



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

**CHA** 13  
(+2)

**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

2500 x 3235

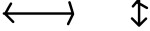


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# ROLEPLAYING

## Introduction

You can feel intense heat emanating  
from within a nearby tent. The clank  
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  
shadows!"

## Mannerisms

Total workaholic. Fiddles with lantern  
joints, frames, and wicks while  
conversing. Sneers, one eye squinting.

## Motivations

To produce the best quality lanterns  
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

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Smithing

**Proficiencies** TODO

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**Condition Immunities**  
TODO Condition  
Immunities  
**Senses** TODO Senses  
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Dwarven,  
**Adjectives**

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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  
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# BACKGROUND STORY

<p>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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