

2500 x 3235  
Image Dummy

# GLOHRIMOORE FLINTBACK

*older adult mountain dwarf  
lawful good  
Level 10 cleric*

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

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STR	DEX	CON	INT	WIS
12 (+1)	9 (0)	17 (+4)	9 (0)	19 (+5)

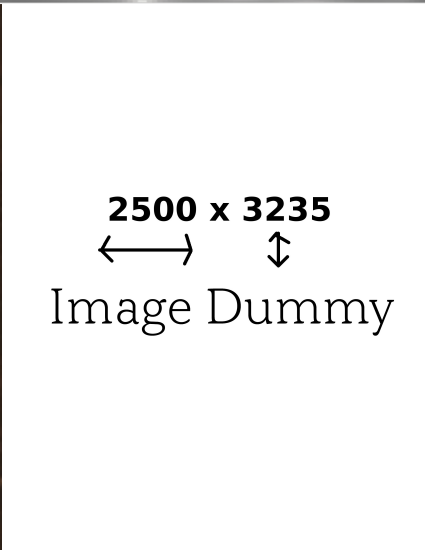
**CHA**

13  
(+2)

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**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** ,

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## 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

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**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 - 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**

## ROLEPLAYING

### Introduction

You can feel intense heat emanating from within a nearby

## Special Abilities

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

## Special Equipment

## Combat Tactics

Glohrmoore is essential. Particularly if faced with a choice that he perceives as an evil compromise, this has its pros - a brave fighter - and cons - that he is foolhardy and takes short-sighted risks.

## Actions

Warhammer

## Factions

## 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

<p>Glohrimoore is a smith, born an  
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  
its dependence upon fire and light.  
a youngster, he was always fascinated  
with the forging processes, but his  
attention was more focused on how  
and light were the central mechanisms  
for the greatest creations. He turned  
his attention away from weapon and  
armor crafting and instead towards  
construction of the finest lanterns for  
travellers, city streets, and beyond.  
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# PERSONALITY