

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)

2500 x 3235

CHA

13 (+2)

> **Saving Throws TODO Saving Throws**

Skills Survival; Smithin

Image Dummy

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> **Saving Throws TODO Saving Throws** 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 - <i>and</i> its cons that he is foolhardy in battle and takes short-sighted risks.

Actions

Warhammer

Proficiencies
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Actions

Warhammer

Factions

KULEPLAYING

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

ROLEPLAYING

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BACKGROUND STORY

Glohrimoore is a smith, born and bred, but not what one might imagine from a hardworking Mountain Dwarf. While fully committed to his Deity, Moradin [Any central Dwarven Deity], he sees the forge more so in terms of its dependence upon fire and light. As a youngster, he was always fascinated with the forging processes, but his attention was more focused on how fire and light were the central mechanism for the greatest creations. He turned his attention away from weapon and armor crafting and instead

towards the construction of the finest lanterns for travellers, city streets, and beyond.

Personality