

2500 x 3235
Image Dummy

CELL ONEGLOHRIMO
FLINTBACK

older adult mountain dwarf
lawful good
Level 10 cleric

Pronouns: he/him
Occupations:
Forge, Lanternmaker
Armor Class 16
Hit Points 75 (TODO Hitdie)
Speed 30.

STR 12 (**DEX** 9 **CON** 17 **INT** 9 **WIS** 19)

CHA
13

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

Special Abilities

- Resistant to Magic, Poison; Nightvision. | Blessing of the Forge; Soul of the Forge; Divine Strike of the Forge; Divine Strife; 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

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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

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Special Equipment

Combat Tactics

Glohrimoore is essentially fearless. Particularly if faced with what he perceives as an combatant. Of course, this has its pros - that he is a brave fighter - <i>and</i> its cons - that he is foolhardy in battle & takes short-sighted risks.

Actions

Warhammer

Factions

Cell3

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Actions

Warhammer

Factions

or discrimination Dwarves race.

Passions

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

Secrets

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