

GLOHRIMOORE
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
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"=>"you gain the
ability to imbue magic into a
weapon or armor. At the end

Glohrimooore Flintback

GLOHRIMOORE 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** **17** **9** **19** **13**
(+1) **(0)** **(+4)** **(0)** **(+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"=>"you gain the ability to imbue magic

2500 x 323

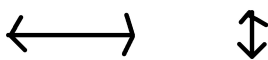


Image Dump

ROLE

Intro

You
heat
within a
clank
resonate
right."

Appea

Stou
skin. Oi
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 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

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."}}}

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:

Lig
Truth.
light.

Bri
the sha

Manne
Tota
Fiddles
joints, f
while co
one eye

Motiva
To i
quality
and city
other
discrimi
face

Passio
Fire.
Equality
light int
is - be
darknes

Secret
N/A

Role: