

## 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**  
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

-

### 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

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

"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

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## BACK STORY

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