

# 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 (+1)	9 (0)	17 (+4)	9 (0)	19 (+5)

**CHA**  
  
13  
(+2)

2500 x 3235

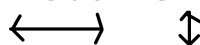


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**Saving Throws**  
TODO Saving Throws  
**Skills** Survival; Smithing

**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 - 4 - 3; 5 - 2; | Searing Smite, Elemental Weapon, Wall of Fire, Magic Weapon

## Special Equipment

## Combat Tactics

Glohrimoore is essentially fearful. 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> cons - that he is foolhardy in battle and takes short-sighted risks.

## Actions

Warhammer

## Factions

# ROLEPLAYING

## Introduction



**Saving Throws**  
 TODO Saving Throws  
**Skills** Survival; Smithing  
**Proficiencies**  
**Damage Immunities**  
 TODO Damage Immunities  
**Condition Immunities**  
 TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common D  
**Adjectives**

- Resistant to Magic, Fire, Cold, Horses: These metals aren't Dwarven!", Poison; Nightvision, | Blight reveals Truth, Honesty, the light., "Bring of the Forge; Soul of the Forge out the shadows!"
- Forge; Divine Strike; Artisan's blessing; | Divine Intervention
- | Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2; | Sealing
- Smite, Elemental Weapon
- Wall of Fire, Magic Weapon

Glohrimoore is essentially a **Secrets** person. Particularly if faced with what he perceives as an evil combatant of course, this has its pros - that is, a brave fighter - and its cons - that he is foolhardy in battle and takes short-sighted risks.

## Warhammer

## Factions

**You can feel intense heat emanating from within a nearby tent. The clank of a forge resonates. "Arr. Not quite right."**

**Stout, weathered skin. Oily, singed, earth-colored garb. Tangled, braided dark brown hair.**

**"Hail Horses! These metals aren't Dwarven!", "Light reveals Truth. Honesty, the light.", "Bring thee out the shadows!"**

**Total workaholic. Fiddles with lantern joints, frames, and wicks while conversing. Sneers, one eye squinting.**

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

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

## Secrets

<p>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, Moradin [Any central Dwarven Deity], he sees the forge more so in terms of its dependence upon fire and light. As a youngster, he was always fascinated with the forging processes, but his attention was more focused on how fire and light were the central mechanism for his greatest creations. He turned his attention away from weapon and armor crafting and instead toward the construction of the finest lanterns for travellers, city streets and beyond.</p>

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