# GLOHRIMOORE FLINTBACK

older adult mountain dwarf lawful good Level 10 cleric

Pronouns: he/him Occupations: Forge, Lanternma 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

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. | Blessi of the Forge; Soul of the Forge; Divine Strike; Artisa blessing; | Divine Interventi Spells: 0 - 5; 1 - 4; 2 - 3; 3 -4 - 3; 5 - 2; | Searing Smite, Elemental Weapon, Wall of Fire, Magic Weapon

**Special Equipment** 

#### **Combat Tactics**

Glohrimoore is essentially fearld Particularly if faced with what I perceives as an evil combatant course, this has its pros - that I is a brave fighter - <i>and </i>cons - that he is foolhardy in ba and takes short-sighted risks.

**Actions** 

Warhammer

**Factions** 

# ROLEPLAYING

Introduction

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# 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-colored garb. Tangled, braided dark brown hair.

Cell3

## **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 world he feels is beleaguered by darkness.

# Secrets

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# BACKGROUND STORY

Glohrimoore is a smith, bo and bred, but not what one mi imagine from a hard-working Mountain Dwarf. While fully committed to his Deity, Morad [Any central Dwarven Deity], h sees the forge more so in term its dependence upon fire and light. As a youngster, he was always fascinated with the for processes, but his attention w more focused on how fire and light were the central mechani for the greatest creations. He turned his attention away from weapon and armor crafting and instead towards the constructi of the finest lanterns for travellers, city streets, and beyond.

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