

2500 x 3235



Image Dummy

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
12 (+1)	9 (0)	17 (+4)	9 (0)	19 (+5)

CHA
13
(+2)

Saving Throws -
Skills - Survival; Smithing
Proficiencies -
Proficiency Mod - +4

Languages -
Common Dwarven
Adjectives -

Special Abilities -
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
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

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
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 -
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 -
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

BACKG STORY

Glohrimoore is a smith, but not what you might imagine working for his Deity central to his sees in terms of dependence and light he was a with the processes attention focused light we mechan greatest turned h from we crafting towards of the fin traveller and bey

x 3235



Image Dummy