

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	CHA
12 ()	9	17	9	19	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's blessing; | Divine Intervention | Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 3; 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 - <i>and</i> its cons - that he is foolhardy in battle and takes short-sighted risks.

Actions

Warhammer

Factions

2500 x 3235
↔ ↓
Image Dummy

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ROLEPLAYING

Introduction

You can feel intense heat emanating from within a nearby tent. The
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 is
beleaguered by darkness.

Secrets

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