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
 DEX
 CON
 INT
 WIS
 CHA

 12 ()
 9
 17
 9
 19
 13

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

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CELL 2

Combat Tactics

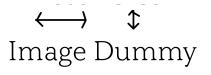
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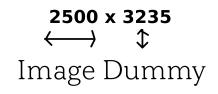
Actions

Warhammer

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2500 x 3235





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 Cell3 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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