

GLOHRIMOORE FLINTBACK

older adult mountain dwarf
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
12 (+1)	9 (0)	17 (+4)	9 (0)	19 (+5)

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Armor Class 16
Hit Points 75 (TODO Hitdice)
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STR	DEX	CON	INT	WIS
12	9	17	9	19

CHA
13

Saving Throws
TODO Saving Throws
Skills Survival; Smithing
Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common Dwarven
Adjectives ,

Special Abilities

- Resistant to Magic, Fire, & Poison; Nightvision. | Blessing of the Forge; Soul of the Forge; Divine Strike; Artisan's Blessing; | Divine Intervention
Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2; | Searing Smite, Elemental Weapon, Wall of Fire, Magic Weapon

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 - *and* its cons - that he is foolhardy in battle and takes short-sighted risks.

Actions

Warhammer

Factions

ROLEPLAYING

Introduction

You can feel intense heat emanating from within a nearby tent. The clank of a

2500 x 3235
↔ ↕

Image Dummy

2500 x 3235
Image Dummy

CHA

13
(+2)

Saving Throws

TODO Saving Throws

Skills

Survival; Smithing

Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses

TODO Senses

Languages

Common Dwarven

Adjectives

Special Abilities

- Resistant to Magic, Poison; Nightvision of the Forge; Soul of the Forge; Divine Strike blessing; | Divine Inspiration | Spells: 0 - 5; 1 - 4; 3; 4 - 3; 5 - 2; | Sea Smite, Elemental Wall of Fire, Magic

Special Equipment

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Actions

Warhammer

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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BACKGROUND STORY

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

PERSONALITY

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