

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 H
Speed 30.

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

CHA

13
(+2)

Saving Throws TODO Saving Throws
Skills Survival; Smithin
Proficiencies
Damage Immunities TODO Damage Immunit
Condition Immunities TODO Condition Immuni
Senses TODO Senses
Languages Common Dwarven ,
Adjectives ,

2500 x 3235
Image Dummy

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

GLOHRIMOORE FLINTBACK

*older adult mountain dwarf
lawful good
Level 10 cleric*

Pronouns: he/him
Occupations: Forge, Lanternmake
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 TODO Saving Thro
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, & Poiso
Nightvision. | Blessing of the Fo
Soul of the Forge; Divine Strike
Artisan's blessing; | Divine
Intervention | Spells: 0 - 5; 1 - 4
- 3; 3 - 3; 4 - 3; 5 - 2; | Searing
Smite, Elemental Weapon, Wal
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 - <i>and</i> its cons that he is foolhardy in battle and ta short-sighted risks.

Actions

Warhammer

Factions

ROLEPLAYING

Introduction

You can feel intense heat emanating from within a nearb

Special Abilities

- Resistant to Magic, Poison; Nightvision of the Forge; Soul of the Forge; Divine Strike blessing; | Divine Inspiration | Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 4; 4 - 3; 5 - 2; | Sea of Smiting, Elemental Wall of Fire, Magic

Special Equipment

Combat Tactics

Glohrimoore is essentially a warrior. Particularly if faced with a threat he perceives as an evil combatant. Of course, this has its pros - he is a brave fighter - and cons - that he is foolhardy and takes short-sighted risks.

Actions

Warhammer

Factions

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.

Passions

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

Secrets

Smithing is his true passion. 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.

Passions

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

Secrets

BACKGROUND STORY

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 mechanisms for the greatest creations. He turned his attention away from weapon and armor crafting and instead towards the construction of the finest lanterns for travellers, city streets, and beyond.

PERSONALITY