



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	17	9	19
(+1)	(0)	(+4)	(0)	(+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 - its cons - that he is foolhardy in battle and takes short-sighted risks.

Actions

-

Factions

2500 x 3235

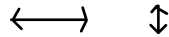


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ROLEPLAYING

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 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 Dwarven face.

Passions

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

Secrets

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BACK STORY

Glohrimoore was born and raised in a small village in the mountains. He was one of the few dwarves working in the mines. He was fully committed to Moradin Deity], but so in the end upon finding the youngest and most fascinating process was more and more mechan creation creation attention and arm towards finest la city street

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