

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 (0) (+4) 9 (0) (+5)

13 (+2)

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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,
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 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 molight into a world he feels is beleagu by darkness.

Secrets

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Proficiencies TODO

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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

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Warhammer

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Secrets

BACKGROUND STORY