



x 3235

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 | CHA |
| 12 | 9 | 17 | 9 | 19 | 13 |
| (+1) | (0) | (+4) | (0) | (+5) | (+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 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

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