



# 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>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>
12	9	17	9	19
(+1)	(0)	(+4)	(0)	(+5)

**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

-  
**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

-

## Factions

2500 x 3235

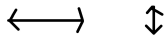


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# ROLEPLAYING

## 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 Horses! 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 Dwarven face.

## Passions

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

## Secrets

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# BACK STORY

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