

# 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				

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STR	DEX	CON	INT	WIS
12 (+1)	9 (0)	17 (+4)	9 (0)	19 (+5)
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**  
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 - <i>and</i> its cons - that he is foolhardy in battle and takes short-sighted risks.

## Actions

Warhammer

## Factions

2500 x 3235

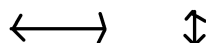


Image Dummy



## Idiosyncrasies

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

# PERSONALITY

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