GLOHRIMOO FLINTBACK

older adult mountain dv lawful good Level 10 cleric

Pronouns: he/him Occupations: Forge, Lanternmaker Armor Class 16 Hit Points 75 (TODO H Speed 30.

STR DEX CON INT WIS

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Saving Throws
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Skills Survival; Smithing

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
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Senses TODO Senses
Languages Common Dwarven ,
Adjectives ,

Special Abilities

Resistant to Magic, Fire, & Poison; Nightvision. | Blessi of the Forge; Soul of the Forge; Divine Strike; Artisa blessing; | Divine Interventi Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 4 - 3; 5 - 2; | Searing Smite, Elemental Weapon, Wall of Fire, Magic Weapon

Special Equipment

Combat Tactics

Glohrimoore is essentially fearly Particularly if faced with what I perceives as an evil combatant course, this has its pros - that is a brave fighter - <i>and </i>cons - that he is foolhardy in ba and takes short-sighted risks.

Actions

Warhammer

Factions

ROLEPLAYING

Introduction

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ROLEPLAYING

Introduction

You can feel intense heat emanating from with 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.

Cell3

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, on 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 world he feels is beleaguered by darkness.

Secrets

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BACKGROUND STORY

Glohrimoore is a smith, bo and bred, but not what one mi imagine from a hard-working Mountain Dwarf. While fully committed to his Deity, Morad [Any central Dwarven Deity], h sees the forge more so in term its dependence upon fire and light. As a youngster, he was always fascinated with the for processes, but his attention w more focused on how fire and light were the central mechani for the greatest creations. He turned his attention away from weapon and armor crafting an instead towards the constructi of the finest lanterns for travellers, city streets, and beyond.

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