

older adult mountain dwarf
lawful good
Level 10 cleric

STR	DEX	CON	INT	WIS
12 (+1)	9 (0)	17 (+4)	9 (0)	19 (+5)

CHA

older adult mountain dwarf
lawful good
Level 10 cleric

STR	DEX	CON	INT	WIS
12	9	17	9	19

13

Damage Immunities
 TODO Damage Immunities
 Condition Immunities
 TODO Condition Immunities
 Senses TODO Senses
 Languages Common Dwarven
 Adjectives ,

- **Resistant to Magic, Fire, & Poison; Nightvision.** | **Blessing of the Forge;** **Soul of the Forge;** **Divine Strike;** **Artisan blessing;** | **Divine Intervention**
Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 2; 4 - 3; 5 - 2; | **Searing Smite,** **Elemental Weapon,** **Wall of Fire,** **Magic Weapon**

Glohimore 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 - and its cons - that he is foolhardy in battle and takes short-sighted risks.

Factions

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

Appearance

Image Dummy

2500 x 3235
Image Dummy

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 D

Adjectives ,

Special Abilities

- Resistant to Magic, Poison; Nightvision of the Forge; Soul of the Forge; Divine Strike blessing; | Divine Inspiration | Spells: 0 - 5; 1 - 4; 3; 4 - 3; 5 - 2; | Sea Smite, Elemental Wall of Fire, Magic

Special Equipment

Combat Tactics

Glohrimoore is essentially Particularlly if faced with perceives as an evil com course, this has its pros - a brave fighter - and cons - that he is foolhard and takes short-sighted

Actions

Warhammer

Factions

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 of discrimination Dwarves face.

Passions

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

Secrets

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 of discrimination Dwarves face.

Passions

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

Secrets

BACKGROUND STORY

Glohrimoore is a smith, bred, but not what one might imagine from a hard-working Mountain Dwarf. While fully committed to his Deity, Morag [Any central Dwarven Deity], 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.

PERSONALITY

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 forge processes, but his attention was more focused on how fire and light were the central mechanisms 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.