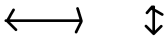


2500 x 3235

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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 (0)	17	9 (0)	19
(+1)		(+4)		(+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

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.

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To produce the best quality lanterns for travel and city use. To enlighten other races of discrimination Dwarves face.

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evil combatant. Of course, this has its pros - that he is a brave fighter - *and* its cons - that he is foolhardy in battle and takes short-sighted risks.

Actions -

Factions

Motivations

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Passions

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

Secrets

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CHA
13
(+2)

Saving Throws -
TODO Saving Throws

Skills - Survival; Smithing

Proficiencies - TODO

Damage Immunities -
TODO Damage Immunities

Condition Immunities -
TODO Condition Immunities

Senses - TODO Senses

Languages -
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