



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 12
(+1) **DEX** 9 (0)
CON 17
(+4) **INT** 9 (0)
WIS 19
(+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

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

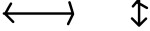


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ROLEPLAYING

Introduction

You can feel intense heat emanating
from within a nearby tent. The clank
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
shadows!"

Mannerisms

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

Motivations

To produce the best quality lanterns
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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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
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BACKGROUND STORY

<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 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.</p>