



500 x 3235  
→ ↕  
Image Dummy

Glohrimoore Flintback

**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.

---

<b>STR</b> 12 (+1)	<b>DEX</b> 9 (0)	<b>CON</b> 17 (+4)	<b>INT</b> 9 (0)	<b>WIS</b> 19 (+5)	<b>CHA</b> 13 (+2)
--------------------------	---------------------	--------------------------	---------------------	--------------------------	--------------------------

---

**Saving Throws** -  
**Skills** - Survival; Smithing  
**Proficiencies** -  
**Proficiency Mod** - +4

---

**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**

**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.

---

<b>STR</b> 12 (+1)	<b>DEX</b> 9 (0)	<b>CON</b> 17 (+4)	<b>INT</b> 9 (0)	<b>WIS</b> 19 (+5)
--------------------------	---------------------	--------------------------	---------------------	--------------------------

---

**CHA**  
13  
(+2)

---

**Saving Throws** -  
**Saving Throws** -  
**Skills** - Survival; Smithing  
**Proficiencies** -

---

**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 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**