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 (+1)	9 (0)	17 (+4)	9 (0)	19 (+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 - and 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 clan 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 shadows!"

Mannerisms

Total workaholic. Fiddles with lanter joints, frames, and wicks while conversing. Sneers, one eye squintir

Motivations

To produce the best quality lanterns travel and city use. To enlighten oth races of discrimination Dwarves face

Passions

Fire. Smithing. Equality. Bringing mo light into a world he feels is beleagu by darkness.

Secrets

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

CHA
13 (+2)

Saving Throws
TODO Saving Throws
Skills **Skills** Survival; Smithing
Proficiencies TODO
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 - and its cons - that he is foolhardy in battle and takes short-sighted risks.

Actions

Warhammer

Factions

Cell3

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

Background Story