

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	CHA
12 ()	9	17	9	19	13

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

- Resistant to Magic, Fire, & Poison;
Nightvision. | Blessing of the Forge; Soul
of the Forge; Divine Strike; Artisan's
blessing; | Divine Intervention | Spells: 0

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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

2500 x 3235
↔ ↕

Image Dummy

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Searing Smite, Elemental Weapon, Wall
of Fire, Magic Weapon

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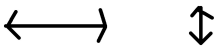


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ROLEPLAYING

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.

CELL 2

Passions

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

Secrets

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