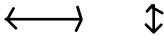


2500 x 3235  
  
 Image Dummy

## 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** -

**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**

## 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.

### 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.

STR	DEX	CON	INT	WIS
12	9	17	9	19
(+1)	(0)	(+4)	(0)	(+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 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

## BACKG STORY

Glohrimoore is a smith, but not what you might imagine working. While for his Deity, central to his life, he sees in the dependence and light he was with processes, attention focused, light with mechanism, greatest turned from we crafting towards of the traveller and beyond.

x 3235  
  
 Dummy