

older adult mountain dwarf  
lawful good  
Level 10 cleric

STR	DEX	CON	INT	WIS
12	9	17	9	19

13

### Special Abilities

- **Resistant to Magic, Fire, & Poison; Nightvision. | Blessing of the Forge; Soul of the Forge; Divine Strike; Artisan blessing; | Divine Intervention Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 4 - 3; 5 - 2; | Searing Smite, Elemental Weaving, Wall of Fire, Magic Weapon**

### Special Equipment

## Combat Tactics

**Glohimore 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

## Warhammer

## 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

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CHA

**2500 x 3235**

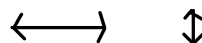


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2500 x 3235

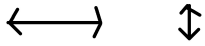


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**Saving Throws**

TODO Saving Throws

**Skills** Survival; Smithing**Proficiencies****Damage Immunities**

TODO Damage Immunities

**Condition Immunities**

TODO Condition Immunities

**Senses** TODO Senses**Languages** Common D**Adjectives** ,**Special Abilities**

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

**Special Equipment****Combat Tactics**

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**Actions**

Warhammer

**Factions****ROLEPLAYING****Introduction**

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**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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**Secrets****BACKGROUND STORY**

<p>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 then turned his attention away from weapon and armor crafting and instead towards the construction of the finest lanterns for travellers, city streets, and beyond.</p>

## PERSONALITY

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