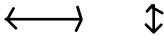



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GLOHRIMOORE FLINTBACK

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
12	9	17	9	19
(+1)	(0)	(+4)	(0)	(+5)

CHA
 13
 (+2)

Saving Throws -

Skills - Survival; Smithing

Proficiencies -

Proficiency Mod - +4

Languages -
 Common Dwarven
Adjectives -

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 - *<i>and</i>* its cons - that he is foolhardy in battle and takes short-sighted risks.

Actions -

Factions

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.

Passions

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

Secrets

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BACKG STORY

Glohrimoore is a smith, but not what you might imagine working. While for his Deity, central to his sees in to depende and light he was with process attention focused light w mechan greatest turned h from we crafting towards of the f traveller and bey

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