessing"=>"you can use your Channel Divinity to create simple items. You conduct an hour-long ritual that crafts a nonmagical item that must include some metal; a simple or martial weapon, a suit of armor, ten pieces of ammunition, a set of tools, or another metal object. The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you. The thing you create can be something that is worth no more than 100 gp. As part of this ritual, you must lay out metal, which can include coins, with a value equal to the creation. The metal irretrievably coalesces and transforms into the creation at the ritual's end, magically forming even nonmetal parts of the creation. The ritual can create a duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual.", "Soul of the Forge"=>"your mastery of the forge grants you special abilities; You gain resistance to fire damage. While wearing heavy armor, you gain a +1 bonus to AC", "Divine Strike"=>"you gain the ability to infuse your weapon strikes with the fiery power of the forge. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8."}}}

Proficiencies -
Proficiency Mod - +4

Languages - Common Dwarvish
Adjectives - Hardworking, Skilled,

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

Actions -

Factions

Role:

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 Horses! 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

Passions

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

Secrets

N/A

of a long rest, you can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest or until you die, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon. Once you use this feature, you can't use it again until you finish a long rest.", "Channel Divinity - Artisans Blessing"=>"you can use your Channel Divinity to create simple items. You conduct an hour-long ritual that crafts a nonmagical item that must include some metal; a simple or martial weapon, a suit of armor, ten pieces of ammunition, a set of tools, or another metal object. The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you. The thing you create can be something that is worth no more than 100 gp. As part of this ritual, you must lay out metal, which can include coins, with a value equal to the creation. The metal irretrievably coalesces and transforms into the creation at the ritual's end, magically forming even nonmetal parts of the creation. The ritual can create a duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual.", "Soul of the Forge"=>"your mastery of the forge grants you special abilities; You gain resistance to fire damage. While wearing heavy armor, you gain a +1 bonus to AC", "Divine Strike"=>"you gain the ability to infuse your weapon strikes with the fiery power of the forge. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8."}}}

Motivations
To i quality and city other discrimi face

Passio
Fire. Equality light int is b darknes

Secret
N/A

Languages -
Common Dwarvish
Adjectives -
Hardworking, Skilled,

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

Actions -

Factions

NAME: _____

Role: _____