

Age: older adult

Race: mountain dwarf

Pronouns: he/him

Occupation:

- Forge, Lanternmaker

Class: cleric

Level: 10

Alignment: lawful good

Languages:

- Common
- Dwarven

Factions:

Adjectives:

Armour Class: 16

Hit Points: 75

Speed: 30

STR 12

DEX 9

CON 17

INT 9

WIS 19

CHA 13

Saving Throws TODO Saving Throws

Role-Playing

Improv

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. Sowers, one eye squinting

Acting

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:

Vulnerabilities:

Skills:

- Survival; Smithing

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

Attacks: Warhammer

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.

Story

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>
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