GLOHRIMOORE FLINTBACK

older adult mountain dwarf lawful good Level 10 cleric

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

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

CHA 13

Saving Throws
TODO Saving Throws
Skills Survival; Smithin

Proficiencies

Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immun
Senses TODO Senses

Senses TODO Senses Languages Common D Adjectives ,

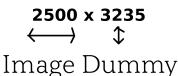
Special Abilities

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

Special Equipment

Combat Tactics

Glohrimoore is essentiall Particularly if faced with perceives as an evil com course, this has its pros-



ROLEPLAYING

Introduction

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

Appearance

Stout, weathered skin. Oily, singed, earth-colore 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.

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Senses TODO Senses
Languages Common Dwarven
Adjectives ,

Special Abilities

Resistant to Magic, Fire, & Poison; Nightvision. | Blessir of the Forge; Soul of the Forge; Divine Strike; Artisan blessing; | Divine Interventic 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 fearles Particularly if faced with what he perceives as an evil combatant. C course, this has its pros - that he a brave fighter - <i>and </i> its cons - that he is foolhardy in batt and takes short-sighted risks.

Actions

Warhammer

Factions

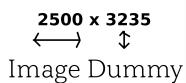
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Warhammer

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Passions

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

Secrets

Cell3

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