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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.

<b>STR</b> 12 (+1)	<b>DEX</b> 9 (0)	<b>CON</b> 17 (+4)	<b>INT</b> 9 (0)	<b>WIS</b> 19 (+5)	<b>CHA</b> 13 (+2)
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**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>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**

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